

<b>1.</b>	<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:** Creation of sound effects, part 2

**Module code:** 13-PG2P-TEFX2

**1. Number of the ECTS credits:** 3

<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-TEFX2-1	The student knows the advanced techniques of sound recording.	K_W01	4
13-PG2P-TEFX2-2	The student knows the advanced methods of creating sound effects.	K_W02	4
13-PG2P-TEFX2-3	The student is able to use sound libraries.	K_U02	4
13-PG2P-TEFX2-4	The student is able to select appropriate sound sources and methods of creating sound effects.	K_U02	4
13-PG2P-TEFX2-5	The student creatively applies the techniques of sound recording and processing.	K_U06	5
13-PG2P-TEFX2-6	The student creates soundstages consistent with the visual layer. (contents).	K_U06	4

<b>3. Module description</b>	
<b>Description</b>	The module provides the student with knowledge and practical skills concerning creating (recording and processing) sound effects. These skills may be applied for creating the sound layer of games, film and radio productions, etc., as well as creating other inter-media artistic activities.
<b>Prerequisites</b>	Obtaining credit for the 13-PG2P-TEFX1 module.

4. Assessment of the learning outcomes of the module			
code	type	description	learning outcomes of the module
TEFX2-w-1	Oral exam	Verification of a set portion of knowledge acquired during practical classes, through reading recommended texts and from audiovisual sources, etc.	13-PG2P-TEFX2-1, 13-PG2P-TEFX2-2, 13-PG2P-TEFX2-3, 13-PG2P-TEFX2-4, 13-PG2P-TEFX2-5, 13-PG2P-TEFX2-6
TEFX2-w-2	Practical work	The realization of a practical task.	13-PG2P-TEFX2-1, 13-PG2P-TEFX2-2, 13-PG2P-TEFX2-3, 13-PG2P-TEFX2-4, 13-PG2P-TEFX2-5, 13-PG2P-TEFX2-6

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	
TEFX2-fs-1	practical classes	Practical classes based on presentations combining theoretical information with practical examples of appropriate applications, solving assigned problems by students	30	preparation for the classes through individual reading of the indicated texts and other sources (including audiovisual ones)	60	TEFX2-w-1, TEFX2-w-2