

1.	Field of study	Scientific Information and Library Science
2.	Faculty	Faculty of Humanities
3.	Academic year of entry	2025/2026 (winter term)
4.	Level of qualifications/degree	first-cycle studies
5.	Degree profile	general academic
6.	Mode of study	part-time

7.	General information about the module	
Module name		Material Values of the Book: Practices and Products. Computer Graphics
Module code		W1-BN-N1-OPGK05
Number of the ECTS credits		2
Language of instruction		Polish
Purpose and description of the content of education		As part of the module, students will gain knowledge in the field of computer graphics (including vector and raster) as a work tool that can be used in cultural institutions. The implementation of the module is primarily intended to ensure that the student is able to use graphic software - to get to know its design capabilities and basic and advanced functions, as well as situations in which such software can be used in the work of cultural institutions. The acquired skills will allow for the independent creation of graphic projects for both traditional and electronic publications, which can be used, for example, in the information and promotional activities of cultural institutions of various types.
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)	
OPGK05_1	osoba studiująca zna oprogramowanie wykorzystywane do projektowania grafiki komputerowej (w tym wektorowej i rastrowej) i możliwości jego wykorzystania przez instytucje kultury (np. w działalności promocyjnej)	K_W02 K_W07	2 2	
OPGK05_2	potrafi wykorzystywać programy do grafiki komputerowej (w tym wektorowej i rastrowej) do projektowania z uwzględnieniem zasad projektowania wizualnego różnego typu obiektów graficznych, możliwych do wykorzystania w działalności instytucji kultury (np. w działalności promocyjnej)	K_U03	3	
OPGK05_3	potrafi realizować projekty graficzne, biorąc pod uwagę potrzeby odbiorców, jakimi są instytucje kultury i ich użytkownicy	K_U07	3	
OPGK05_4	jest gotów do wykorzystania nabytych umiejętności w zakresie projektowania grafiki komputerowej w działaniach informacyjnych i promocyjnych instytucji kultury różnego typu, a w przypadku trudności konsultuje się z ekspertami	K_K01	4	

9.	Methods of conducting classes		
Code	Category	Name (description)	
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</i>	

		<i>habit is formed through regular exercise; the demonstration-imitation method is combined with a physical practice of activities/behaviours</i>
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>
e02	Practical methods	Production exercise – workshop <i>an activity involving the creation of an object/product according to the rules/principles/description provided by the academic teacher acting as the workshop master</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
OPGK05_fs_1	laboratory classes	10	course work	OPGK05_1, OPGK05_4, OPGK05_2, OPGK05_3	c06, d01, e02

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
c01	Preparation for verification of learning outcomes	Determining the stages of task implementation contributing to the verification of learning outcomes <i>devising a task implementation strategy embracing the division of content, the range of activities, implementation time and/or the method(s) of obtaining the necessary materials and tools, etc.</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
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>.