1.	Field of study	**Games and Virtual Reality Design**
2.	Academic year of entry	2014/2015 (winter term)
3.	Level of qualifications/degree	second-cycle studies
4.	Degree profile	practical
5.	Mode of study	full-time

Module: Interface design, part 2

Module code: 13-PG2P-PI2

1. Number of the ECTS credits: 3

2. Learning outcomes of the module			
code	description	learning outcomes of the programme	level of competence (scale 1-5)
13-PG2P-PI2-1	The student has detailed knowledge regarding the realization of graphics related to games.	K_W01 K_W02	5 5
13-PG2P-PI2-2	The student is able to create highly original graphic works using the knowledge of art styles and artistic traditions connected with them.	K_W03 K_W04 K_W05	5 5 5
13-PG2P-PI2-3	The student is able to make independent decisions concerning graphic work design and realization.	K_U01 K_U02	5 5
13-PG2P-PI2-4	The student is able to use models constituting the grounds for graphic creation, which permit freedom and independence of artistic expression.	K_U06 K_U07	5 5

3. Module description	
Description	The aim of the course is to familiarize students with basic issues concerning composition and its elements: shapes and colours. This knowledge constitutes the starting point for learning to create interactive graphic messages - interfaces. The course develops the ability to apply basic semiographic figures and colours, using their semantic potential.
Prerequisites	Obtaining credit for the Interface design, part 1 module

4. Assessment of the learning outcomes of the module

code	type	description	learning outcomes of the module
13-PG2P-PI2-w-1	Credit project	Verification of knowledge and skills on the basis of the standard of realization of the individual visual art project performed by the student.	13-PG2P-PI2-1, 13-PG2P-PI2-2, 13-PG2P-PI2-3, 13-PG2P-PI2-4

5. Forms of teaching

code	form of teaching			required hours of student's own work		assessment of the learning outcomes of the module
	type	description (including teaching methods)	number of hours	description	number of hours	
PI2-fs-1	practical classes	Task discussion and consultation on particular project stages.	30	Reading specialist literature and realizing particular project stages on the basis of earlier consultations.	30	13-PG2P-PI2-w-1