

1.	<b>Field of study</b>	<b>Music in Multimedia</b>
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.	<b>General information about the module</b>	
<b>Module name</b>		<b>Audiovisual and multimedia projects</b>
Module code		W6-MM-S2-PAM
Number of the ECTS credits		1
Language of instruction		Polish
Purpose and description of the content of education		A module dedicated to implementing audiovisual and multimedia projects, during which students will gain knowledge and practical skills related to designing, creating, and integrating various audiovisual art forms. Participants of the module will learn how to operate with images, sound, music, and interactive elements using advanced tools and technologies. The program emphasizes teamwork in multidisciplinary teams and the development of complex projects, such as music videos, game soundtracks, multimedia art installations, or interactive presentations in augmented reality (XR). Students will implement their projects, developing their competencies in producing and post-production images and sound and time and resource management in the context of creative projects.
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-S2-PAM_1	The student knows methods for designing and integrating audiovisual art forms.	W6-MM-S2-W02	4	
		W6-MM-S2-W03	2	
		W6-MM-S2-W07	3	
W6-MM-S2-PAM_2	The student can independently realize audiovisual projects, working with images, sound, and interactive elements.	W6-MM-S2-U01	3	
		W6-MM-S2-U03	5	
		W6-MM-S2-U04	4	
W6-MM-S2-PAM_3	The student can manage time and resources in complex creative projects.	W6-MM-S2-U02	2	
		W6-MM-S2-U03	3	
		W6-MM-S2-U04	4	
W6-MM-S2-PAM_4	The student can search for and experiment with new tools and technologies to implement artistic projects, taking conscious risks to achieve innovative audiovisual results.	W6-MM-S2-K02	2	
		W6-MM-S2-K06	3	
		W6-MM-S2-K07	5	

9. Methods of conducting classes		
Code	Category	Name (description)
b07	Problem-solving methods	Activating methods: a case study <i>a comprehensive description of a phenomenon connected with the selected discipline; reflecting the reality, presenting the 'what', 'where' and 'how' of the phenomenon, i.e., all of its key aspects to be discussed in class; used as a reproduction, presentation, discussion or diagnosis of factors that shape the phenomenon or interact with it; an in-depth qualitative analysis and evaluation of a selected phenomenon</i>
b08	Problem-solving methods	Activating method – peer learning <i>learning through the exchange of knowledge in a group/team/pair of students, i.e., in the so-called learning cell; a kind of mutual learning; an approach focused on student activity under the guidance of the person teaching the course; a learning situation where students with a similar level of experience learn from one another</i>
b09	Problem-solving methods	Activating method – flipped classroom <i>anticipatory learning; work in class is based on previously studied material indicated by the person teaching the course; preparation outside the classroom serves the purpose of getting familiar with the issues whose knowledge is necessary for participating in the in-class discussion and the training in the related practical skills; the activity is based on the work of students under the guidance of the person teaching the course</i>
c06	Demonstration methods	Demonstration-imitation <i>a presentation of a model way of performing specific activities accompanied by a commentary; it aims at triggering imitation activities in an individual or in a group of participants observing the activities of the person teaching the course until the right habit is formed through regular exercise; the demonstration-imitation method is combined with a physical practice of activities/behaviours</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
Wr_PAM	workshop	15	course work	W6-MM-S2-PAM_1, W6-MM-S2-PAM_2, W6-MM-S2-PAM_3, W6-MM-S2-PAM_4	b07, b08, b09, c06

11. The student's work, apart from participation in classes, includes in particular:			
Code	Category	Name (description)	Is it part of the BUNA?
a01	Preparation for classes	Search for materials and review activities necessary for class participation <i>reviewing literature, documentation, tools and materials as well as the specifics of the syllabus and the range of activities indicated in it as required for full participation in classes</i>	No
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>	Yes
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
e02	Activities complementary to the classes	Publication of a work/presentation of an activity, also beyond the walls of the University <i>a set of activities carried out to disseminate (out of class) the effects of scholarly research, artistic,</i>	No

		<i>creative, project, construction, experimental work, etc., in the form of a classic presentation, exhibition, concert, projection, poster presentation, media mediated publication, in the digital form and as part of other activities; dissemination using various forms and tools</i>	
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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>.