

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:** Sound engineering, part 2

**Module code:** 13-PG2P-IDZ2

**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-IDZ2-1	The student knows technical devices and software used in a sound studio.	K_W01 K_W06	4 5
13-PG2P-IDZ2-2	The student is able to use technical means effectively and adequately to the needs of a practical task, showing care for the artistic effect of the end result.	K_U02 K_U03	5 5
13-PG2P-IDZ2-3	The student cooperates with a team in order to create a consistent artistic concept of a game.	K_U05 K_U07	4 3

3. Module description	
<b>Description</b>	The course prepares the student for working as a sound engineer.
<b>Prerequisites</b>	Obtained credit for the 13-PG2P-IDZ1 module

4. Assessment of the learning outcomes of the module			
code	type	description	learning outcomes of the module
IDZ2-w-1	assessment of the semester work	During the semester the students perform a number of partial tasks, which make up an overall semester work, subject to assessment.	13-PG2P-IDZ2-1, 13-PG2P-IDZ2-2, 13-PG2P-IDZ2-3

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	
IDZ2-fs-1	practical classes	the analysis of selected issues connected with the course; the group size: 10-20 students	30	realization of tasks making up the semester work	60	IDZ2-w-1