

1.	<b>Field of study</b>	<b>Music in Multimedia</b>
2.	Faculty	Faculty of Fine Arts and Educational Science
3.	Academic year of entry	2025/2026 (winter term)
4.	Level of qualifications/degree	second-cycle studies
5.	Degree profile	practical
6.	Mode of study	full-time

7.	<b>General information about the module</b>	
<b>Module name</b>		<b>3D Visual Elements for Video Games</b>
Module code		W6-DigiCrea-MM-VE
Number of the ECTS credits		1
Language of instruction		English
Purpose and description of the content of education		The module "3D Visual Elements for Video Games" focuses on the practical application of 3D design techniques in video game production. The workshop enables students to explore the processes of 3D modeling, texturing, and basic animation and their integration into game engines. During the sessions, participants can work with professional tools used in the gaming industry while enhancing their artistic and technical skills. The module emphasizes using creative visual solutions to enrich the player's experience. Students will gain a deeper understanding of the role of 3D elements in storytelling and interactivity within video games. The module "3D Visual Elements for Video Games" is an excellent opportunity to learn visual design fundamentals in practice and expand their portfolio with 3D graphics projects.
List of modules that must be completed before starting this module (if necessary)		not applicable

8.	Learning outcomes of the module			
Code	Description	Learning outcomes of the programme	Level of competenc (scale 1-5)	
IMG-S2-VE_1	The student knows the principles of designing 3D visual elements, including modeling, texturing, and animation, in the context of video games.	W6-MM-S2-W01	4	
		W6-MM-S2-W02	5	
		W6-MM-S2-W05	3	
IMG-S2-VE_2	The student can create three-dimensional models and textures using professional industry tools.	W6-MM-S2-U03	5	
		W6-MM-S2-U04	4	
IMG-S2-VE_3	The student integrates designed 3D elements with game engines, ensuring their proper functionality in an interactive environment.	W6-MM-S2-U03	5	
		W6-MM-S2-U04	4	
IMG-S2-VE_4	The student understands the importance of teamwork in creating game visual elements in a design project and demonstrates openness to constructive feedback.	W6-MM-S2-K06	5	
		W6-MM-S2-K07	3	

9. Methods of conducting classes		
Code	Category	Name (description)
b07	Problem-solving methods	Activating methods: a case study <i>a comprehensive description of a phenomenon connected with the selected discipline; reflecting the reality, presenting the 'what', 'where' and 'how' of the phenomenon, i.e., all of its key aspects to be discussed in class; used as a reproduction, presentation, discussion or diagnosis of factors that shape the phenomenon or interact with it; an in-depth qualitative analysis and evaluation of a selected phenomenon</i>
b08	Problem-solving methods	Activating method – peer learning <i>learning through the exchange of knowledge in a group/team/pair of students, i.e., in the so-called learning cell; a kind of mutual learning; an approach focused on student activity under the guidance of the person teaching the course; a learning situation where students with a similar level of experience learn from one another</i>
b09	Problem-solving methods	Activating method – flipped classroom <i>anticipatory learning; work in class is based on previously studied material indicated by the person teaching the course; preparation outside the classroom serves the purpose of getting familiar with the issues whose knowledge is necessary for participating in the in-class discussion and the training in the related practical skills; the activity is based on the work of students under the guidance of the person teaching the course</i>
c06	Demonstration methods	Demonstration-imitation <i>a presentation of a model way of performing specific activities accompanied by a commentary; it aims at triggering imitation activities in an individual or in a group of participants observing the activities of the person teaching the course until the right habit is formed through regular exercise; the demonstration-imitation method is combined with a physical practice of activities/behaviours</i>

10. Forms of teaching					
Code	Name	Number of hours	Assessment of the learning outcomes of the module	Learning outcomes of the module	Methods of conducting classes
Wr_VE	workshop	12	course work	IMG-S2-VE_1, IMG-S2-VE_2, IMG-S2-VE_3, IMG-S2-VE_4	b07, b08, b09, c06

11. The student's work, apart from participation in classes, includes in particular:			
Code	Category	Name (description)	Is it part of the BUNA?
a01	Preparation for classes	Search for materials and review activities necessary for class participation <i>reviewing literature, documentation, tools and materials as well as the specifics of the syllabus and the range of activities indicated in it as required for full participation in classes</i>	No
a03	Preparation for classes	Developing practical skills <i>activities involving the repetition, refinement and consolidation of practical skills, including those developed during previous classes or new skills necessary for the implementation of subsequent elements of the curriculum (as preparation for class participation)</i>	Yes
c03	Preparation for verification of learning outcomes	Implementation of an individual or group assignment necessary for course/phase/ examination completion <i>a set of activities aimed at performing an assigned task, to be executed out of class, as an obligatory phase/element of the verification of the learning outcomes assigned to the course</i>	Yes
e01	Activities complementary to the classes	Undertaking, on one's own initiative and individually, activities aimed at expanding the scope or depth of the teaching content, also beyond the walls of the University <i>a set of activities undertaken independently and on the student's own initiative, aimed at expanding the</i>	No

		<i>depth and scope of knowledge and skills, their revision and repetition, retention or verification, also activities carried outside the university, e.g., in a culture promoting or educational institution, a laboratory, in the open air, etc.; also self-education</i>	
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Information on the details of the module implementation in a given academic year can be found in the syllabus available in the USOS system: <https://usosweb.us.edu.pl>.

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5.	Degree profile	practical
6.	Mode of study	full-time

7.	General information about the module	
Module name		Academic writing and research methods
Module code		W6-DigiCrea-MM-AW
Number of the ECTS credits		1
Language of instruction		English
Purpose and description of the content of education		The module "Academic Writing and Research Methods" introduces students to the principles of creating and editing academic papers in both Polish and English. The course covers techniques for structuring text, formulating arguments, and presenting theses and research results. Students will learn how to prepare bibliographies and citations. The course also includes training in using typical phrases and stylistic tools for different parts of an academic text. The module consists of lectures and focuses on theoretical and practical aspects of academic writing.
List of modules that must be completed before starting this module (if necessary)		not applicable

8.	Learning outcomes of the module			
Code	Description	Learning outcomes of the programme	Level of competenc (scale 1-5)	
S2-AW_1	The student knows about editing a scientific text. The student can edit someone else's text, indicating necessary corrections concerning language and formal issues. The student understands how the editorial team works.	W6-MM-S2-W05	3	
		W6-MM-S2-W08	2	
		W6-MM-S2-W09	2	
		W_OOD	4	
S2-AW_2	The student knows of the course of the review process of scientific publications in journals.	W6-MM-S2-W05	3	
		W6-MM-S2-W08	2	
		W6-MM-S2-W11	4	
S2-AW_3	The student knows and can use typical language phrases, introduction characteristics, thesis presentation, argumentation, research and experiments description, and summary.	W6-MM-S2-U05	3	
		W6-MM-S2-U07	5	
		W6-MM-S2-W05	4	
S2-AW_4	The student can assess whether a given text is suitable for review from the perspective of formal preparation and linguistic correctness.	U_OOD	4	
		W6-MM-S2-U06	2	
		W6-MM-S2-U07	4	

		W6-MM-S2-U08	3
S2-AW_5	The student can construct a scientific text: indicate and define elements of its structure, list phrases and phrases for each part, and list the most essential concepts in English.	W6-MM-S2-U06 W6-MM-S2-U07 W6-MM-S2-U08	2 5 5
S2-AW_6	The student appreciates the importance of constant education, deepening language skills, and following the publishing market in art, new media, and creative industries.	KS_OOD W6-MM-S2-K02 W6-MM-S2-K03 W6-MM-S2-K07	4 2 5 2

9. Methods of conducting classes		
Code	Category	Name (description)
a01	Lecture methods / expository methods	Formal lecture/ course-related lecture <i>a systematic course of study involving a synthetic presentation of an academic discipline; its implementation assumes a passive reception of the information provided</i>
b02	Problem-solving methods	Lecture-discussion <i>transmission of content involving interaction with the lecture audience; discussion of lecture-related issues is one of its elements or constitutes its follow-up</i>
c07	Demonstration methods	Screen presentation <i>a presentation of synthetic image content using computer graphics, e.g., a series of slides or other multimedia forms, usually accompanied by a commentary; typical components of a screen presentation include text organized into bulleted points, charts, images and animations, sometimes sound effects or music; a multimedia illustration of course content presented in the form of a projected image</i>
d01	Programmed learning methods	Working with a computer <i>e.g., Webquest; implementation of educational tasks using electronic and digital devices, computer programs and Internet applications; the academic teacher acts as a consultant; students' work is carried out step by step according to the plan laid own by the person teaching the course and following his instructions, and proceeds towards producing the indicated results within the set deadline</i>

10. Forms of teaching					
Code	Name	Number of hours	Assessment of the learning outcomes of the module	Learning outcomes of the module	Methods of conducting classes
W_AW	lecture	15	course work	S2-AW_1, S2-AW_2, S2-AW_3, S2-AW_4, S2-AW_5, S2-AW_6	a01, b02, c07, d01

11. The student's work, apart from participation in classes, includes in particular:			
Code	Category	Name (description)	Is it part of the BUNA?
a02	Preparation for classes	Literature reading / analysis of source materials <i>reading the literature indicated in the syllabus; reviewing, organizing, analyzing and selecting source materials to be used in class</i>	Yes
a03	Preparation for classes	Developing practical skills <i>activities involving the repetition, refinement and consolidation of practical skills, including those</i>	No

		<i>developed during previous classes or new skills necessary for the implementation of subsequent elements of the curriculum (as preparation for class participation)</i>	
a04	Preparation for classes	Consulting materials complementary to those indicated in the syllabus <i>agreeing on materials complementary to those indicated in the syllabus, supporting the implementation of tasks resulting from or necessary for class participation</i>	Yes
c03	Preparation for verification of learning outcomes	Implementation of an individual or group assignment necessary for course/phase/ examination completion <i>a set of activities aimed at performing an assigned task, to be executed out of class, as an obligatory phase/element of the verification of the learning outcomes assigned to the course</i>	Yes

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7.	<b>General information about the module</b>	
<b>Module name</b>		<b>Acoustics</b>
Module code		W6-DigiCrea-MM-AC
Number of the ECTS credits		2
Language of instruction		English
Purpose and description of the content of education		The "Acoustics" module, part of the "Music Studio Techniques" program, is designed for students seeking to deepen their understanding of acoustics in the context of sound and digital music production. The module aims to introduce students to the fundamental principles of acoustics, such as sound waves, their propagation, and the impact of the acoustic environment on sound quality. Participants will also explore acoustic measurement techniques and their application in creating professional music recordings. The module covers both theoretical aspects of acoustics and practical applications in sound engineering and audio space design. During the course, students can work with various acoustic tools and analyze the acoustics of a recording studio environment. The course includes lectures and hands-on exercises, helping students gain the knowledge necessary to create optimal sound conditions in a music studio. The module concludes with an assessment that evaluates the knowledge and skills acquired in acoustics.
List of modules that must be completed before starting this module (if necessary)		not applicable

8.	Learning outcomes of the module			
Code	Description	Learning outcomes of the programme	Level of competence (scale 1-5)	
SND-S2-AC_1	The student knows the principles of acoustics, including sound waves and their propagation in different environments.	W6-MM-S2-W02	4	
		W6-MM-S2-W03	3	
		W6-MM-S2-W04	3	
SND-S2-AC_2	The student knows acoustic measurement techniques and their application in sound and music production.	W6-MM-S2-W01	3	
		W6-MM-S2-W06	4	
		W6-MM-S2-W07	2	
SND-S2-AC_3	The student understands the impact of the acoustic environment on sound quality in music production.	W6-MM-S2-W02	4	
		W6-MM-S2-W03	3	
		W6-MM-S2-W04	4	
SND-S2-AC_4	The student can apply acoustic tools to analyze and assess the acoustics of a recording studio space.	W6-MM-S2-U02	5	

		W6-MM-S2-U03	4
		W6-MM-S2-U06	4
SND-S2-AC_5	The student can effectively collaborate in a team to accomplish tasks related to analyzing and improving the acoustics of audio spaces.	W6-MM-S2-K03	4
		W6-MM-S2-K04	4
		W6-MM-S2-K06	5

9. Methods of conducting classes		
Code	Category	Name (description)
a01	Lecture methods / expository methods	Formal lecture/ course-related lecture <i>a systematic course of study involving a synthetic presentation of an academic discipline; its implementation assumes a passive reception of the information provided</i>
b02	Problem-solving methods	Lecture-discussion <i>transmission of content involving interaction with the lecture audience; discussion of lecture-related issues is one of its elements or constitutes its follow-up</i>
b07	Problem-solving methods	Activating methods: a case study <i>a comprehensive description of a phenomenon connected with the selected discipline; reflecting the reality, presenting the 'what', 'where' and 'how' of the phenomenon, i.e., all of its key aspects to be discussed in class; used as a reproduction, presentation, discussion or diagnosis of factors that shape the phenomenon or interact with it; an in-depth qualitative analysis and evaluation of a selected phenomenon</i>
c06	Demonstration methods	Demonstration-imitation <i>a presentation of a model way of performing specific activities accompanied by a commentary; it aims at triggering imitation activities in an individual or in a group of participants observing the activities of the person teaching the course until the right habit is formed through regular exercise; the demonstration-imitation method is combined with a physical practice of activities/behaviours</i>

10. Forms of teaching					
Code	Name	Number of hours	Assessment of the learning outcomes of the module	Learning outcomes of the module	Methods of conducting classes
W_AC	lecture	24	course work	SND-S2-AC_1, SND-S2-AC_2, SND-S2-AC_3, SND-S2-AC_4, SND-S2-AC_5	a01, b02, b07, c06

11. The student's work, apart from participation in classes, includes in particular:			
Code	Category	Name (description)	Is it part of the BUNA?
a02	Preparation for classes	Literature reading / analysis of source materials <i>reading the literature indicated in the syllabus; reviewing, organizing, analyzing and selecting source materials to be used in class</i>	Yes
a03	Preparation for classes	Developing practical skills <i>activities involving the repetition, refinement and consolidation of practical skills, including those developed during previous classes or new skills necessary for the implementation of subsequent elements of the curriculum (as preparation for class participation)</i>	Yes
c03	Preparation for verification of learning outcomes	Implementation of an individual or group assignment necessary for course/phase/	Yes



		<p>examination completion</p> <p><i>a set of activities aimed at performing an assigned task, to be executed out of class, as an obligatory phase/element of the verification of the learning outcomes assigned to the course</i></p>	
e01	Activities complementary to the classes	<p>Undertaking, on one's own initiative and individually, activities aimed at expanding the scope or depth of the teaching content, also beyond the walls of the University</p> <p><i>a set of activities undertaken independently and on the student's own initiative, aimed at expanding the depth and scope of knowledge and skills, their revision and repetition, retention or verification, also activities carried outside the university, e.g., in a culture promoting or educational institution, a laboratory, in the open air, etc.; also self-education</i></p>	No

Information on the details of the module implementation in a given academic year can be found in the syllabus available in the USOS system: <https://usosweb.us.edu.pl>.

