

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		Special Effects
Module code		W6-DigiCrea-MM-SE
Number of the ECTS credits		1
Language of instruction		English
Purpose and description of the content of education		The "Special Effects" module introduces students to special effects, their applications, and the techniques used in audiovisual production. Throughout the workshop, participants will familiarize themselves with various methods of creating visual effects, ranging from traditional techniques to modern digital approaches. The course includes theoretical knowledge and practical exercises, allowing students to develop their impact on contexts such as films, video games, and VR productions. Students will be able to work with different tools and software used in the industry, gaining the skills necessary to produce high-quality special effects. The module will also cover contemporary trends in this field, including physical simulations and real-time generated effects. The module aims to foster creativity in participants and familiarize them with the processes of creating special effects in the context of modern multimedia productions.
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)	
IMG-S2-SE_1	TThe student knows the basic techniques for creating traditional and digital special effects in audiovisual production.	W6-MM-S2-W02	4	
		W6-MM-S2-W05	3	
IMG-S2-SE_2	The student can use tools and software to create visual effects in various forms of production, such as films, video games, or VR.	W6-MM-S2-U03	4	
		W6-MM-S2-U04	5	
IMG-S2-SE_3	The student can plan and execute special effects, considering modern digital approaches and physical simulations.	W6-MM-S2-U03	5	
		W6-MM-S2-U04	4	
IMG-S2-SE_4	The student can analyze special effects in the context of contemporary trends in the audiovisual industry.	W6-MM-S2-U03	5	
		W6-MM-S2-U04	4	
IMG-S2-SE_5	The student is open to teamwork and can effectively share their knowledge and skills while working on special effects projects.	W6-MM-S2-K02	3	
		W6-MM-S2-K03	4	
		W6-MM-S2-K06	5	

9. Methods of conducting classes		
Code	Category	Name (description)
a01	Lecture methods / expository methods	Formal lecture/ course-related lecture <i>a systematic course of study involving a synthetic presentation of an academic discipline; its implementation assumes a passive reception of the information provided</i>
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>
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_SE	workshop	28	course work	IMG-S2-SE_1, IMG-S2-SE_2, IMG-S2-SE_3, IMG-S2-SE_4, IMG-S2-SE_5	a01, b07, 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
e01	Activities complementary to the classes	Undertaking, on one's own initiative and individually, activities aimed at expanding the scope or depth of the teaching content, also beyond the walls of the University	No

		<i>a set of activities undertaken independently and on the student's own initiative, aimed at expanding the depth and scope of knowledge and skills, their revision and repetition, retention or verification, also activities carried outside the university, e.g., in a culture promoting or educational institution, a laboratory, in the open air, etc.; also self-education</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>.