

1.	Field of study	Music in Multimedia
2.	Faculty	Faculty of Fine Arts and Educational Science
3.	Academic year of entry	2025/2026 (winter term)
4.	Level of qualifications/degree	second-cycle studies
5.	Degree profile	practical
6.	Mode of study	full-time

7.	General information about the module	
Module name		Programming Topics 1
Module code		W6-MM-DG-S2-ZPM1
Number of the ECTS credits		2
Language of instruction		Polish
Purpose and description of the content of education		Przedmiot przygotowuje do pracy z oprogramowaniem umożliwiającym tworzenie gier i aplikacji interaktywnych. Student zdobędzie podstawową wiedzę i umiejętności pozwalające na samodzielne tworzenie poziomów gier.
List of modules that must be completed before starting this module (if necessary)		not applicable

8.	Learning outcomes of the module			
Code	Description	Learning outcomes of the programme	Level of competenc (scale 1-5)	
W6-MM-DG-S2-ZPM1_1	The student knows and understands in depth types of game engines and complex relationships between their architecture and functionality.	W6-MM-S2-W04	2	
W6-MM-DG-S2-ZPM1_2	The student knows and understands selected issues from advanced techniques and technologies used in game engines along with their practical applications.	W6-MM-S2-W04	2	
W6-MM-DG-S2-ZPM1_3	The student can use possessed knowledge to design and create game levels.	W6-MM-S2-U01	2	
W6-MM-DG-S2-ZPM1_4	The student can import and process audio objects in game engines using appropriate methods and advanced audio tools.	W6-MM-S2-U01	2	

9.	Methods of conducting classes		
	Code	Category	Name (description)
	d01	Programmed learning methods	Working with a computer <i>e.g., Webquest; implementation of educational tasks using electronic and digital devices, computer programs and Internet applications; the academic teacher acts as a consultant; students' work is carried out step by step according to the plan laid own by the person teaching the course and following his instructions, and proceeds towards producing the indicated results within the set deadline</i>
	e03	Practical methods	Creation/production – creative workshop

		<i>an activity involving creating/producing a work/artifact based on the individual, creative effort of the participant; the creative workshop is characterized by the presence and openness which make it possible to access the essence of the work/peculiarity of the artifact at every stage of its creation/production</i>
e07	Practical methods	Simulation <i>an indirect method; imitating reality in order to gain experience approximating a real one; recreating a real-world situation so that its participant can acquire an experience close to the authentic one; work on "replacement" material</i>

10. Forms of teaching					
Code	Name	Number of hours	Assessment of the learning outcomes of the module	Learning outcomes of the module	Methods of conducting classes
MM-DG-S2-ZPM1_fs_1	practical classes	30	course work	W6-MM-DG-S2-ZPM1_1, W6-MM-DG-S2-ZPM1_2, W6-MM-DG-S2-ZPM1_3, W6-MM-DG-S2-ZPM1_4	d01, e03, e07

11. The student's work, apart from participation in classes, includes in particular:			
Code	Category	Name (description)	Is it part of the BUNA?
a03	Preparation for classes	Developing practical skills <i>activities involving the repetition, refinement and consolidation of practical skills, including those developed during previous classes or new skills necessary for the implementation of subsequent elements of the curriculum (as preparation for class participation)</i>	No
a05	Preparation for classes	Production/preparation of tools, materials or documentation necessary for class participation <i>developing, preparing and assessing the usefulness of tools and materials (e.g. aids, scenarios, research tools, equipment, etc.) to be employed in class or as an aid when preparing for classes</i>	No
c03	Preparation for verification of learning outcomes	Implementation of an individual or group assignment necessary for course/phase/examination completion <i>a set of activities aimed at performing an assigned task, to be executed out of class, as an obligatory phase/element of the verification of the learning outcomes assigned to the course</i>	Yes

Information on the details of the module implementation in a given academic year can be found in the syllabus available in the USOS system: <https://usosweb.us.edu.pl>.