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5.	Degree profile	practical
6.	Mode of study	full-time

7.	<b>General information about the module</b>	
<b>Module name</b>		<b>Aesthetics and Digital Art Ecology</b>
Module code		W6-DigiCrea-MM-ADE
Number of the ECTS credits		5
Language of instruction		English
Purpose and description of the content of education		The course "Aesthetics and Digital Art Ecology" explores the relationship between contemporary artistic phenomena and digital technologies, focusing on their aesthetic and ecological aspects. Students will delve into topics related to the impact of digital technologies on the environment and the social, cultural, and ecological contexts of artistic creation. The course addresses the theory of aesthetics in the context of digital art and the practical challenges of producing works in the age of technology. Participants will learn methods for analyzing and interpreting contemporary artworks, considering ecological aspects and sustainable development in art creation. Furthermore, the course highlights the ethical dilemmas arising from using technology in art and its impact on the future of digital art. The classes aim to develop critical thinking and analysis skills related to artistic work in the digital context while promoting creative responsibility in the age of technology. Students will have the opportunity to work with various digital art forms that engage with ecological and aesthetic issues.
List of modules that must be completed before starting this module (if necessary)		not applicable

8.	Learning outcomes of the module			
Code	Description	Learning outcomes of the programme	Level of competence (scale 1-5)	
IMG-S2-ADE_1	The student knows the theory of aesthetics in the context of digital art and its application in analyzing contemporary artworks.	W6-MM-S2-W01	3	
		W6-MM-S2-W05	4	
		W6-MM-S2-W06	2	
IMG-S2-ADE_2	The student understands the impact of digital technologies on the natural and social environment in the context of creating artworks.	W6-MM-S2-W01	3	
		W6-MM-S2-W02	2	
		W6-MM-S2-W05	4	
IMG-S2-ADE_3	The student can analyze and interpret artistic works, considering their ecological and sustainable development aspects.	W6-MM-S2-U04	4	
		W6-MM-S2-U05	3	
		W6-MM-S2-U07	1	
IMG-S2-ADE	The student can collaborate with others in artistic projects, considering creativity's ecological and aesthetic aspects.	W6-MM-S2-K04	3	

_4		W6-MM-S2-K05	4
		W6-MM-S2-K06	5
IMG-S2-ADE _5	The student demonstrates creative and ethical responsibility when working with digital technologies in the context of art.	W6-MM-S2-K01	5
		W6-MM-S2-K05	4

9. Methods of conducting classes		
Code	Category	Name (description)
a01	Lecture methods / expository methods	Formal lecture/ course-related lecture <i>a systematic course of study involving a synthetic presentation of an academic discipline; its implementation assumes a passive reception of the information provided</i>
b01	Problem-solving methods	Problem-based lecture <i>an analysis of a selected scientific or practical problem accompanied by its assessment and an attempt to provide a solution to the issues presented in the lecture as well as the indication of the consequences of the proposed solution</i>
b04	Problem-solving methods	Activating method – discussion / debate <i>an exchange of views supported by substantive arguments leading to a clash of different views, a compromise or the identification of common positions; it proceeds according to previously agreed-upon rules regarding the time, manner and turn-taking as well as the principles of civil discourse; a discussion is not a competition but aims at finding the best solutions or presenting different points of view; its varieties include brainstorming, Oxford-style debate, panel discussion, decision tree, conference discussion; a debate is an orderly dispute between supporters and opponents of a viewpoint, usually specialists in the field or pre-selected representatives of a group dealing with a common problem</i>
c07	Demonstration methods	Screen presentation <i>a presentation of synthetic image content using computer graphics, e.g., a series of slides or other multimedia forms, usually accompanied by a commentary; typical components of a screen presentation include text organized into bulleted points, charts, images and animations, sometimes sound effects or music; a multimedia illustration of course content presented in the form of a projected image</i>

10. Forms of teaching					
Code	Name	Number of hours	Assessment of the learning outcomes of the module	Learning outcomes of the module	Methods of conducting classes
W_ADE	lecture	42	exam	IMG-S2-ADE_1, IMG-S2-ADE_2, IMG-S2-ADE_3, IMG-S2-ADE_4, IMG-S2-ADE_5	a01, b01, b04, c07

11. The student's work, apart from participation in classes, includes in particular:			
Code	Category	Name (description)	Is it part of the BUNA?
a01	Preparation for classes	Search for materials and review activities necessary for class participation <i>reviewing literature, documentation, tools and materials as well as the specifics of the syllabus and the range of activities indicated in it as required for full participation in classes</i>	Yes
a02	Preparation for classes	Literature reading / analysis of source materials <i>reading the literature indicated in the syllabus; reviewing, organizing, analyzing and selecting source materials to be used in class</i>	No
a04	Preparation for classes	Consulting materials complementary to those indicated in the syllabus	Yes



		<i>agreeing on materials complementary to those indicated in the syllabus, supporting the implementation of tasks resulting from or necessary for class participation</i>	
c02	Preparation for verification of learning outcomes	Studying the literature used in and the materials produced in class <i>exploring the studied content, inquiring, considering, assimilating, interpreting it, or organizing knowledge obtained from the literature, documentation, instructions, scenarios, etc., used in class as well as from the notes or other materials/artifacts made in class</i>	No

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6.	Mode of study	full-time

7.	<b>General information about the module</b>	
<b>Module name</b>		<b>Algorithms</b>
Module code		W6-DigiCrea-MM-ALG
Number of the ECTS credits		1
Language of instruction		English
Purpose and description of the content of education		The "Algorithms" introduces students to key computer algorithms and their applications in the context of digital art and creativity. The course covers both theoretical foundations of algorithms and practical implementation examples. Participants will learn how to solve algorithmic problems, optimize processes, and efficiently manage data in the context of digital artistic applications. Throughout the course, students will have the opportunity to develop programming skills, which are essential for many creative processes in new media. The course prepares students to effectively apply algorithms in digital creativity projects and technological innovations.
List of modules that must be completed before starting this module (if necessary)		not applicable

8.	Learning outcomes of the module			
Code	Description	Learning outcomes of the programme	Level of competenc (scale 1-5)	
S2-ALG_1	The student knows key computer algorithms and their applications in the context of digital art and creativity.	W6-MM-S2-W02	3	
		W6-MM-S2-W03	2	
		W6-MM-S2-W04	4	
S2-ALG_2	The student can implement and optimize algorithms in digital artistic applications.	W6-MM-S2-U02	4	
		W6-MM-S2-U03	1	
		W6-MM-S2-U04	5	
S2-ALG_3	The student collaborates in a group on projects, using algorithms to solve creative problems jointly.	W6-MM-S2-K03	4	
		W6-MM-S2-K06	3	
		W6-MM-S2-K07	3	

9.	Methods of conducting classes		
	Code	Category	Name (description)
	a01	Lecture methods / expository methods	Formal lecture/ course-related lecture

		<i>a systematic course of study involving a synthetic presentation of an academic discipline; its implementation assumes a passive reception of the information provided</i>
b07	Problem-solving methods	Activating methods: a case study <i>a comprehensive description of a phenomenon connected with the selected discipline; reflecting the reality, presenting the 'what', 'where' and 'how' of the phenomenon, i.e., all of its key aspects to be discussed in class; used as a reproduction, presentation, discussion or diagnosis of factors that shape the phenomenon or interact with it; an in-depth qualitative analysis and evaluation of a selected phenomenon</i>
d01	Programmed learning methods	Working with a computer <i>e.g., Webquest; implementation of educational tasks using electronic and digital devices, computer programs and Internet applications; the academic teacher acts as a consultant; students' work is carried out step by step according to the plan laid own by the person teaching the course and following his instructions, and proceeds towards producing the indicated results within the set deadline</i>

10. Forms of teaching					
Code	Name	Number of hours	Assessment of the learning outcomes of the module	Learning outcomes of the module	Methods of conducting classes
C_ALG	practical classes	12	course work	S2-ALG_1, S2-ALG_2, S2-ALG_3	a01, b07, d01

11. The student's work, apart from participation in classes, includes in particular:			
Code	Category	Name (description)	Is it part of the BUNA?
a01	Preparation for classes	Search for materials and review activities necessary for class participation <i>reviewing literature, documentation, tools and materials as well as the specifics of the syllabus and the range of activities indicated in it as required for full participation in classes</i>	Yes
a03	Preparation for classes	Developing practical skills <i>activities involving the repetition, refinement and consolidation of practical skills, including those developed during previous classes or new skills necessary for the implementation of subsequent elements of the curriculum (as preparation for class participation)</i>	No
c03	Preparation for verification of learning outcomes	Implementation of an individual or group assignment necessary for course/phase/ examination completion <i>a set of activities aimed at performing an assigned task, to be executed out of class, as an obligatory phase/element of the verification of the learning outcomes assigned to the course</i>	No

Information on the details of the module implementation in a given academic year can be found in the syllabus available in the USOS system: <https://usosweb.us.edu.pl>.

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7.	<b>General information about the module</b>	
<b>Module name</b>		<b>Animation in video game</b>
Module code		W6-DigiCrea-MM-AV
Number of the ECTS credits		2
Language of instruction		English
Purpose and description of the content of education		The "Animation in Video Game" module introduces students to the essential aspects of designing and creating animations for video games. Participants will learn the motion mechanics, animation principles, and the tools used in professional production. The workshop focuses on character animation, environmental effects, and interactions with surroundings, considering technological constraints and design requirements. The module emphasizes the importance of teamwork in interdisciplinary projects, where animation plays a crucial role in creating immersion. Students will work with industry-standard software and undertake short practical projects. The course aims to develop skills in analyzing, designing, and implementing animations tailored to the specific needs of video games.
List of modules that must be completed before starting this module (if necessary)		not applicable

8.	Learning outcomes of the module			
Code	Description	Learning outcomes of the programme	Level of competence (scale 1-5)	
IMG-S2-AV_1	The student knows the principles of animation in the context of video games and the techniques used in professional animation production.	W6-MM-S2-W01	3	
		W6-MM-S2-W02	4	
		W6-MM-S2-W05	2	
IMG-S2-AV_2	The student can create animations, considering the specific project and technological requirements of video games.	W6-MM-S2-U02	3	
		W6-MM-S2-U03	4	
		W6-MM-S2-U04	5	
IMG-S2-AV_3	The student can use industry-standard tools and software for animation production in video games.	W6-MM-S2-U03	4	
		W6-MM-S2-U04	3	
IMG-S2-AV_4	The student can effectively collaborate in interdisciplinary teams, contributing to creating animations in video games.	W6-MM-S2-K03	4	
		W6-MM-S2-K06	5	

9. Methods of conducting classes		
Code	Category	Name (description)
b08	Problem-solving methods	Activating method – peer learning <i>learning through the exchange of knowledge in a group/team/pair of students, i.e., in the so-called learning cell; a kind of mutual learning; an approach focused on student activity under the guidance of the person teaching the course; a learning situation where students with a similar level of experience learn from one another</i>
b09	Problem-solving methods	Activating method – flipped classroom <i>anticipatory learning; work in class is based on previously studied material indicated by the person teaching the course; preparation outside the classroom serves the purpose of getting familiar with the issues whose knowledge is necessary for participating in the in-class discussion and the training in the related practical skills; the activity is based on the work of students under the guidance of the person teaching the course</i>
c06	Demonstration methods	Demonstration-imitation <i>a presentation of a model way of performing specific activities accompanied by a commentary; it aims at triggering imitation activities in an individual or in a group of participants observing the activities of the person teaching the course until the right habit is formed through regular exercise; the demonstration-imitation method is combined with a physical practice of activities/behaviours</i>
d01	Programmed learning methods	Working with a computer <i>e.g., Webquest; implementation of educational tasks using electronic and digital devices, computer programs and Internet applications; the academic teacher acts as a consultant; students' work is carried out step by step according to the plan laid own by the person teaching the course and following his instructions, and proceeds towards producing the indicated results within the set deadline</i>

10. Forms of teaching					
Code	Name	Number of hours	Assessment of the learning outcomes of the module	Learning outcomes of the module	Methods of conducting classes
Wr_AV	workshop	12	exam	IMG-S2-AV_1, IMG-S2-AV_2, IMG-S2-AV_3, IMG-S2-AV_4	b08, b09, c06, d01

11. The student's work, apart from participation in classes, includes in particular:			
Code	Category	Name (description)	Is it part of the BUNA?
a03	Preparation for classes	Developing practical skills <i>activities involving the repetition, refinement and consolidation of practical skills, including those developed during previous classes or new skills necessary for the implementation of subsequent elements of the curriculum (as preparation for class participation)</i>	Yes
a04	Preparation for classes	Consulting materials complementary to those indicated in the syllabus <i>agreeing on materials complementary to those indicated in the syllabus, supporting the implementation of tasks resulting from or necessary for class participation</i>	Yes
c03	Preparation for verification of learning outcomes	Implementation of an individual or group assignment necessary for course/phase/ examination completion <i>a set of activities aimed at performing an assigned task, to be executed out of class, as an obligatory phase/element of the verification of the learning outcomes assigned to the course</i>	Yes
e01	Activities complementary to the classes	Undertaking, on one's own initiative and individually, activities aimed at expanding the scope or depth of the teaching content, also beyond the walls of the University <i>a set of activities undertaken independently and on the student's own initiative, aimed at expanding the</i>	No



		<i>depth and scope of knowledge and skills, their revision and repetition, retention or verification, also activities carried outside the university, e.g., in a culture promoting or educational institution, a laboratory, in the open air, etc.; also self-education</i>	
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Information on the details of the module implementation in a given academic year can be found in the syllabus available in the USOS system: <https://usosweb.us.edu.pl>.

