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| 1. | Field of study | Ethnology and Cultural Anthropology |
| 2. | Faculty | Faculty of Fine Arts and Educational Science |
| 3. | Academic year of entry | 2019/2020 (winter term), 2020/2021 (winter term) |
| 4. | Level of qualifications/degree | second-cycle studies |
| 5. | Degree profile | general academic |
| 6. | Mode of study | full-time |
| 7. | ISCED code | 0220 (Humanities (except languages), not further defined) |
| 8. | Connection between the field of study and university development strategy, including the university mission | |
| 9. | Number of semesters | 4 |
| 10. | Degree | magister (Master's Degree) |
| 11. | Specializations | Anthropology in the Production of Digital Entertainment Cultural Ecology |
| 12. | The semester from which the specializations starts | 1 |
| 13. | Percentage share of scientific or artistic disciplines in education (along with the indication of the leading discipline) | <ul style="list-style-type: none"> • <i>[leading discipline]</i> culture and religion studies (humanities): 100% |
| 14. | Percentage of the ECTS credits for each of the scientific or artistic disciplines to which the learning outcomes are related to the total number of ECTS credits (along with the indication of the leading discipline) | Anthropology in the Production of Digital Entertainment: <ul style="list-style-type: none"> • <i>[leading discipline]</i> culture and religion studies (humanities): 100% Cultural Ecology: <ul style="list-style-type: none"> • <i>[leading discipline]</i> culture and religion studies (humanities): 100% |
| 15. | Number of ECTS credits required to achieve the qualification equivalent to the level of study | Anthropology in the Production of Digital Entertainment: 120, Cultural Ecology: 120 |
| 16. | Percentage of the ECTS credits for optional modules in relation to the total number of ECTS credits | Anthropology in the Production of Digital Entertainment: 64%, Cultural Ecology: 64% |
| 17. | Total number of ECTS credits that a student must obtain in the modules taught | Anthropology in the Production of Digital Entertainment: 120, Cultural Ecology: 120 |
| 18. | Number of ECTS credits that a student must obtain in modules assigned to disciplines within the humanities or social sciences (not less than 5 ECTS) - in the case of | Anthropology in the Production of Digital Entertainment: 118, Cultural Ecology: 114 |

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| | fields of study assigned to disciplines within the fields other than, respectively, humanities or social sciences | |
| 19. | Graduation requirements for a particular specialization | <u>Anthropology in the Production of Digital Entertainment</u> <u>Cultural Ecology</u> |
| 20. | Organization of the process of obtaining a degree | |
| 21. | Internships (hours and conditions) in the case of practical programmes and in general university programme - if such requires internship | |
| 22. | Total number of ECTS credits that a student must obtain in internships | Anthropology in the Production of Digital Entertainment: 0, Cultural Ecology: 0 |
| 23. | Number of ECTS credits - higher than 50% of the total number of credits - that a student must obtain: <ul style="list-style-type: none"> • in general university programmes within a module connected with research carried out in the scientific or artistic disciplines to develop his/her knowledge and research skills; • in practical programmes within a module to develop practical skills | Anthropology in the Production of Digital Entertainment: 118, Cultural Ecology: 114 |
| 24. | General description of the programme | |
| 25. | General description of the specialization | <u>Anthropology in the Production of Digital Entertainment</u> <u>Cultural Ecology</u> |