

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		Project II (Digital Creation Laboratory)
Module code		W6-DigiCrea-MM-P2L
Number of the ECTS credits		12
Language of instruction		English
Purpose and description of the content of education		The "Project II (Digital Creation Laboratory)" module is an advanced course allowing students to work on their digital projects within an interdisciplinary creative laboratory. During the course, students will develop their skills in designing, creating, and executing digital artworks, combining theory and practice. The module offers a space for experimentation with various digital technologies, including graphics, sound, and interactivity, while enabling collaboration with other specialists in digital media. Through laboratory sessions, students will work on individual projects aimed at creative development and enhancing skills in digital production and innovative use of technology. During the tutorials, students will have the opportunity for one-on-one consultations with their mentors, who will assist in refining ideas and adapting projects to both technical and artistic requirements. The module fosters independence, creativity, and project management skills in a digital environment.
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-P2I_1	The student knows advanced methods of designing and implementing digital works using contemporary multimedia technologies.	W6-MM-S2-W01	3
		W6-MM-S2-W02	5
		W6-MM-S2-W04	4
IMG-S2-P2I_2	The student understands interdisciplinary relationships between graphics, sound, and interactivity in the context of digital creation.	W6-MM-S2-W01	4
		W6-MM-S2-W02	5
		W6-MM-S2-W04	3
IMG-S2-P2I_3	The student can independently design and implement a digital artistic project using appropriate technological tools.	W6-MM-S2-U02	3
		W6-MM-S2-U03	5
		W6-MM-S2-U04	4
IMG-S2-P2I_4	The student analyzes and adjusts their projects to meet technical and artistic requirements at various stages of development.	W6-MM-S2-U01	4
		W6-MM-S2-U02	3

		W6-MM-S2-U05	5
IMG-S2-P2I_5	The student collaborates with other specialists within an interdisciplinary creative team to achieve a common goal.	W6-MM-S2-K01 W6-MM-S2-K02 W6-MM-S2-K06	4 3 5
IMG-S2-P2I_6	The student demonstrates responsibility for developing their project management and digital creativity competencies.	W6-MM-S2-K01 W6-MM-S2-K03 W6-MM-S2-K07	3 5 4

9. Methods of conducting classes		
Code	Category	Name (description)
b05	Problem-solving methods	Activating method – seminar / proseminar <i>a seminar method; usually an oral presentation of a previously studied/diagnosed problem delivered on a forum; it aims at provoking a discussion concerning the results of research work; a type of conference, course or training session modelled on seminar classes</i>
b06	Problem-solving methods	Activating method – staged drama/drama <i>experiential learning; solving a problem by acting out a role; a.k.a. a role-playing method; role-players interpret their roles in an individual way; the identification with the role is achieved through the activation of the senses, imagination and speech, the stimulation of gesture and movement, etc.; the aim of drama is to experience situations, problems and events mediated by the role; staged drama is a role-playing method enriched with props and stage scenery illustrating a theme</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>
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>
c02	Demonstration methods	Video show <i>reproducing a film or video material in its entirety or in fragments in order to illustrate the content taught in class, to submit it to analysis and evaluation or to use it as an exercise in image perception; a film/video can be a work of art, an illustration (also technical illustration) of a content/phenomenon/object, a private record of an action, a media image, etc.</i>
c03	Demonstration methods	Audio playback / audio drama <i>preparation and reproduction of sound material (audio recording) in its entirety or in fragments in order to illustrate the content taught in class, to submit it to analysis and evaluation or to use it as a method of sound perception, including the appreciation of a musical piece, an artistic audio drama, an oral presentation of an artistic or scientific text as well as a media text; analysis of the sound material recorded on a carrier with a view to studying a sound-related phenomenon</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
C_P2L	practical classes	30	exam	IMG-S2-P2I_1, IMG-S2-P2I_2	b05, b07, b08, b09
W_P2L	laboratory classes	40	course work	IMG-S2-P2I_3, IMG-S2-P2I_4, IMG-S2-P2I_5, IMG-S2-P2I_6	b06, b07, c02, c03

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>	Yes
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
d01	Consulting the results of the verification of learning outcomes	Analysis of the corrective feedback provided by the academic teacher on the results of the verification of learning outcomes <i>reading through the academic teacher's comments, assessments and opinions on the implementation of the task aimed at checking the level of the achieved learning outcomes</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>.