1.	<b>Field of study</b>	<b>Music in Multimedia</b>
2.	Faculty	Faculty of Fine Arts and Educational Science
3.	Academic year of entry	2025/2026 (winter term)
4.	Level of qualifications/degree	second-cycle studies
5.	Degree profile	practical
6.	Mode of study	full-time

7.	<b>General information about the module</b>	
<b>Module name</b>		<b>Art Theory</b>
Module code		W6-DigiCrea-MM-AT
Number of the ECTS credits		3
Language of instruction		English
Purpose and description of the content of education		The "Art Theory" module allows the students to explore issues related to the theory of art. The lectures cover key theories, concepts, and approaches that have shaped the development of art from classical to contemporary trends. Participants in the module will analyze the relationships between art, science, technology, and culture and reflect on the role of art in the digital context. Throughout the course, students will develop critical thinking skills and the ability to analyze different artistic practices and their theories. The topics will include theoretical foundations and examples of applications in modern artistic creation. The module consists of lectures and independent student work, allowing students the space to explore the subject matter individually. Students will be encouraged to actively participate in discussions and develop their theoretical reflections in the context of contemporary artistic challenges. The course aims to enhance skills in analysis, interpretation, and constructing personal artistic theories.
List of modules that must be completed before starting this module (if necessary)		not applicable

8.	Learning outcomes of the module			
Code	Description	Learning outcomes of the programme	Level of competence (scale 1-5)	
S2-AT_1	The student knows key theories, concepts, and approaches that have shaped the development of art from classical to contemporary trends.	W6-MM-S2-W01	4	
		W6-MM-S2-W05	5	
		W6-MM-S2-W10	3	
S2-AT_2	The student understands the complexity of the relationships between art, science, technology, and culture and their impact on contemporary artistic creation.	W6-MM-S2-W01	4	
		W6-MM-S2-W02	2	
		W6-MM-S2-W05	5	
S2-AT_3	The student can analyze and interpret different artistic practices in the context of their theories and contemporary artistic challenges.	W6-MM-S2-U05	3	
		W6-MM-S2-U07	1	
S2-AT_4	The student actively participates in discussions on contemporary art issues, developing their own theoretical reflections.	W6-MM-S2-K04	5	
		W6-MM-S2-K05	4	

9. Methods of conducting classes		
Code	Category	Name (description)
a01	Lecture methods / expository methods	Formal lecture/ course-related lecture <i>a systematic course of study involving a synthetic presentation of an academic discipline; its implementation assumes a passive reception of the information provided</i>
b02	Problem-solving methods	Lecture-discussion <i>transmission of content involving interaction with the lecture audience; discussion of lecture-related issues is one of its elements or constitutes its follow-up</i>
b04	Problem-solving methods	Activating method – discussion / debate <i>an exchange of views supported by substantive arguments leading to a clash of different views, a compromise or the identification of common positions; it proceeds according to previously agreed-upon rules regarding the time, manner and turn-taking as well as the principles of civil discourse; a discussion is not a competition but aims at finding the best solutions or presenting different points of view; its varieties include brainstorming, Oxford-style debate, panel discussion, decision tree, conference discussion; a debate is an orderly dispute between supporters and opponents of a viewpoint, usually specialists in the field or pre-selected representatives of a group dealing with a common problem</i>

10. Forms of teaching					
Code	Name	Number of hours	Assessment of the learning outcomes of the module	Learning outcomes of the module	Methods of conducting classes
W_AT	lecture	28	exam	S2-AT_1, S2-AT_2, S2-AT_3, S2-AT_4	a01, b02, b04

11. The student's work, apart from participation in classes, includes in particular:			
Code	Category	Name (description)	Is it part of the BUNA?
a01	Preparation for classes	Search for materials and review activities necessary for class participation <i>reviewing literature, documentation, tools and materials as well as the specifics of the syllabus and the range of activities indicated in it as required for full participation in classes</i>	No
a02	Preparation for classes	Literature reading / analysis of source materials <i>reading the literature indicated in the syllabus; reviewing, organizing, analyzing and selecting source materials to be used in class</i>	Yes
b01	Consulting the curriculum and the organization of classes	Getting acquainted with the syllabus content <i>reading through the syllabus and getting acquainted with its content</i>	No
c02	Preparation for verification of learning outcomes	Studying the literature used in and the materials produced in class <i>exploring the studied content, inquiring, considering, assimilating, interpreting it, or organizing knowledge obtained from the literature, documentation, instructions, scenarios, etc., used in class as well as from the notes or other materials/artifacts made in class</i>	Yes

Information on the details of the module implementation in a given academic year can be found in the syllabus available in the USOS system: <https://usosweb.us.edu.pl>.

1.	<b>Field of study</b>	<b>Music in Multimedia</b>
2.	Faculty	Faculty of Fine Arts and Educational Science
3.	Academic year of entry	2025/2026 (winter term)
4.	Level of qualifications/degree	second-cycle studies
5.	Degree profile	practical
6.	Mode of study	full-time

7.	<b>General information about the module</b>	
<b>Module name</b>		<b>Artistic project management</b>
Module code		W6-DigiCrea-MM-APM
Number of the ECTS credits		1
Language of instruction		English
Purpose and description of the content of education		The "Artistic Project Management" module introduces students to the key principles and tools required to manage digital art projects effectively. Participants will gain insight into the process of creating and implementing artistic projects and techniques for planning, coordinating, and monitoring progress. The module covers budgeting, team communication, and time management. Students will learn to collaborate with various project stakeholders, including artists, technicians, and cultural organizations. The course also provides knowledge on risk management and problem-solving in an artistic context. The lectures allow students to acquire essential skills in organizing artistic projects. The module concludes with an assessment based on individual tasks and case study analyses.
List of modules that must be completed before starting this module (if necessary)		not applicable

8.	Learning outcomes of the module			
Code	Description	Learning outcomes of the programme	Level of competenc (scale 1-5)	
S2-APM_1	The student knows the key principles of managing artistic projects in digital art.	W6-MM-S2-W05	4	
		W6-MM-S2-W08	2	
		W6-MM-S2-W09	3	
S2-APM_2	The student understands creating and implementing artistic projects, including planning, coordinating, and monitoring progress.	W6-MM-S2-W08	2	
		W6-MM-S2-W09	3	
		W6-MM-S2-W11	4	
S2-APM_3	The student knows the tools for managing artistic projects, including budgeting, team communication, and time management.	W6-MM-S2-W08	2	
		W6-MM-S2-W09	3	
		W6-MM-S2-W11	4	
S2-APM_4	The student can apply techniques for planning, coordinating, and monitoring artistic projects in practice.	W6-MM-S2-U02	4	
		W6-MM-S2-U03	3	
		W6-MM-S2-U04	4	

S2-APM_5	The student is ready to collaborate with various project stakeholders, including artists, technicians, and cultural organizations.	W6-MM-S2-K02 W6-MM-S2-K05 W6-MM-S2-K06	3 3 4
S2-APM_6	The student is ready to effectively manage risks and solve problems in the context of artistic projects, maintaining flexibility and collaborating with the team.	W6-MM-S2-K04 W6-MM-S2-K06 W6-MM-S2-K07	3 4 3

9. Methods of conducting classes		
Code	Category	Name (description)
a01	Lecture methods / expository methods	Formal lecture/ course-related lecture <i>a systematic course of study involving a synthetic presentation of an academic discipline; its implementation assumes a passive reception of the information provided</i>
a03	Lecture methods / expository methods	Description <i>a description of objects, phenomena, processes or people; it involves specifying the structure and characteristic features of the object, phenomenon, or process being described; it is usually accompanied by a demonstration of the described object or by its models, drawings, tables, charts, etc.; a description may take the form of an explanation, classification, justification or comparison</i>
b04	Problem-solving methods	Activating method – discussion / debate <i>an exchange of views supported by substantive arguments leading to a clash of different views, a compromise or the identification of common positions; it proceeds according to previously agreed-upon rules regarding the time, manner and turn-taking as well as the principles of civil discourse; a discussion is not a competition but aims at finding the best solutions or presenting different points of view; its varieties include brainstorming, Oxford-style debate, panel discussion, decision tree, conference discussion; a debate is an orderly dispute between supporters and opponents of a viewpoint, usually specialists in the field or pre-selected representatives of a group dealing with a common problem</i>
b07	Problem-solving methods	Activating methods: a case study <i>a comprehensive description of a phenomenon connected with the selected discipline; reflecting the reality, presenting the 'what', 'where' and 'how' of the phenomenon, i.e., all of its key aspects to be discussed in class; used as a reproduction, presentation, discussion or diagnosis of factors that shape the phenomenon or interact with it; an in-depth qualitative analysis and evaluation of a selected phenomenon</i>

10. Forms of teaching					
Code	Name	Number of hours	Assessment of the learning outcomes of the module	Learning outcomes of the module	Methods of conducting classes
W_APM	lecture	18	course work	S2-APM_1, S2-APM_2, S2-APM_3, S2-APM_4, S2-APM_5, S2-APM_6	a01, a03, b04, b07

11. The student's work, apart from participation in classes, includes in particular:			
Code	Category	Name (description)	Is it part of the BUNA?
a01	Preparation for classes	Search for materials and review activities necessary for class participation <i>reviewing literature, documentation, tools and materials as well as the specifics of the syllabus and the range of activities indicated in it as required for full participation in classes</i>	Yes

a02	Preparation for classes	Literature reading / analysis of source materials <i>reading the literature indicated in the syllabus; reviewing, organizing, analyzing and selecting source materials to be used in class</i>	Yes
c03	Preparation for verification of learning outcomes	Implementation of an individual or group assignment necessary for course/phase/ examination completion <i>a set of activities aimed at performing an assigned task, to be executed out of class, as an obligatory phase/element of the verification of the learning outcomes assigned to the course</i>	No
e01	Activities complementary to the classes	Undertaking, on one's own initiative and individually, activities aimed at expanding the scope or depth of the teaching content, also beyond the walls of the University <i>a set of activities undertaken independently and on the student's own initiative, aimed at expanding the depth and scope of knowledge and skills, their revision and repetition, retention or verification, also activities carried outside the university, e.g., in a culture promoting or educational institution, a laboratory, in the open air, etc.; also self-education</i>	No

Information on the details of the module implementation in a given academic year can be found in the syllabus available in the USOS system: <https://usosweb.us.edu.pl>.

1.	<b>Field of study</b>	<b>Music in Multimedia</b>
2.	Faculty	Faculty of Fine Arts and Educational Science
3.	Academic year of entry	2025/2026 (winter term)
4.	Level of qualifications/degree	second-cycle studies
5.	Degree profile	practical
6.	Mode of study	full-time

7.	<b>General information about the module</b>	
<b>Module name</b>		<b>Arts and new media</b>
Module code		W6-DigiCrea-MM-ANW
Number of the ECTS credits		2
Language of instruction		English
Purpose and description of the content of education		The "Arts and New Media" module introduces contemporary artistic practices that employ digital technologies and interactive media. The course aims to familiarize students with the various tools and methods used by artists in creating art within the realm of new media. The course combines theory and practice, encouraging students to foster creativity through experimentation with new technologies. Participants will analyze contemporary phenomena such as social media art, virtual art, multimedia, and interactive art. The module will also address ethical, social, and cultural issues related to new media. The course encourages creative thinking, critical analysis, and the development of individual artistic projects.
List of modules that must be completed before starting this module (if necessary)		not applicable

8.	Learning outcomes of the module			
Code	Description	Learning outcomes of the programme	Level of competenc (scale 1-5)	
IMG-S2-ANW_1	The student knows the theories and trends in contemporary art using digital technologies and interactive media.	W6-MM-S2-W01	3	
		W6-MM-S2-W02	2	
		W6-MM-S2-W05	4	
IMG-S2-ANW_2	The student understands the significance of social media, virtual art, and interactive art in contemporary culture and society.	W6-MM-S2-W01	3	
		W6-MM-S2-W05	5	
		W6-MM-S2-W09	2	
IMG-S2-ANW_3	The student can identify key tools and techniques used by artists in creating artworks in new media.	W6-MM-S2-W01	4	
		W6-MM-S2-W02	5	
		W6-MM-S2-W03	3	
IMG-S2-ANW_4	The student can apply various digital and interactive tools in creative work, developing their artistic projects.	W6-MM-S2-U02	3	
		W6-MM-S2-U03	4	
		W6-MM-S2-U04	5	

9. Methods of conducting classes		
Code	Category	Name (description)
a01	Lecture methods / expository methods	Formal lecture/ course-related lecture <i>a systematic course of study involving a synthetic presentation of an academic discipline; its implementation assumes a passive reception of the information provided</i>
b02	Problem-solving methods	Lecture-discussion <i>transmission of content involving interaction with the lecture audience; discussion of lecture-related issues is one of its elements or constitutes its follow-up</i>
b07	Problem-solving methods	Activating methods: a case study <i>a comprehensive description of a phenomenon connected with the selected discipline; reflecting the reality, presenting the 'what', 'where' and 'how' of the phenomenon, i.e., all of its key aspects to be discussed in class; used as a reproduction, presentation, discussion or diagnosis of factors that shape the phenomenon or interact with it; an in-depth qualitative analysis and evaluation of a selected phenomenon</i>
d01	Programmed learning methods	Working with a computer <i>e.g., Webquest; implementation of educational tasks using electronic and digital devices, computer programs and Internet applications; the academic teacher acts as a consultant; students' work is carried out step by step according to the plan laid own by the person teaching the course and following his instructions, and proceeds towards producing the indicated results within the set deadline</i>

10. Forms of teaching					
Code	Name	Number of hours	Assessment of the learning outcomes of the module	Learning outcomes of the module	Methods of conducting classes
W_ANM	lecture	27	course work	IMG-S2-ANW_1, IMG-S2-ANW_2, IMG-S2-ANW_3, IMG-S2-ANW_4	a01, b02, b07, d01

11. The student's work, apart from participation in classes, includes in particular:			
Code	Category	Name (description)	Is it part of the BUNA?
a01	Preparation for classes	Search for materials and review activities necessary for class participation <i>reviewing literature, documentation, tools and materials as well as the specifics of the syllabus and the range of activities indicated in it as required for full participation in classes</i>	Yes
a02	Preparation for classes	Literature reading / analysis of source materials <i>reading the literature indicated in the syllabus; reviewing, organizing, analyzing and selecting source materials to be used in class</i>	Yes
a03	Preparation for classes	Developing practical skills <i>activities involving the repetition, refinement and consolidation of practical skills, including those developed during previous classes or new skills necessary for the implementation of subsequent elements of the curriculum (as preparation for class participation)</i>	Yes
c03	Preparation for verification of learning outcomes	Implementation of an individual or group assignment necessary for course/phase/ examination completion <i>a set of activities aimed at performing an assigned task, to be executed out of class, as an obligatory phase/element of the verification of the learning outcomes assigned to the course</i>	Yes
e01	Activities complementary to the classes	Undertaking, on one's own initiative and individually, activities aimed at expanding the scope	No



		or depth of the teaching content, also beyond the walls of the University <i>a set of activities undertaken independently and on the student's own initiative, aimed at expanding the depth and scope of knowledge and skills, their revision and repetition, retention or verification, also activities carried outside the university, e.g., in a culture promoting or educational institution, a laboratory, in the open air, etc.; also self-education</i>	
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Information on the details of the module implementation in a given academic year can be found in the syllabus available in the USOS system: <https://usosweb.us.edu.pl>.

