

1.	<b>Field of study</b>	<b>Games and Virtual Reality Design</b>
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:** Workshops, part 4

**Module code:** 13-PG2P-WA4

**1. Number of the ECTS credits:** 1

<b>2. Learning outcomes of the module</b>			
<b>code</b>	<b>description</b>	<b>learning outcomes of the programme</b>	<b>level of competence (scale 1-5)</b>
13-PG2P-WA4-1	Familiarity with the latest techniques and technologies applied in game design.	K_W08	3
13-PG2P-WA4-2	The ability to use the latest tools for the purpose of designing game elements.	K_U02	3
13-PG2P-WA4-3	The ability to use the possibilities of game engines.	K_U04	4
13-PG2P-WA4-4	The ability to individually use the latest techniques of video and sound processing.	K_K02 K_U03	4 2
13-PG2P-WA4-5	The ability to communicate within the project team.	K_K04 K_U05	3 3
13-PG2P-WA4-6	The ability to use the specialist terminology in a foreign language.	K_U09	4

<b>3. Module description</b>	
<b>Description</b>	The student will become familiar with various approaches of professionals in the field studied by the student.
<b>Prerequisites</b>	No preliminary requirements

<b>4. Assessment of the learning outcomes of the module</b>			
<b>code</b>	<b>type</b>	<b>description</b>	<b>learning outcomes of the module</b>
13-PG2P-WA4-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-WA4-1, 13-PG2P-WA4-2, 13-PG2P-WA4-3, 13-

			PG2P-WA4-4, 13-PG2P-WA4-5, 13-PG2P-WA4-6
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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	
WA4-fs-1	practical classes	Workshop preparing for the independent and conscious preparation of individual visual art projects (all students)	15	Work based on the discussed visual art techniques, including knowledge and skills necessary for the realization of the credit project	15	13-PG2P-WA4-w-1