

1. Field of study	Music in Multimedia
2. Faculty	Faculty of Fine Arts and Educational Science
3. Academic year of entry	2021/2022 (winter term)
4. Level of qualifications/degree	second-cycle studies
5. Degree profile	practical
6. Mode of study	full-time
7. ISCED code	0210 (Arts, 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	Music Composing in Audiovisual Arts Sound in Video Games
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> music (the arts): 89% • art studies (humanities): 5% • communication and media studies (social sciences): 4% • linguistics (humanities): 2%
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)	Music Composing in Audiovisual Arts: <ul style="list-style-type: none"> • <i>[leading discipline]</i> music (the arts): 100% Sound in Video Games: <ul style="list-style-type: none"> • <i>[leading discipline]</i> music (the arts): 100%
15. Number of ECTS credits required to achieve the qualification equivalent to the level of study	Music Composing in Audiovisual Arts: 120, Sound in Video Games: 120
16. Percentage of the ECTS credits for optional modules in relation to the total number of ECTS credits	Music Composing in Audiovisual Arts: 53%, Sound in Video Games: 53%
17. Total number of ECTS credits that a student must obtain in the modules taught	Music Composing in Audiovisual Arts: 99, Sound in Video Games: 99
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	Music Composing in Audiovisual Arts: 5, Sound in Video Games: 5

	fields of study assigned to disciplines within the fields other than, respectively, humanities or social sciences	
19.	Graduation requirements for a particular specialization	<u>Music Composing in Audiovisual Arts</u> <u>Sound in Video Games</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	Music Composing in Audiovisual Arts: 21, Sound in Video Games: 21
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 	Music Composing in Audiovisual Arts: 106, Sound in Video Games: 106
24.	General description of the programme	
25.	General description of the specialization	<u>Music Composing in Audiovisual Arts</u> <u>Sound in Video Games</u>