1.	<b>Field of study</b>	<b>Music in Multimedia</b>
2.	Faculty	Faculty of Fine Arts and Educational Science
3.	Academic year of entry	2025/2026 (winter term)
4.	Level of qualifications/degree	second-cycle studies
5.	Degree profile	practical
6.	Mode of study	full-time

7.	<b>General information about the module</b>	
<b>Module name</b>		<b>CAD – Introduction to Generative AI</b>
Module code		W6-DigiCrea-MM-CAD
Number of the ECTS credits		1
Language of instruction		English
Purpose and description of the content of education		The module "CAD – Introduction to Generative AI" introduces students to fundamental concepts and tools of generative artificial intelligence as applied to music creation. The module explores using machine learning algorithms and neural networks in sound composition and the development of new artistic forms. Participants will learn generative design techniques by creating experimental projects based on audio data. The course emphasizes practical applications and experimentation with tools such as AI models designed for sound analysis and synthesis. The course is an excellent opportunity to develop skills in collaborating with advanced technologies in sound creation.
List of modules that must be completed before starting this module (if necessary)		not applicable

8.	Learning outcomes of the module			
Code	Description	Learning outcomes of the programme	Level of competenc (scale 1-5)	
SND-S2-CAD_1	The student designs experimental sound projects using machine learning algorithms and neural networks.	W6-MM-S2-U01	5	
		W6-MM-S2-U02	4	
		W6-MM-S2-U04	5	
SND-S2-CAD_2	The student applies generative artificial intelligence tools for sound analysis and synthesis in practical contexts.	W6-MM-S2-U02	5	
		W6-MM-S2-U04	5	
		W6-MM-S2-U06	4	
SND-S2-CAD_3	The student critically evaluates the impact of generative artificial intelligence technologies on contemporary culture and creative ethics in the field of sound.	W6-MM-S2-K01	5	
		W6-MM-S2-K04	5	
		W6-MM-S2-K05	4	

9.	Methods of conducting classes		
	Code	Category	Name (description)
	b02	Problem-solving methods	Lecture-discussion

		<i>transmission of content involving interaction with the lecture audience; discussion of lecture-related issues is one of its elements or constitutes its follow-up</i>
b07	Problem-solving methods	Activating methods: a case study <i>a comprehensive description of a phenomenon connected with the selected discipline; reflecting the reality, presenting the 'what', 'where' and 'how' of the phenomenon, i.e., all of its key aspects to be discussed in class; used as a reproduction, presentation, discussion or diagnosis of factors that shape the phenomenon or interact with it; an in-depth qualitative analysis and evaluation of a selected phenomenon</i>
b08	Problem-solving methods	Activating method – peer learning <i>learning through the exchange of knowledge in a group/team/pair of students, i.e., in the so-called learning cell; a kind of mutual learning; an approach focused on student activity under the guidance of the person teaching the course; a learning situation where students with a similar level of experience learn from one another</i>
c06	Demonstration methods	Demonstration-imitation <i>a presentation of a model way of performing specific activities accompanied by a commentary; it aims at triggering imitation activities in an individual or in a group of participants observing the activities of the person teaching the course until the right habit is formed through regular exercise; the demonstration-imitation method is combined with a physical practice of activities/behaviours</i>

10. Forms of teaching					
Code	Name	Number of hours	Assessment of the learning outcomes of the module	Learning outcomes of the module	Methods of conducting classes
C_CAD	practical classes	12	course work	SND-S2-CAD_1, SND-S2-CAD_2, SND-S2-CAD_3	b02, b07, b08, c06

11. The student's work, apart from participation in classes, includes in particular:			
Code	Category	Name (description)	Is it part of the BUNA?
a03	Preparation for classes	Developing practical skills <i>activities involving the repetition, refinement and consolidation of practical skills, including those developed during previous classes or new skills necessary for the implementation of subsequent elements of the curriculum (as preparation for class participation)</i>	Yes
a05	Preparation for classes	Production/preparation of tools, materials or documentation necessary for class participation <i>developing, preparing and assessing the usefulness of tools and materials (e.g. aids, scenarios, research tools, equipment, etc.) to be employed in class or as an aid when preparing for classes</i>	No
c03	Preparation for verification of learning outcomes	Implementation of an individual or group assignment necessary for course/phase/ examination completion <i>a set of activities aimed at performing an assigned task, to be executed out of class, as an obligatory phase/element of the verification of the learning outcomes assigned to the course</i>	Yes
d01	Consulting the results of the verification of learning outcomes	Analysis of the corrective feedback provided by the academic teacher on the results of the verification of learning outcomes <i>reading through the academic teacher's comments, assessments and opinions on the implementation of the task aimed at checking the level of the achieved learning outcomes</i>	Yes

Information on the details of the module implementation in a given academic year can be found in the syllabus available in the USOS system: <https://usosweb.us.edu.pl>.

1.	<b>Field of study</b>	<b>Music in Multimedia</b>
2.	Faculty	Faculty of Fine Arts and Educational Science
3.	Academic year of entry	2025/2026 (winter term)
4.	Level of qualifications/degree	second-cycle studies
5.	Degree profile	practical
6.	Mode of study	full-time

7.	<b>General information about the module</b>	
<b>Module name</b>		<b>Color grading</b>
Module code		W6-DigiCrea-MM-CG
Number of the ECTS credits		2
Language of instruction		English
Purpose and description of the content of education		The "Color grading" module introduces students to the problems of color correction in audiovisual production. Participants will explore color-grading techniques to achieve the desired mood and aesthetic of the video content. The course covers both technical and artistic aspects, encouraging a creative approach to the grading process. Students will learn to use grading tools and analyze examples of their application in various film productions. Through hands-on workshops, students will develop skills that enable them to consciously shape the look of video content according to industry professional standards. Group work and individual projects will foster analytical thinking and aesthetic decision-making.
List of modules that must be completed before starting this module (if necessary)		not applicable

8.	Learning outcomes of the module			
Code	Description	Learning outcomes of the programme	Level of competence (scale 1-5)	
IMG-S2-CG_1	The student knows basic color correction techniques and their application in audiovisual production.	W6-MM-S2-W02	4	
		W6-MM-S2-W03	3	
		W6-MM-S2-W05	2	
IMG-S2-CG_2	The student can use color grading tools to achieve the desired visual effect.	W6-MM-S2-U02	2	
		W6-MM-S2-U03	4	
		W6-MM-S2-U04	5	
IMG-S2-CG_3	The student can analyze examples of color grading applications in various film productions.	W6-MM-S2-U03	5	
		W6-MM-S2-U04	2	
		W6-MM-S2-U05	4	
IMG-S2-CG_4	The student is aware of the role of color correction, its importance for audiovisual art, and its impact on recipients.	W6-MM-S2-K01	2	
		W6-MM-S2-K04	4	
		W6-MM-S2-K05	5	

9. Methods of conducting classes		
Code	Category	Name (description)
b07	Problem-solving methods	Activating methods: a case study <i>a comprehensive description of a phenomenon connected with the selected discipline; reflecting the reality, presenting the 'what', 'where' and 'how' of the phenomenon, i.e., all of its key aspects to be discussed in class; used as a reproduction, presentation, discussion or diagnosis of factors that shape the phenomenon or interact with it; an in-depth qualitative analysis and evaluation of a selected phenomenon</i>
b08	Problem-solving methods	Activating method – peer learning <i>learning through the exchange of knowledge in a group/team/pair of students, i.e., in the so-called learning cell; a kind of mutual learning; an approach focused on student activity under the guidance of the person teaching the course; a learning situation where students with a similar level of experience learn from one another</i>
c06	Demonstration methods	Demonstration-imitation <i>a presentation of a model way of performing specific activities accompanied by a commentary; it aims at triggering imitation activities in an individual or in a group of participants observing the activities of the person teaching the course until the right habit is formed through regular exercise; the demonstration-imitation method is combined with a physical practice of activities/behaviours</i>
d01	Programmed learning methods	Working with a computer <i>e.g., Webquest; implementation of educational tasks using electronic and digital devices, computer programs and Internet applications; the academic teacher acts as a consultant; students' work is carried out step by step according to the plan laid down by the person teaching the course and following his instructions, and proceeds towards producing the indicated results within the set deadline</i>

10. Forms of teaching					
Code	Name	Number of hours	Assessment of the learning outcomes of the module	Learning outcomes of the module	Methods of conducting classes
Wr_CG	workshop	15	exam	IMG-S2-CG_1, IMG-S2-CG_2, IMG-S2-CG_3, IMG-S2-CG_4	b07, b08, c06, d01

11. The student's work, apart from participation in classes, includes in particular:			
Code	Category	Name (description)	Is it part of the BUNA?
a01	Preparation for classes	Search for materials and review activities necessary for class participation <i>reviewing literature, documentation, tools and materials as well as the specifics of the syllabus and the range of activities indicated in it as required for full participation in classes</i>	No
a03	Preparation for classes	Developing practical skills <i>activities involving the repetition, refinement and consolidation of practical skills, including those developed during previous classes or new skills necessary for the implementation of subsequent elements of the curriculum (as preparation for class participation)</i>	Yes
c03	Preparation for verification of learning outcomes	Implementation of an individual or group assignment necessary for course/phase/ examination completion <i>a set of activities aimed at performing an assigned task, to be executed out of class, as an obligatory phase/element of the verification of the learning outcomes assigned to the course</i>	Yes
e01	Activities complementary to the classes	Undertaking, on one's own initiative and individually, activities aimed at expanding the scope or depth of the teaching content, also beyond the walls of the University <i>a set of activities undertaken independently and on the student's own initiative, aimed at expanding the</i>	No

		<i>depth and scope of knowledge and skills, their revision and repetition, retention or verification, also activities carried outside the university, e.g., in a culture promoting or educational institution, a laboratory, in the open air, etc.; also self-education</i>	
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Information on the details of the module implementation in a given academic year can be found in the syllabus available in the USOS system: <https://usosweb.us.edu.pl>.

1.	<b>Field of study</b>	<b>Music in Multimedia</b>
2.	Faculty	Faculty of Fine Arts and Educational Science
3.	Academic year of entry	2025/2026 (winter term)
4.	Level of qualifications/degree	second-cycle studies
5.	Degree profile	practical
6.	Mode of study	full-time

7.	<b>General information about the module</b>	
<b>Module name</b>		<b>Composing techniques of the 20th and 21st centuries</b>
Module code		W6-DigiCrea-MM-CTE
Number of the ECTS credits		1
Language of instruction		English
Purpose and description of the content of education		The "Composing Techniques of the 20th and 21st Centuries" module introduces participants to diverse contemporary music creation approaches. Workshop sessions provide an opportunity to explore selected compositional techniques, their practical applications, and the analysis of music examples from the 20th and 21st centuries. Students develop their musical concepts, experimenting with modern means of expression and compositional tools. The course fosters creative thinking and encourages innovative solutions in music. Participants acquire skills in working with various musical structures and aesthetics, enhancing their individual style and analytical abilities. The workshops promote an interdisciplinary approach, blending different compositional traditions with current trends in contemporary music.
List of modules that must be completed before starting this module (if necessary)		not applicable

8.	Learning outcomes of the module			
Code	Description	Learning outcomes of the programme	Level of competenc (scale 1-5)	
SND-S2-CTE_1	The student knows various contemporary compositional techniques and their application in 20th and 21st-century music.	W6-MM-S2-W02	5	
		W6-MM-S2-W03	3	
		W6-MM-S2-W06	4	
SND-S2-CTE_2	The student can use tools and software for mixing, mastering, and audio synchronization with visuals.	W6-MM-S2-U02	5	
		W6-MM-S2-U03	5	
		W6-MM-S2-U04	4	
SND-S2-SPP_3	The student completes short audio projects, applying their skills in multimedia, film, or interactive productions.	W6-MM-S2-U01	5	
		W6-MM-S2-U03	5	
		W6-MM-S2-U04	4	
SND-S2-SPP_4	The student collaborates effectively in a team to accomplish tasks related to sound post-production	W6-MM-S2-K02	3	
		W6-MM-S2-K04	4	
		W6-MM-S2-K06	5	

9. Methods of conducting classes		
Code	Category	Name (description)
b07	Problem-solving methods	Activating methods: a case study <i>a comprehensive description of a phenomenon connected with the selected discipline; reflecting the reality, presenting the 'what', 'where' and 'how' of the phenomenon, i.e., all of its key aspects to be discussed in class; used as a reproduction, presentation, discussion or diagnosis of factors that shape the phenomenon or interact with it; an in-depth qualitative analysis and evaluation of a selected phenomenon</i>
b08	Problem-solving methods	Activating method – peer learning <i>learning through the exchange of knowledge in a group/team/pair of students, i.e., in the so-called learning cell; a kind of mutual learning; an approach focused on student activity under the guidance of the person teaching the course; a learning situation where students with a similar level of experience learn from one another</i>
c02	Demonstration methods	Video show <i>reproducing a film or video material in its entirety or in fragments in order to illustrate the content taught in class, to submit it to analysis and evaluation or to use it as an exercise in image perception; a film/video can be a work of art, an illustration (also technical illustration) of a content/phenomenon/object, a private record of an action, a media image, etc.</i>
c06	Demonstration methods	Demonstration-imitation <i>a presentation of a model way of performing specific activities accompanied by a commentary; it aims at triggering imitation activities in an individual or in a group of participants observing the activities of the person teaching the course until the right habit is formed through regular exercise; the demonstration-imitation method is combined with a physical practice of activities/behaviours</i>

10. Forms of teaching					
Code	Name	Number of hours	Assessment of the learning outcomes of the module	Learning outcomes of the module	Methods of conducting classes
Wr_CTE	workshop	15	course work	SND-S2-CTE_1, SND-S2-CTE_2, SND-S2-SPP_3, SND-S2-SPP_4	b07, b08, c02, c06

11. The student's work, apart from participation in classes, includes in particular:			
Code	Category	Name (description)	Is it part of the BUNA?
a02	Preparation for classes	Literature reading / analysis of source materials <i>reading the literature indicated in the syllabus; reviewing, organizing, analyzing and selecting source materials to be used in class</i>	No
a03	Preparation for classes	Developing practical skills <i>activities involving the repetition, refinement and consolidation of practical skills, including those developed during previous classes or new skills necessary for the implementation of subsequent elements of the curriculum (as preparation for class participation)</i>	No
c03	Preparation for verification of learning outcomes	Implementation of an individual or group assignment necessary for course/phase/ examination completion <i>a set of activities aimed at performing an assigned task, to be executed out of class, as an obligatory phase/element of the verification of the learning outcomes assigned to the course</i>	Yes
e01	Activities complementary to the classes	Undertaking, on one's own initiative and individually, activities aimed at expanding the scope or depth of the teaching content, also beyond the walls of the University	No



		<i>a set of activities undertaken independently and on the student's own initiative, aimed at expanding the depth and scope of knowledge and skills, their revision and repetition, retention or verification, also activities carried outside the university, e.g., in a culture promoting or educational institution, a laboratory, in the open air, etc.; also self-education</i>	
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Information on the details of the module implementation in a given academic year can be found in the syllabus available in the USOS system: <https://usosweb.us.edu.pl>.

1.	<b>Field of study</b>	<b>Music in Multimedia</b>
2.	Faculty	Faculty of Fine Arts and Educational Science
3.	Academic year of entry	2025/2026 (winter term)
4.	Level of qualifications/degree	second-cycle studies
5.	Degree profile	practical
6.	Mode of study	full-time

7.	<b>General information about the module</b>	
<b>Module name</b>		<b>Composition 1</b>
Module code		W6-DigiCrea-MM-Cmp1
Number of the ECTS credits		1
Language of instruction		English
Purpose and description of the content of education		The "Composition 1" module introduces students to compositional techniques, focusing on creating various styles and forms of music. The course covers different composition methods, from classical orchestration to experimental approaches. Students will work on developing their compositional skills by exploring various tools and techniques. The course is workshop-based, where participants will analyze musical works, compose, and present their creations. Students can develop their own compositional style and interpret musical ideas throughout the course. Regular one-on-one meetings with mentors are also part of the program, allowing for a deeper understanding of compositional techniques and refinement of projects. The module concludes with a presentation of student work.
List of modules that must be completed before starting this module (if necessary)		not applicable

8.	Learning outcomes of the module			
Code	Description	Learning outcomes of the programme	Level of competenc (scale 1-5)	
SND-S2-Cmp1_1	The student knows fundamental composition techniques and their application in creating music in various styles and forms.	W6-MM-S2-W01	2	
		W6-MM-S2-W02	4	
		W6-MM-S2-W06	3	
SND-S2-Cmp1_2	The student can create and analyze their own compositions using diverse musical tools and techniques.	W6-MM-S2-U01	5	
		W6-MM-S2-U03	3	
		W6-MM-S2-U05	4	
SND-S2-Cmp1_3	The student demonstrates openness to collaboration and can accept constructive criticism in the creative process.	W6-MM-S2-K01	5	
		W6-MM-S2-K04	4	
		W6-MM-S2-K07	3	

9. Methods of conducting classes		
Code	Category	Name (description)
b04	Problem-solving methods	Activating method – discussion / debate <i>an exchange of views supported by substantive arguments leading to a clash of different views, a compromise or the identification of common positions; it proceeds according to previously agreed-upon rules regarding the time, manner and turn-taking as well as the principles of civil discourse; a discussion is not a competition but aims at finding the best solutions or presenting different points of view; its varieties include brainstorming, Oxford-style debate, panel discussion, decision tree, conference discussion; a debate is an orderly dispute between supporters and opponents of a viewpoint, usually specialists in the field or pre-selected representatives of a group dealing with a common problem</i>
b07	Problem-solving methods	Activating methods: a case study <i>a comprehensive description of a phenomenon connected with the selected discipline; reflecting the reality, presenting the 'what', 'where' and 'how' of the phenomenon, i.e., all of its key aspects to be discussed in class; used as a reproduction, presentation, discussion or diagnosis of factors that shape the phenomenon or interact with it; an in-depth qualitative analysis and evaluation of a selected phenomenon</i>
c06	Demonstration methods	Demonstration-imitation <i>a presentation of a model way of performing specific activities accompanied by a commentary; it aims at triggering imitation activities in an individual or in a group of participants observing the activities of the person teaching the course until the right habit is formed through regular exercise; the demonstration-imitation method is combined with a physical practice of activities/behaviours</i>

10. Forms of teaching					
Code	Name	Number of hours	Assessment of the learning outcomes of the module	Learning outcomes of the module	Methods of conducting classes
C_Cmp1	practical classes	9	course work	SND-S2-Cmp1_1, SND-S2-Cmp1_2, SND-S2-Cmp1_3	b04, b07, c06

11. The student's work, apart from participation in classes, includes in particular:			
Code	Category	Name (description)	Is it part of the BUNA?
a02	Preparation for classes	Literature reading / analysis of source materials <i>reading the literature indicated in the syllabus; reviewing, organizing, analyzing and selecting source materials to be used in class</i>	No
a03	Preparation for classes	Developing practical skills <i>activities involving the repetition, refinement and consolidation of practical skills, including those developed during previous classes or new skills necessary for the implementation of subsequent elements of the curriculum (as preparation for class participation)</i>	Yes
a05	Preparation for classes	Production/preparation of tools, materials or documentation necessary for class participation <i>developing, preparing and assessing the usefulness of tools and materials (e.g. aids, scenarios, research tools, equipment, etc.) to be employed in class or as an aid when preparing for classes</i>	Yes
c03	Preparation for verification of learning outcomes	Implementation of an individual or group assignment necessary for course/phase/ examination completion <i>a set of activities aimed at performing an assigned task, to be executed out of class, as an obligatory phase/element of the verification of the learning outcomes assigned to the course</i>	Yes
e01	Activities complementary to the classes	Undertaking, on one's own initiative and individually, activities aimed at expanding the scope or depth of the teaching content, also beyond the walls of the University	No

		<i>a set of activities undertaken independently and on the student's own initiative, aimed at expanding the depth and scope of knowledge and skills, their revision and repetition, retention or verification, also activities carried outside the university, e.g., in a culture promoting or educational institution, a laboratory, in the open air, etc.; also self-education</i>	
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Information on the details of the module implementation in a given academic year can be found in the syllabus available in the USOS system: <https://usosweb.us.edu.pl>.

1.	Field of study	Music in Multimedia
2.	Faculty	Faculty of Fine Arts and Educational Science
3.	Academic year of entry	2025/2026 (winter term)
4.	Level of qualifications/degree	second-cycle studies
5.	Degree profile	practical
6.	Mode of study	full-time

7.	General information about the module	
Module name		Composition 2
Module code		W6-DigiCrea-MM-Cmp2
Number of the ECTS credits		1
Language of instruction		English
Purpose and description of the content of education		The "Composition 2" module offers an advanced approach to compositional techniques, emphasizing creative freedom and experimentation with form. Students can develop their skills by creating complex compositions combining traditional techniques and modern solutions. Workshop sessions include the analysis of different musical styles and individual consultations with mentors, supporting the development of each student's unique compositional voice. The course encourages a more complementary approach to music creation, fostering the exploration of new forms of expression. Students will also work on refining compositional techniques such as harmony, rhythm, and orchestration. The module concludes with a presentation where students showcase their works.
List of modules that must be completed before starting this module (if necessary)		not applicable

8.	Learning outcomes of the module			
Code	Description	Learning outcomes of the programme	Level of competenc (scale 1-5)	
SND-S2-Cmp2_1	The student knows advanced compositional techniques that integrate traditional and modern methods of music creation.	W6-MM-S2-W03	4	
		W6-MM-S2-W06	5	
		W6-MM-S2-W08	3	
SND-S2-Cmp2_2	The student can analyze various musical styles and use them to inspire their compositions.	W6-MM-S2-U01	5	
		W6-MM-S2-U04	2	
		W6-MM-S2-U05	4	
SND-S2-Cmp2_3	The student creates complex compositions, integrating innovative solutions with harmony, rhythm, and orchestration.	W6-MM-S2-U01	5	
		W6-MM-S2-U02	4	
		W6-MM-S2-U04	3	
SND-S2-Cmp2_4	The student demonstrates initiative and openness to creative collaboration and sharing ideas during consultations and public presentations.	W6-MM-S2-K02	4	
		W6-MM-S2-K07	3	

9. Methods of conducting classes		
Code	Category	Name (description)
a05	Lecture methods / expository methods	Explanation/clarification <i>explication involving the derivation of a predetermined theorem from other, already known ones, in the number of steps specified by the person teaching the course</i>
b05	Problem-solving methods	Activating method – seminar / proseminar <i>a seminar method; usually an oral presentation of a previously studied/diagnosed problem delivered on a forum; it aims at provoking a discussion concerning the results of research work; a type of conference, course or training session modelled on seminar classes</i>
c06	Demonstration methods	Demonstration-imitation <i>a presentation of a model way of performing specific activities accompanied by a commentary; it aims at triggering imitation activities in an individual or in a group of participants observing the activities of the person teaching the course until the right habit is formed through regular exercise; the demonstration-imitation method is combined with a physical practice of activities/behaviours</i>

10. Forms of teaching					
Code	Name	Number of hours	Assessment of the learning outcomes of the module	Learning outcomes of the module	Methods of conducting classes
C_Cmp2	practical classes	9	course work	SND-S2-Cmp2_1, SND-S2-Cmp2_2, SND-S2-Cmp2_3, SND-S2-Cmp2_4	a05, b05, c06

11. The student's work, apart from participation in classes, includes in particular:			
Code	Category	Name (description)	Is it part of the BUNA?
a03	Preparation for classes	Developing practical skills <i>activities involving the repetition, refinement and consolidation of practical skills, including those developed during previous classes or new skills necessary for the implementation of subsequent elements of the curriculum (as preparation for class participation)</i>	Yes
a05	Preparation for classes	Production/preparation of tools, materials or documentation necessary for class participation <i>developing, preparing and assessing the usefulness of tools and materials (e.g. aids, scenarios, research tools, equipment, etc.) to be employed in class or as an aid when preparing for classes</i>	No
c03	Preparation for verification of learning outcomes	Implementation of an individual or group assignment necessary for course/phase/ examination completion <i>a set of activities aimed at performing an assigned task, to be executed out of class, as an obligatory phase/element of the verification of the learning outcomes assigned to the course</i>	Yes
e02	Activities complementary to the classes	Publication of a work/presentation of an activity, also beyond the walls of the University <i>a set of activities carried out to disseminate (out of class) the effects of scholarly research, artistic, creative, project, construction, experimental work, etc., in the form of a classic presentation, exhibition, concert, projection, poster presentation, media mediated publication, in the digital form and as part of other activities; dissemination using various forms and tools</i>	No

Information on the details of the module implementation in a given academic year can be found in the syllabus available in the USOS system: <https://usosweb.us.edu.pl>.

1.	<b>Field of study</b>	<b>Music in Multimedia</b>
2.	Faculty	Faculty of Fine Arts and Educational Science
3.	Academic year of entry	2025/2026 (winter term)
4.	Level of qualifications/degree	second-cycle studies
5.	Degree profile	practical
6.	Mode of study	full-time

7.	<b>General information about the module</b>	
<b>Module name</b>		<b>Computer music composition</b>
Module code		W6-DigiCrea-MM-CMC
Number of the ECTS credits		1
Language of instruction		English
Purpose and description of the content of education		The "Computer Music Composition" module introduces students to advanced techniques of music creation using computers and sound-generating software. The course includes learning about music programming, utilizing algorithms for sound creation, and integrating computer technology into the composition process. Students will work with various tools and programming environments that allow for innovative and experimental approaches to music-making. The program aims to develop both technical skills and creativity in the context of sound art. The course also covers computer music theory and focuses on designing and producing original musical compositions. The module concludes with developing sound projects and applying the knowledge and skills acquired throughout the course.
List of modules that must be completed before starting this module (if necessary)		not applicable

8.	Learning outcomes of the module			
Code	Description	Learning outcomes of the programme	Level of competenc (scale 1-5)	
SND-S2-CMC_1	The student can use music programming tools to create original computer-based compositions.	W6-MM-S2-U01	4	
		W6-MM-S2-U02	5	
		W6-MM-S2-U04	4	
SND-S2-CMC_2	The student is familiar with advanced sound generation techniques using computers and music software.	W6-MM-S2-U02	5	
		W6-MM-S2-U04	4	
		W6-MM-S2-U06	4	
SND-S2-CMC_3	The student can actively participate in discussions about their own and others' projects, offering constructive feedback and accepting others' opinions.	W6-MM-S2-K02	3	
		W6-MM-S2-K04	5	
		W6-MM-S2-K06	4	

9. Methods of conducting classes		
Code	Category	Name (description)
a01	Lecture methods / expository methods	Formal lecture/ course-related lecture <i>a systematic course of study involving a synthetic presentation of an academic discipline; its implementation assumes a passive reception of the information provided</i>
b09	Problem-solving methods	Activating method – flipped classroom <i>anticipatory learning; work in class is based on previously studied material indicated by the person teaching the course; preparation outside the classroom serves the purpose of getting familiar with the issues whose knowledge is necessary for participating in the in-class discussion and the training in the related practical skills; the activity is based on the work of students under the guidance of the person teaching the course</i>
c06	Demonstration methods	Demonstration-imitation <i>a presentation of a model way of performing specific activities accompanied by a commentary; it aims at triggering imitation activities in an individual or in a group of participants observing the activities of the person teaching the course until the right habit is formed through regular exercise; the demonstration-imitation method is combined with a physical practice of activities/behaviours</i>
d01	Programmed learning methods	Working with a computer <i>e.g., Webquest; implementation of educational tasks using electronic and digital devices, computer programs and Internet applications; the academic teacher acts as a consultant; students' work is carried out step by step according to the plan laid own by the person teaching the course and following his instructions, and proceeds towards producing the indicated results within the set deadline</i>

10. Forms of teaching					
Code	Name	Number of hours	Assessment of the learning outcomes of the module	Learning outcomes of the module	Methods of conducting classes
C_CMC	practical classes	12	course work	SND-S2-CMC_1, SND-S2-CMC_2, SND-S2-CMC_3	a01, b09, c06, d01

11. The student's work, apart from participation in classes, includes in particular:			
Code	Category	Name (description)	Is it part of the BUNA?
a02	Preparation for classes	Literature reading / analysis of source materials <i>reading the literature indicated in the syllabus; reviewing, organizing, analyzing and selecting source materials to be used in class</i>	No
a03	Preparation for classes	Developing practical skills <i>activities involving the repetition, refinement and consolidation of practical skills, including those developed during previous classes or new skills necessary for the implementation of subsequent elements of the curriculum (as preparation for class participation)</i>	Yes
c03	Preparation for verification of learning outcomes	Implementation of an individual or group assignment necessary for course/phase/ examination completion <i>a set of activities aimed at performing an assigned task, to be executed out of class, as an obligatory phase/element of the verification of the learning outcomes assigned to the course</i>	Yes
e01	Activities complementary to the classes	Undertaking, on one's own initiative and individually, activities aimed at expanding the scope or depth of the teaching content, also beyond the walls of the University <i>a set of activities undertaken independently and on the student's own initiative, aimed at expanding the depth and scope of knowledge and skills, their revision and repetition, retention or verification, also</i>	No



		<i>activities carried outside the university, e.g., in a culture promoting or educational institution, a laboratory, in the open air, etc.; also self-education</i>	
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Information on the details of the module implementation in a given academic year can be found in the syllabus available in the USOS system: <https://usosweb.us.edu.pl>.

1.	Field of study	Music in Multimedia
2.	Faculty	Faculty of Fine Arts and Educational Science
3.	Academic year of entry	2025/2026 (winter term)
4.	Level of qualifications/degree	second-cycle studies
5.	Degree profile	practical
6.	Mode of study	full-time

7.	General information about the module	
Module name		Creative Code and Algorithm in Art
Module code		W6-DigiCrea-MM-CC
Number of the ECTS credits		5
Language of instruction		English
Purpose and description of the content of education		The "Creative Code and Algorithm in Art" module introduces students to the practical and theoretical aspects of using coding and algorithms in creative processes. The workshop format lets participants explore modern tools and programming languages applied to visual arts. Students will develop their skills in generating images, animations, and interactive applications, experimenting with generative art and visual data processing techniques. The module emphasizes a creative approach to technology, encouraging participants to create their artistic projects using code. As part of their independent work, students will have the opportunity to develop their projects with guidance from the instructor. The module's program is flexible, allowing adaptation to the individual interests and specializations of the students.
List of modules that must be completed before starting this module (if necessary)		not applicable

8.	Learning outcomes of the module			
Code	Description	Learning outcomes of the programme		Level of competenc (scale 1-5)
IMG-S2-CC_1	The student knows the concepts and techniques for using coding and algorithms in creative processes.	W6-MM-S2-W01	3	
		W6-MM-S2-W02	4	
		W6-MM-S2-W05	5	
IMG-S2-CC_2	The student creates generative images and animations using programming tools.	W6-MM-S2-U01	3	
		W6-MM-S2-U03	5	
		W6-MM-S2-U04	4	
IMG-S2-CC_3	The student develops interactive artistic applications using visual algorithms.	W6-MM-S2-U01	1	
		W6-MM-S2-U03	4	
		W6-MM-S2-U04	5	
IMG-S2-CC_4	The student analyzes and processes visual data to create artistic projects.	W6-MM-S2-U01	3	
		W6-MM-S2-U03	5	
		W6-MM-S2-U04	4	

IMG-S2-CC_5	The student collaborates within a team on artistic projects, sharing knowledge and skills.	W6-MM-S2-K02	3
		W6-MM-S2-K03	4
		W6-MM-S2-K06	5
IMG-S2-CC_6	The student demonstrates openness to experimenting with new technologies in an artistic context.	W6-MM-S2-K03	4
		W6-MM-S2-K05	3
		W6-MM-S2-K07	5

9. Methods of conducting classes		
Code	Category	Name (description)
b08	Problem-solving methods	Activating method – peer learning <i>learning through the exchange of knowledge in a group/team/pair of students, i.e., in the so-called learning cell; a kind of mutual learning; an approach focused on student activity under the guidance of the person teaching the course; a learning situation where students with a similar level of experience learn from one another</i>
b09	Problem-solving methods	Activating method – flipped classroom <i>anticipatory learning; work in class is based on previously studied material indicated by the person teaching the course; preparation outside the classroom serves the purpose of getting familiar with the issues whose knowledge is necessary for participating in the in-class discussion and the training in the related practical skills; the activity is based on the work of students under the guidance of the person teaching the course</i>
c06	Demonstration methods	Demonstration-imitation <i>a presentation of a model way of performing specific activities accompanied by a commentary; it aims at triggering imitation activities in an individual or in a group of participants observing the activities of the person teaching the course until the right habit is formed through regular exercise; the demonstration-imitation method is combined with a physical practice of activities/behaviours</i>
d01	Programmed learning methods	Working with a computer <i>e.g., Webquest; implementation of educational tasks using electronic and digital devices, computer programs and Internet applications; the academic teacher acts as a consultant; students' work is carried out step by step according to the plan laid own by the person teaching the course and following his instructions, and proceeds towards producing the indicated results within the set deadline</i>

10. Forms of teaching					
Code	Name	Number of hours	Assessment of the learning outcomes of the module	Learning outcomes of the module	Methods of conducting classes
Wr_CC	workshop	42	exam	IMG-S2-CC_1, IMG-S2-CC_2, IMG-S2-CC_3, IMG-S2-CC_4, IMG-S2-CC_5, IMG-S2-CC_6	b08, b09, c06, d01

11. The student's work, apart from participation in classes, includes in particular:			
Code	Category	Name (description)	Is it part of the BUNA?
a02	Preparation for classes	Literature reading / analysis of source materials <i>reading the literature indicated in the syllabus; reviewing, organizing, analyzing and selecting source materials to be used in class</i>	No
a03	Preparation for classes	Developing practical skills	No

		<i>activities involving the repetition, refinement and consolidation of practical skills, including those developed during previous classes or new skills necessary for the implementation of subsequent elements of the curriculum (as preparation for class participation)</i>	
c03	Preparation for verification of learning outcomes	Implementation of an individual or group assignment necessary for course/phase/ examination completion <i>a set of activities aimed at performing an assigned task, to be executed out of class, as an obligatory phase/element of the verification of the learning outcomes assigned to the course</i>	Yes
d01	Consulting the results of the verification of learning outcomes	Analysis of the corrective feedback provided by the academic teacher on the results of the verification of learning outcomes <i>reading through the academic teacher's comments, assessments and opinions on the implementation of the task aimed at checking the level of the achieved learning outcomes</i>	Yes

Information on the details of the module implementation in a given academic year can be found in the syllabus available in the USOS system: <https://usosweb.us.edu.pl>.

1.	Field of study	Music in Multimedia
2.	Faculty	Faculty of Fine Arts and Educational Science
3.	Academic year of entry	2025/2026 (winter term)
4.	Level of qualifications/degree	second-cycle studies
5.	Degree profile	practical
6.	Mode of study	full-time

7.	General information about the module	
Module name		DAW programs
Module code		W6-DigiCrea-MM-DAW
Number of the ECTS credits		1
Language of instruction		English
Purpose and description of the content of education		The "DAW Programs" module introduces students to the principles and features of Digital Audio Workstation (DAW) software. Throughout the course, students will learn to use popular recording, editing, mixing, and producing audio tools effectively. The tutorial-based classes provide hands-on experience with the software under the instructor's guidance, allowing students to develop skills necessary for audio production projects. Participants will explore audio processing techniques, including working with effects, plugins, and other DAW tools. The module will enhance practical skills in audio production and the preparation of audio material for further processing. It also encourages a creative approach to working with sound within the context of art and science.
List of modules that must be completed before starting this module (if necessary)		not applicable

8.	Learning outcomes of the module			
Code	Description	Learning outcomes of the programme	Level of competence (scale 1-5)	
S2-DAW_1	The student understands the principles and features of DAW software and its primary functions used in audio production.	W6-MM-S2-W02 W6-MM-S2-W03 W6-MM-S2-W04	5 4 3	
S2-DAW_2	The student can effectively use tools for recording, editing, mixing, and producing audio in popular DAW programs.	W6-MM-S2-U02 W6-MM-S2-U03 W6-MM-S2-U04	4 5 2	
S2-DAW_3	The student can apply audio processing techniques to create professional audio materials, including working with effects, plugins, and other DAW tools.	W6-MM-S2-U02 W6-MM-S2-U03 W6-MM-S2-U06	5 5 4	
S2-DAW_4	The student can collaborate within a group on audio production projects, sharing knowledge and supporting others during the production process.	W6-MM-S2-K02 W6-MM-S2-K03 W6-MM-S2-K06	3 4 5	

9. Methods of conducting classes		
Code	Category	Name (description)
b07	Problem-solving methods	Activating methods: a case study <i>a comprehensive description of a phenomenon connected with the selected discipline; reflecting the reality, presenting the 'what', 'where' and 'how' of the phenomenon, i.e., all of its key aspects to be discussed in class; used as a reproduction, presentation, discussion or diagnosis of factors that shape the phenomenon or interact with it; an in-depth qualitative analysis and evaluation of a selected phenomenon</i>
c06	Demonstration methods	Demonstration-imitation <i>a presentation of a model way of performing specific activities accompanied by a commentary; it aims at triggering imitation activities in an individual or in a group of participants observing the activities of the person teaching the course until the right habit is formed through regular exercise; the demonstration-imitation method is combined with a physical practice of activities/behaviours</i>
c07	Demonstration methods	Screen presentation <i>a presentation of synthetic image content using computer graphics, e.g., a series of slides or other multimedia forms, usually accompanied by a commentary; typical components of a screen presentation include text organized into bulleted points, charts, images and animations, sometimes sound effects or music; a multimedia illustration of course content presented in the form of a projected image</i>
d01	Programmed learning methods	Working with a computer <i>e.g., Webquest; implementation of educational tasks using electronic and digital devices, computer programs and Internet applications; the academic teacher acts as a consultant; students' work is carried out step by step according to the plan laid own by the person teaching the course and following his instructions, and proceeds towards producing the indicated results within the set deadline</i>

10. Forms of teaching					
Code	Name	Number of hours	Assessment of the learning outcomes of the module	Learning outcomes of the module	Methods of conducting classes
C_DAW	practical classes	15	course work	S2-DAW_1, S2-DAW_2, S2-DAW_3, S2-DAW_4	b07, c06, c07, d01

11. The student's work, apart from participation in classes, includes in particular:			
Code	Category	Name (description)	Is it part of the BUNA?
a03	Preparation for classes	Developing practical skills <i>activities involving the repetition, refinement and consolidation of practical skills, including those developed during previous classes or new skills necessary for the implementation of subsequent elements of the curriculum (as preparation for class participation)</i>	Yes
a04	Preparation for classes	Consulting materials complementary to those indicated in the syllabus <i>agreeing on materials complementary to those indicated in the syllabus, supporting the implementation of tasks resulting from or necessary for class participation</i>	Yes
c03	Preparation for verification of learning outcomes	Implementation of an individual or group assignment necessary for course/phase/ examination completion <i>a set of activities aimed at performing an assigned task, to be executed out of class, as an obligatory phase/element of the verification of the learning outcomes assigned to the course</i>	No
e01	Activities complementary to the classes	Undertaking, on one's own initiative and individually, activities aimed at expanding the scope or depth of the teaching content, also beyond the walls of the University	No

		<i>a set of activities undertaken independently and on the student's own initiative, aimed at expanding the depth and scope of knowledge and skills, their revision and repetition, retention or verification, also activities carried outside the university, e.g., in a culture promoting or educational institution, a laboratory, in the open air, etc.; also self-education</i>	
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Information on the details of the module implementation in a given academic year can be found in the syllabus available in the USOS system: <https://usosweb.us.edu.pl>.

1.	<b>Field of study</b>	<b>Music in Multimedia</b>
2.	Faculty	Faculty of Fine Arts and Educational Science
3.	Academic year of entry	2025/2026 (winter term)
4.	Level of qualifications/degree	second-cycle studies
5.	Degree profile	practical
6.	Mode of study	full-time

7.	<b>General information about the module</b>	
<b>Module name</b>		<b>Design objects</b>
Module code		W6-DigiCrea-MM-DO
Number of the ECTS credits		2
Language of instruction		English
Purpose and description of the content of education		The "Design objects" module introduces students to the key principles of designing objects in digital and physical contexts. The course combines theoretical foundations with practical design aspects, focusing on creative processes and the technological tools used in contemporary object design. Students will explore issues related to aesthetics, functionality, and innovation in the design of interactive objects. The module will help develop skills in critical thinking and design decision-making in a rapidly changing technological environment. It will also cover the latest trends and challenges in designing digital and physical objects and how to integrate new trends into public spaces and everyday life.
List of modules that must be completed before starting this module (if necessary)		not applicable

8.	Learning outcomes of the module			
Code	Description	Learning outcomes of the programme	Level of competenc (scale 1-5)	
IMG-S2-DO_1	The student knows the key principles of designing objects in both digital and physical contexts.	W6-MM-S2-W01	3	
		W6-MM-S2-W02	3	
		W6-MM-S2-W05	4	
IMG-S2-DO_2	The student understands the role of aesthetics, functionality, and innovation in designing objects.	W6-MM-S2-W01	4	
		W6-MM-S2-W05	3	
		W6-MM-S2-W09	2	
IMG-S2-DO_3	The student knows the latest trends and challenges in designing digital and physical objects.	W6-MM-S2-W01	4	
		W6-MM-S2-W02	4	
		W6-MM-S2-W05	3	
IMG-S2-DO_4	The student can develop an object design concept, considering aesthetic, functional, and innovative aspects.	W6-MM-S2-U02	3	
		W6-MM-S2-U03	4	
		W6-MM-S2-U04	5	



IMG-S2-DO_5	The student can engage in constructive discussions and exchange ideas within a design team.	W6-MM-S2-K03	3
		W6-MM-S2-K04	4
		W6-MM-S2-K06	5

9. Methods of conducting classes		
Code	Category	Name (description)
a01	Lecture methods / expository methods	Formal lecture/ course-related lecture <i>a systematic course of study involving a synthetic presentation of an academic discipline; its implementation assumes a passive reception of the information provided</i>
b02	Problem-solving methods	Lecture-discussion <i>transmission of content involving interaction with the lecture audience; discussion of lecture-related issues is one of its elements or constitutes its follow-up</i>
b04	Problem-solving methods	Activating method – discussion / debate <i>an exchange of views supported by substantive arguments leading to a clash of different views, a compromise or the identification of common positions; it proceeds according to previously agreed-upon rules regarding the time, manner and turn-taking as well as the principles of civil discourse; a discussion is not a competition but aims at finding the best solutions or presenting different points of view; its varieties include brainstorming, Oxford-style debate, panel discussion, decision tree, conference discussion; a debate is an orderly dispute between supporters and opponents of a viewpoint, usually specialists in the field or pre-selected representatives of a group dealing with a common problem</i>
c06	Demonstration methods	Demonstration-imitation <i>a presentation of a model way of performing specific activities accompanied by a commentary; it aims at triggering imitation activities in an individual or in a group of participants observing the activities of the person teaching the course until the right habit is formed through regular exercise; the demonstration-imitation method is combined with a physical practice of activities/behaviours</i>

10. Forms of teaching					
Code	Name	Number of hours	Assessment of the learning outcomes of the module	Learning outcomes of the module	Methods of conducting classes
W_DO	lecture	27	course work	IMG-S2-DO_1, IMG-S2-DO_2, IMG-S2-DO_3, IMG-S2-DO_4, IMG-S2-DO_5	a01, b02, b04, c06

11. The student's work, apart from participation in classes, includes in particular:			
Code	Category	Name (description)	Is it part of the BUNA?
a01	Preparation for classes	Search for materials and review activities necessary for class participation <i>reviewing literature, documentation, tools and materials as well as the specifics of the syllabus and the range of activities indicated in it as required for full participation in classes</i>	Yes
a02	Preparation for classes	Literature reading / analysis of source materials <i>reading the literature indicated in the syllabus; reviewing, organizing, analyzing and selecting source materials to be used in class</i>	Yes
e01	Activities complementary to the classes	Undertaking, on one's own initiative and individually, activities aimed at expanding the scope or depth of the teaching content, also beyond the walls of the University <i>a set of activities undertaken independently and on the student's own initiative, aimed at expanding the</i>	No

		<i>depth and scope of knowledge and skills, their revision and repetition, retention or verification, also activities carried outside the university, e.g., in a culture promoting or educational institution, a laboratory, in the open air, etc.; also self-education</i>	
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Information on the details of the module implementation in a given academic year can be found in the syllabus available in the USOS system: <https://usosweb.us.edu.pl>.

1.	<b>Field of study</b>	<b>Music in Multimedia</b>
2.	Faculty	Faculty of Fine Arts and Educational Science
3.	Academic year of entry	2025/2026 (winter term)
4.	Level of qualifications/degree	second-cycle studies
5.	Degree profile	practical
6.	Mode of study	full-time

7.	<b>General information about the module</b>	
<b>Module name</b>		<b>Digital Photography and Graphics</b>
Module code		W6-DigiCrea-MM-DPG
Number of the ECTS credits		1
Language of instruction		English
Purpose and description of the content of education		The module "Digital Photography and Graphics" focuses on developing skills in working with modern digital tools for photography and graphics. Using digital cameras and graphic software, participants can experiment with various techniques and styles. The course combines theory and practice, allowing students to approach visual creation creatively. Students will learn how to prepare photographs and graphics for various digital media and use editing tools to enhance them. The module encourages independent creative work with instructor guidance while supporting the development of personal projects in digital photography and graphic design.
List of modules that must be completed before starting this module (if necessary)		not applicable

8.	Learning outcomes of the module		
Code	Description	Learning outcomes of the programme	Level of competenc (scale 1-5)
IMG-S2-DPG_1	The student can use modern digital tools to create photography and graphics.	W6-MM-S2-U03 W6-MM-S2-U04	3 4
IMG-S2-DPG_2	The student can edit and prepare photographs and graphics for use in various digital media.	W6-MM-S2-U03 W6-MM-S2-U04	3 4
IMG-S2-DPG_3	The student understands digital photography's role in creative sectors and advertising applications.	W6-MM-S2-K02 W6-MM-S2-K05 W6-MM-S2-K06	3 5 1
IMG-S2-DPG_4	The student is open to innovation in creating, creatively, and distributing digital photography and graphics.	W6-MM-S2-K02 W6-MM-S2-K03 W6-MM-S2-K07	3 3 5

9. Methods of conducting classes		
Code	Category	Name (description)
c06	Demonstration methods	Demonstration-imitation <i>a presentation of a model way of performing specific activities accompanied by a commentary; it aims at triggering imitation activities in an individual or in a group of participants observing the activities of the person teaching the course until the right habit is formed through regular exercise; the demonstration-imitation method is combined with a physical practice of activities/behaviours</i>
d01	Programmed learning methods	Working with a computer <i>e.g., Webquest; implementation of educational tasks using electronic and digital devices, computer programs and Internet applications; the academic teacher acts as a consultant; students' work is carried out step by step according to the plan laid own by the person teaching the course and following his instructions, and proceeds towards producing the indicated results within the set deadline</i>
d04	Programmed learning methods	Reconstruction / reproduction <i>proceeding according to the indicated/displayed pattern/model; e.g., the reconstruction of a structure, model, image, etc.</i>
e03	Practical methods	Creation/production – creative workshop <i>an activity involving creating/producing a work/artifact based on the individual, creative effort of the participant; the creative workshop is characterized by the presence and openness which make it possible to access the essence of the work/peculiarity of the artifact at every stage of its creation/production</i>

10. Forms of teaching					
Code	Name	Number of hours	Assessment of the learning outcomes of the module	Learning outcomes of the module	Methods of conducting classes
Wr_DPG	workshop	15	course work	IMG-S2-DPG_1, IMG-S2-DPG_2, IMG-S2-DPG_3, IMG-S2-DPG_4	c06, d01, d04, e03

11. The student's work, apart from participation in classes, includes in particular:			
Code	Category	Name (description)	Is it part of the BUNA?
a01	Preparation for classes	Search for materials and review activities necessary for class participation <i>reviewing literature, documentation, tools and materials as well as the specifics of the syllabus and the range of activities indicated in it as required for full participation in classes</i>	No
a03	Preparation for classes	Developing practical skills <i>activities involving the repetition, refinement and consolidation of practical skills, including those developed during previous classes or new skills necessary for the implementation of subsequent elements of the curriculum (as preparation for class participation)</i>	Yes
c03	Preparation for verification of learning outcomes	Implementation of an individual or group assignment necessary for course/phase/ examination completion <i>a set of activities aimed at performing an assigned task, to be executed out of class, as an obligatory phase/element of the verification of the learning outcomes assigned to the course</i>	Yes
e01	Activities complementary to the classes	Undertaking, on one's own initiative and individually, activities aimed at expanding the scope or depth of the teaching content, also beyond the walls of the University <i>a set of activities undertaken independently and on the student's own initiative, aimed at expanding the depth and scope of knowledge and skills, their revision and repetition, retention or verification, also activities carried outside the university, e.g., in a culture promoting or educational institution, a laboratory, in the open air, etc.; also self-education</i>	No

Information on the details of the module implementation in a given academic year can be found in the syllabus available in the USOS system: <https://usosweb.us.edu.pl>.

1.	<b>Field of study</b>	<b>Music in Multimedia</b>
2.	Faculty	Faculty of Fine Arts and Educational Science
3.	Academic year of entry	2025/2026 (winter term)
4.	Level of qualifications/degree	second-cycle studies
5.	Degree profile	practical
6.	Mode of study	full-time

7.	<b>General information about the module</b>	
<b>Module name</b>		<b>Dissertation (Master Thesis)</b>
Module code		W6-DigiCrea-MM-MT
Number of the ECTS credits		10
Language of instruction		English
Purpose and description of the content of education		The "Dissertation (Master Thesis)" module aims to help students prepare for their master's thesis. During the course, students will work on developing their research projects from various perspectives, including theoretical and practical approaches. The seminar provides an opportunity for consultation with the instructor, who will assist in determining the direction of the thesis and addressing research challenges. Participants can also present their project progress to the group and receive constructive feedback. Completing the thesis requires independence, responsibility, and the ability to think critically and analyze data. The seminar aims to prepare students for the thesis defense and effectively present their work results in an academic context.
List of modules that must be completed before starting this module (if necessary)		not applicable

8.	Learning outcomes of the module			
Code	Description	Learning outcomes of the programme	Level of competenc (scale 1-5)	
S2-MT_1	The student knows the theoretical aspects of the research process and methodological approaches to completing a master's thesis.	W6-MM-S2-W05 W6-MM-S2-W10 W6-MM-S2-W11 W_OOD	4 3 5 4	
S2-MT_2	The student understands the principles of assessing and analyzing research results in an academic context.	W6-MM-S2-W05 W6-MM-S2-W10 W6-MM-S2-W11	4 3 5	
S2-MT_3	The student can formulate research questions and constructively resolve difficulties encountered during the thesis work.	U_OOD W6-MM-S2-U05 W6-MM-S2-U07	4 2 5	
S2-MT_4	The student can effectively present progress on their research project and accept constructive criticism.	W6-MM-S2-U05 W6-MM-S2-U07	3 5	

		W6-MM-S2-U08	5
S2-MT_5	The student demonstrates responsibility and independence in their dissertation.	KS_OOD	2
		W6-MM-S2-K01	4
		W6-MM-S2-K04	5
		W6-MM-S2-K07	3
S2-MT_6	The student actively collaborates with the instructor, considering their feedback while formulating the content of the dissertation.	W6-MM-S2-K02	3
		W6-MM-S2-K04	5
		W6-MM-S2-K06	4

9. Methods of conducting classes		
Code	Category	Name (description)
b04	Problem-solving methods	Activating method – discussion / debate <i>an exchange of views supported by substantive arguments leading to a clash of different views, a compromise or the identification of common positions; it proceeds according to previously agreed-upon rules regarding the time, manner and turn-taking as well as the principles of civil discourse; a discussion is not a competition but aims at finding the best solutions or presenting different points of view; its varieties include brainstorming, Oxford-style debate, panel discussion, decision tree, conference discussion; a debate is an orderly dispute between supporters and opponents of a viewpoint, usually specialists in the field or pre-selected representatives of a group dealing with a common problem</i>
b05	Problem-solving methods	Activating method – seminar / proseminar <i>a seminar method; usually an oral presentation of a previously studied/diagnosed problem delivered on a forum; it aims at provoking a discussion concerning the results of research work; a type of conference, course or training session modelled on seminar classes</i>
b09	Problem-solving methods	Activating method – flipped classroom <i>anticipatory learning; work in class is based on previously studied material indicated by the person teaching the course; preparation outside the classroom serves the purpose of getting familiar with the issues whose knowledge is necessary for participating in the in-class discussion and the training in the related practical skills; the activity is based on the work of students under the guidance of the person teaching the course</i>

10. Forms of teaching					
Code	Name	Number of hours	Assessment of the learning outcomes of the module	Learning outcomes of the module	Methods of conducting classes
S_MT	seminar	30	exam	S2-MT_1, S2-MT_2, S2-MT_3, S2-MT_4, S2-MT_5, S2-MT_6	b04, b05, b09

11. The student's work, apart from participation in classes, includes in particular:			
Code	Category	Name (description)	Is it part of the BUNA?
a01	Preparation for classes	Search for materials and review activities necessary for class participation <i>reviewing literature, documentation, tools and materials as well as the specifics of the syllabus and the range of activities indicated in it as required for full participation in classes</i>	Yes
a02	Preparation for classes	Literature reading / analysis of source materials <i>reading the literature indicated in the syllabus; reviewing, organizing, analyzing and selecting source materials to be used in class</i>	Yes

c01	Preparation for verification of learning outcomes	Determining the stages of task implementation contributing to the verification of learning outcomes <i>devising a task implementation strategy embracing the division of content, the range of activities, implementation time and/or the method(s) of obtaining the necessary materials and tools, etc.</i>	Yes
c03	Preparation for verification of learning outcomes	Implementation of an individual or group assignment necessary for course/phase/ examination completion <i>a set of activities aimed at performing an assigned task, to be executed out of class, as an obligatory phase/element of the verification of the learning outcomes assigned to the course</i>	Yes
d01	Consulting the results of the verification of learning outcomes	Analysis of the corrective feedback provided by the academic teacher on the results of the verification of learning outcomes <i>reading through the academic teacher's comments, assessments and opinions on the implementation of the task aimed at checking the level of the achieved learning outcomes</i>	Yes

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1.	<b>Field of study</b>	<b>Music in Multimedia</b>
2.	Faculty	Faculty of Fine Arts and Educational Science
3.	Academic year of entry	2025/2026 (winter term)
4.	Level of qualifications/degree	second-cycle studies
5.	Degree profile	practical
6.	Mode of study	full-time

7.	<b>General information about the module</b>	
<b>Module name</b>		<b>Editing programs</b>
Module code		W6-DigiCrea-MM-EPS
Number of the ECTS credits		1
Language of instruction		English
Purpose and description of the content of education		The module "Editing programs" consists of exercises on learning basic and advanced image editing techniques using popular graphics programs. Students will be introduced to various tools and functions that allow for the processing and creation of visual digital content and will also learn how to use these techniques effectively in the context of creative work. The course includes practical exercises and consultations with the tutor. Students will also be encouraged to work on projects independently, allowing them to develop their skills. These classes are the basis for further exploration of digital creation and visual production issues.
List of modules that must be completed before starting this module (if necessary)		not applicable

8.	Learning outcomes of the module			
Code	Description	Learning outcomes of the programme	Level of competenc (scale 1-5)	
S2-EPS_1	The student knows the basic and advanced image editing techniques using popular graphics programs.	W6-MM-S2-W02 W6-MM-S2-W03 W6-MM-S2-W05	4 3 2	
S2-EPS_2	The student can process and create visual digital content using editing tools.	W6-MM-S2-U02 W6-MM-S2-U03 W6-MM-S2-U04	2 3 4	
S2-EPS_3	The student can work independently on projects, developing their skills in image editing.	W6-MM-S2-U01 W6-MM-S2-U03 W6-MM-S2-U04	2 3 4	
S2-EPS_4	The student can collaborate with the tutor and other students during consultations and project work.	W6-MM-S2-K02 W6-MM-S2-K03 W6-MM-S2-K06	2 3 4	

9. Methods of conducting classes		
Code	Category	Name (description)
a03	Lecture methods / expository methods	Description <i>a description of objects, phenomena, processes or people; it involves specifying the structure and characteristic features of the object, phenomenon, or process being described; it is usually accompanied by a demonstration of the described object or by its models, drawings, tables, charts, etc.; a description may take the form of an explanation, classification, justification or comparison</i>
b07	Problem-solving methods	Activating methods: a case study <i>a comprehensive description of a phenomenon connected with the selected discipline; reflecting the reality, presenting the 'what', 'where' and 'how' of the phenomenon, i.e., all of its key aspects to be discussed in class; used as a reproduction, presentation, discussion or diagnosis of factors that shape the phenomenon or interact with it; an in-depth qualitative analysis and evaluation of a selected phenomenon</i>
c06	Demonstration methods	Demonstration-imitation <i>a presentation of a model way of performing specific activities accompanied by a commentary; it aims at triggering imitation activities in an individual or in a group of participants observing the activities of the person teaching the course until the right habit is formed through regular exercise; the demonstration-imitation method is combined with a physical practice of activities/behaviours</i>
d01	Programmed learning methods	Working with a computer <i>e.g., Webquest; implementation of educational tasks using electronic and digital devices, computer programs and Internet applications; the academic teacher acts as a consultant; students' work is carried out step by step according to the plan laid own by the person teaching the course and following his instructions, and proceeds towards producing the indicated results within the set deadline</i>

10. Forms of teaching					
Code	Name	Number of hours	Assessment of the learning outcomes of the module	Learning outcomes of the module	Methods of conducting classes
C_EPS	practical classes	15	course work	S2-EPS_1, S2-EPS_2, S2-EPS_3, S2-EPS_4	a03, b07, c06, d01

11. The student's work, apart from participation in classes, includes in particular:			
Code	Category	Name (description)	Is it part of the BUNA?
a01	Preparation for classes	Search for materials and review activities necessary for class participation <i>reviewing literature, documentation, tools and materials as well as the specifics of the syllabus and the range of activities indicated in it as required for full participation in classes</i>	Yes
a03	Preparation for classes	Developing practical skills <i>activities involving the repetition, refinement and consolidation of practical skills, including those developed during previous classes or new skills necessary for the implementation of subsequent elements of the curriculum (as preparation for class participation)</i>	Yes
c03	Preparation for verification of learning outcomes	Implementation of an individual or group assignment necessary for course/phase/ examination completion <i>a set of activities aimed at performing an assigned task, to be executed out of class, as an obligatory phase/element of the verification of the learning outcomes assigned to the course</i>	Yes
e01	Activities complementary to the classes	Undertaking, on one's own initiative and individually, activities aimed at expanding the scope or depth of the teaching content, also beyond the walls of the University	No

		<i>a set of activities undertaken independently and on the student's own initiative, aimed at expanding the depth and scope of knowledge and skills, their revision and repetition, retention or verification, also activities carried outside the university, e.g., in a culture promoting or educational institution, a laboratory, in the open air, etc.; also self-education</i>	
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Information on the details of the module implementation in a given academic year can be found in the syllabus available in the USOS system: <https://usosweb.us.edu.pl>.

1.	Field of study	Music in Multimedia
2.	Faculty	Faculty of Fine Arts and Educational Science
3.	Academic year of entry	2025/2026 (winter term)
4.	Level of qualifications/degree	second-cycle studies
5.	Degree profile	practical
6.	Mode of study	full-time

7.	General information about the module	
Module name		Electroacoustic Composition 1
Module code		W6-DigiCrea-MM-ECmp1
Number of the ECTS credits		1
Language of instruction		English
Purpose and description of the content of education		<p>Moduł "Kompozycja elektroakustyczna 1" wprowadza studentów w świat muzyki elektroakustycznej, koncentrując się na technikach tworzenia muzyki z wykorzystaniem technologii dźwiękowych. Zajęcia obejmują zarówno teorię, jak i praktykę w zakresie pracy z dźwiękami elektronicznymi oraz akustycznymi. Studenci będą eksperymentować z różnymi formami dźwięku, analizować możliwości przetwarzania dźwięku i tworzyć własne utwory elektroakustyczne. Kurs pozwala na zapoznanie się z podstawami nagrywania, edytowania i manipulowania dźwiękami, a także z metodami syntezy nowych brzmień. Zajęcia warsztatowe umożliwiają bezpośrednią pracę z oprogramowaniem i sprzętem do produkcji dźwięku. Moduł kończy się prezentacją efektów pracy studentów.</p> <p>Opis (angielski): The "Electroacoustic Composition 1" module introduces students to the world of electroacoustic music, focusing on techniques for creating music using sound technologies. The course covers both theory and practice regarding working with electronic and acoustic sounds. Students will experiment with different sound forms, analyze sound processing possibilities, and create their own electroacoustic works. The course introduces recording, editing, and manipulating sounds and methods for synthesizing new sounds. Workshop sessions allow students to work directly with sound production software and equipment. The module concludes with a presentation of student work.</p>
List of modules that must be completed before starting this module (if necessary)		not applicable

8.	Learning outcomes of the module			
Code	Description	Learning outcomes of the programme	Level of competenc (scale 1-5)	
SND-S2-ECmp1_1	The student knows the techniques of electroacoustic music creation, including sound synthesis, recording, and editing.	W6-MM-S2-W02	5	
		W6-MM-S2-W03	5	
		W6-MM-S2-W04	4	
SND-S2-ECmp1_2	The student can design and produce an electroacoustic composition using available software and sound processing equipment.	W6-MM-S2-U01	5	
		W6-MM-S2-U03	5	
		W6-MM-S2-U04	4	
SND-S2-ECmp1_3	The student can collaborate within a group to create and evaluate a musical piece, sharing knowledge and ideas.	W6-MM-S2-K03	3	
		W6-MM-S2-K04	5	

		W6-MM-S2-K06	3
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9. Methods of conducting classes		
Code	Category	Name (description)
a01	Lecture methods / expository methods	Formal lecture/ course-related lecture <i>a systematic course of study involving a synthetic presentation of an academic discipline; its implementation assumes a passive reception of the information provided</i>
a03	Lecture methods / expository methods	Description <i>a description of objects, phenomena, processes or people; it involves specifying the structure and characteristic features of the object, phenomenon, or process being described; it is usually accompanied by a demonstration of the described object or by its models, drawings, tables, charts, etc.; a description may take the form of an explanation, classification, justification or comparison</i>
b01	Problem-solving methods	Problem-based lecture <i>an analysis of a selected scientific or practical problem accompanied by its assessment and an attempt to provide a solution to the issues presented in the lecture as well as the indication of the consequences of the proposed solution</i>
b07	Problem-solving methods	Activating methods: a case study <i>a comprehensive description of a phenomenon connected with the selected discipline; reflecting the reality, presenting the 'what', 'where' and 'how' of the phenomenon, i.e., all of its key aspects to be discussed in class; used as a reproduction, presentation, discussion or diagnosis of factors that shape the phenomenon or interact with it; an in-depth qualitative analysis and evaluation of a selected phenomenon</i>
b08	Problem-solving methods	Activating method – peer learning <i>learning through the exchange of knowledge in a group/team/pair of students, i.e., in the so-called learning cell; a kind of mutual learning; an approach focused on student activity under the guidance of the person teaching the course; a learning situation where students with a similar level of experience learn from one another</i>
b09	Problem-solving methods	Activating method – flipped classroom <i>anticipatory learning; work in class is based on previously studied material indicated by the person teaching the course; preparation outside the classroom serves the purpose of getting familiar with the issues whose knowledge is necessary for participating in the in-class discussion and the training in the related practical skills; the activity is based on the work of students under the guidance of the person teaching the course</i>
c06	Demonstration methods	Demonstration-imitation <i>a presentation of a model way of performing specific activities accompanied by a commentary; it aims at triggering imitation activities in an individual or in a group of participants observing the activities of the person teaching the course until the right habit is formed through regular exercise; the demonstration-imitation method is combined with a physical practice of activities/behaviours</i>

10. Forms of teaching					
Code	Name	Number of hours	Assessment of the learning outcomes of the module	Learning outcomes of the module	Methods of conducting classes
C_ECmp1	practical classes	3	course work	SND-S2-ECmp1_2, SND-S2-ECmp1_3	b07, b08, b09
W_ECmp1	lecture	6	course work	SND-S2-ECmp1_1	a01, a03, b01, c06

11. The student's work, apart from participation in classes, includes in particular:			
Code	Category	Name (description)	Is it part of the BUNA?
a01	Preparation for classes	Search for materials and review activities necessary for class participation <i>reviewing literature, documentation, tools and materials as well as the specifics of the syllabus and the range of activities indicated in it as required for full participation in classes</i>	No
a03	Preparation for classes	Developing practical skills <i>activities involving the repetition, refinement and consolidation of practical skills, including those developed during previous classes or new skills necessary for the implementation of subsequent elements of the curriculum (as preparation for class participation)</i>	Yes
c03	Preparation for verification of learning outcomes	Implementation of an individual or group assignment necessary for course/phase/ examination completion <i>a set of activities aimed at performing an assigned task, to be executed out of class, as an obligatory phase/element of the verification of the learning outcomes assigned to the course</i>	Yes
e01	Activities complementary to the classes	Undertaking, on one's own initiative and individually, activities aimed at expanding the scope or depth of the teaching content, also beyond the walls of the University <i>a set of activities undertaken independently and on the student's own initiative, aimed at expanding the depth and scope of knowledge and skills, their revision and repetition, retention or verification, also activities carried outside the university, e.g., in a culture promoting or educational institution, a laboratory, in the open air, etc.; also self-education</i>	No

Information on the details of the module implementation in a given academic year can be found in the syllabus available in the USOS system: <https://usosweb.us.edu.pl>.

1.	<b>Field of study</b>	<b>Music in Multimedia</b>
2.	Faculty	Faculty of Fine Arts and Educational Science
3.	Academic year of entry	2025/2026 (winter term)
4.	Level of qualifications/degree	second-cycle studies
5.	Degree profile	practical
6.	Mode of study	full-time

7.	<b>General information about the module</b>	
<b>Module name</b>		<b>Electroacoustic Composition 2</b>
Module code		W6-DigiCrea-MM-ECmp2
Number of the ECTS credits		1
Language of instruction		English
Purpose and description of the content of education		The "Electroacoustic Composition 2" offers the students advanced techniques for creating electroacoustic music. The course focuses on developing individual electroacoustic projects utilizing acoustic and digital sound technologies. Students will experiment with advanced methods of sound synthesis, editing, mixing, and processing sound materials. Workshop sessions provide a deeper understanding of the processes of creating electroacoustic music in various contexts, including artistic and performative applications. Students will also work on individual projects, which will be presented to an audience. The module concludes with a performance where students showcase their compositions.
List of modules that must be completed before starting this module (if necessary)		not applicable

8.	Learning outcomes of the module			
Code	Description	Learning outcomes of the programme	Level of competenc (scale 1-5)	
SND-S2-ECmp2_1	The student knows advanced sound synthesis, editing, and processing techniques in electroacoustic music.	W6-MM-S2-W02	5	
		W6-MM-S2-W03	5	
		W6-MM-S2-W04	3	
SND-S2-ECmp2_2	The student designs and executes a personal electroacoustic composition project using acoustic and digital sound technologies.	W6-MM-S2-U01	5	
		W6-MM-S2-U02	5	
		W6-MM-S2-U03	4	
SND-S2-ECmp2_3	The student effectively uses tools for mixing and processing sound materials in various artistic and performative contexts.	W6-MM-S2-U02	5	
		W6-MM-S2-U03	5	
		W6-MM-S2-U06	4	
SND-S2-ECmp2_4	The student collaborates and actively participates in artistic presentations, considering the diversity of audiences and cultural contexts.	W6-MM-S2-K02	4	
		W6-MM-S2-K05	4	
		W6-MM-S2-K06	5	

9. Methods of conducting classes		
Code	Category	Name (description)
a02	Lecture methods / expository methods	Monographic lecture <i>an exhaustive discussion of one issue, usually related to the research interests of the person teaching the course or a thorough presentation of one selected issue</i>
b04	Problem-solving methods	Activating method – discussion / debate <i>an exchange of views supported by substantive arguments leading to a clash of different views, a compromise or the identification of common positions; it proceeds according to previously agreed-upon rules regarding the time, manner and turn-taking as well as the principles of civil discourse; a discussion is not a competition but aims at finding the best solutions or presenting different points of view; its varieties include brainstorming, Oxford-style debate, panel discussion, decision tree, conference discussion; a debate is an orderly dispute between supporters and opponents of a viewpoint, usually specialists in the field or pre-selected representatives of a group dealing with a common problem</i>
b08	Problem-solving methods	Activating method – peer learning <i>learning through the exchange of knowledge in a group/team/pair of students, i.e., in the so-called learning cell; a kind of mutual learning; an approach focused on student activity under the guidance of the person teaching the course; a learning situation where students with a similar level of experience learn from one another</i>
b09	Problem-solving methods	Activating method – flipped classroom <i>anticipatory learning; work in class is based on previously studied material indicated by the person teaching the course; preparation outside the classroom serves the purpose of getting familiar with the issues whose knowledge is necessary for participating in the in-class discussion and the training in the related practical skills; the activity is based on the work of students under the guidance of the person teaching the course</i>
c07	Demonstration methods	Screen presentation <i>a presentation of synthetic image content using computer graphics, e.g., a series of slides or other multimedia forms, usually accompanied by a commentary; typical components of a screen presentation include text organized into bulleted points, charts, images and animations, sometimes sound effects or music; a multimedia illustration of course content presented in the form of a projected image</i>

10. Forms of teaching					
Code	Name	Number of hours	Assessment of the learning outcomes of the module	Learning outcomes of the module	Methods of conducting classes
C_ECmp2	practical classes	5	course work	SND-S2-ECmp2_2, SND-S2-ECmp2_3, SND-S2-ECmp2_4	b08, b09
W_ECmp2	lecture	10	course work	SND-S2-ECmp2_1	a02, b04, c07

11. The student's work, apart from participation in classes, includes in particular:			
Code	Category	Name (description)	Is it part of the BUNA?
a03	Preparation for classes	Developing practical skills <i>activities involving the repetition, refinement and consolidation of practical skills, including those developed during previous classes or new skills necessary for the implementation of subsequent elements of the curriculum (as preparation for class participation)</i>	Yes
c01	Preparation for verification of learning outcomes	Determining the stages of task implementation contributing to the verification of learning outcomes <i>devising a task implementation strategy embracing the division of content, the range of activities, implementation time and/or the method(s) of obtaining the necessary materials and tools, etc.</i>	Yes



c03	Preparation for verification of learning outcomes	Implementation of an individual or group assignment necessary for course/phase/ examination completion <i>a set of activities aimed at performing an assigned task, to be executed out of class, as an obligatory phase/element of the verification of the learning outcomes assigned to the course</i>	Yes
e02	Activities complementary to the classes	Publication of a work/presentation of an activity, also beyond the walls of the University <i>a set of activities carried out to disseminate (out of class) the effects of scholarly research, artistic, creative, project, construction, experimental work, etc., in the form of a classic presentation, exhibition, concert, projection, poster presentation, media mediated publication, in the digital form and as part of other activities; dissemination using various forms and tools</i>	Yes

Information on the details of the module implementation in a given academic year can be found in the syllabus available in the USOS system: <https://usosweb.us.edu.pl>.

1.	<b>Field of study</b>	<b>Music in Multimedia</b>
2.	Faculty	Faculty of Fine Arts and Educational Science
3.	Academic year of entry	2025/2026 (winter term)
4.	Level of qualifications/degree	second-cycle studies
5.	Degree profile	practical
6.	Mode of study	full-time

7.	<b>General information about the module</b>	
<b>Module name</b>		<b>Electronic Production</b>
Module code		W6-DigiCrea-MM-EP
Number of the ECTS credits		5
Language of instruction		English
Purpose and description of the content of education		The "Electronic Production" module allows students to acquire practical skills in creating, editing, and producing electronic visual layers, music, and sound compositions. Through workshops, the course allows for experimentation with modern production technologies, including software and hardware for recording, mixing, and sound processing. Participants will work on individual and group projects, developing their skills in creating original visual tracks and soundtracks, from basic effects to more advanced compositions. The course will also include theoretical elements related to the aesthetics of electronic production and the use of images and sound in digital art. The classes will be interactive workshops, allowing students to engage in the creative process actively. Participants will be encouraged to experiment with various styles and visual and sound production techniques to develop their unique artistic voice. The course aims to develop technical and creative competencies, enabling students to create professional visual and sound productions in artistic and commercial contexts.
List of modules that must be completed before starting this module (if necessary)		not applicable

8.	Learning outcomes of the module			
Code	Description	Learning outcomes of the programme	Level of competence (scale 1-5)	
S2-EP_1	The student knows the principles of electronic production and the aesthetics of visuals and sound in the context of digital art.	W6-MM-S2-W02	4	
		W6-MM-S2-W03	4	
		W6-MM-S2-W04	3	
S2-EP_2	The student can use modern software and equipment to create, edit, and mix sound and images.	W6-MM-S2-U02	4	
		W6-MM-S2-U03	5	
		W6-MM-S2-W04	4	
S2-EP_3	The student can create original soundtracks and visual tracks using various production techniques.	W6-MM-S2-U01	5	
		W6-MM-S2-U03	5	
		W6-MM-S2-U04	4	
S2-EP_4	The student can adapt visual and sound production styles and techniques to a project's artistic or commercial	W6-MM-S2-U01	4	

	requirements.	W6-MM-S2-U02	4
		W6-MM-S2-U03	5
S2-EP_5	The student can collaborate effectively in a group, sharing ideas and working on joint audiovisual projects.	W6-MM-S2-K03	4
		W6-MM-S2-K04	3
		W6-MM-S2-K06	5

9. Methods of conducting classes		
Code	Category	Name (description)
b07	Problem-solving methods	Activating methods: a case study <i>a comprehensive description of a phenomenon connected with the selected discipline; reflecting the reality, presenting the 'what', 'where' and 'how' of the phenomenon, i.e., all of its key aspects to be discussed in class; used as a reproduction, presentation, discussion or diagnosis of factors that shape the phenomenon or interact with it; an in-depth qualitative analysis and evaluation of a selected phenomenon</i>
b08	Problem-solving methods	Activating method – peer learning <i>learning through the exchange of knowledge in a group/team/pair of students, i.e., in the so-called learning cell; a kind of mutual learning; an approach focused on student activity under the guidance of the person teaching the course; a learning situation where students with a similar level of experience learn from one another</i>
b09	Problem-solving methods	Activating method – flipped classroom <i>anticipatory learning; work in class is based on previously studied material indicated by the person teaching the course; preparation outside the classroom serves the purpose of getting familiar with the issues whose knowledge is necessary for participating in the in-class discussion and the training in the related practical skills; the activity is based on the work of students under the guidance of the person teaching the course</i>
c06	Demonstration methods	Demonstration-imitation <i>a presentation of a model way of performing specific activities accompanied by a commentary; it aims at triggering imitation activities in an individual or in a group of participants observing the activities of the person teaching the course until the right habit is formed through regular exercise; the demonstration-imitation method is combined with a physical practice of activities/behaviours</i>

10. Forms of teaching					
Code	Name	Number of hours	Assessment of the learning outcomes of the module	Learning outcomes of the module	Methods of conducting classes
Wr_EP	workshop	42	exam	S2-EP_1, S2-EP_2, S2-EP_3, S2-EP_4, S2-EP_5	b07, b08, b09, c06

11. The student's work, apart from participation in classes, includes in particular:			
Code	Category	Name (description)	Is it part of the BUNA?
a01	Preparation for classes	Search for materials and review activities necessary for class participation <i>reviewing literature, documentation, tools and materials as well as the specifics of the syllabus and the range of activities indicated in it as required for full participation in classes</i>	Yes
a03	Preparation for classes	Developing practical skills <i>activities involving the repetition, refinement and consolidation of practical skills, including those developed during previous classes or new skills necessary for the implementation of subsequent elements of the curriculum (as preparation for class participation)</i>	No

c03	Preparation for verification of learning outcomes	Implementation of an individual or group assignment necessary for course/phase/ examination completion <i>a set of activities aimed at performing an assigned task, to be executed out of class, as an obligatory phase/element of the verification of the learning outcomes assigned to the course</i>	Yes
e01	Activities complementary to the classes	Undertaking, on one's own initiative and individually, activities aimed at expanding the scope or depth of the teaching content, also beyond the walls of the University <i>a set of activities undertaken independently and on the student's own initiative, aimed at expanding the depth and scope of knowledge and skills, their revision and repetition, retention or verification, also activities carried outside the university, e.g., in a culture promoting or educational institution, a laboratory, in the open air, etc.; also self-education</i>	No

Information on the details of the module implementation in a given academic year can be found in the syllabus available in the USOS system: <https://usosweb.us.edu.pl>.

1.	Field of study	Music in Multimedia
2.	Faculty	Faculty of Fine Arts and Educational Science
3.	Academic year of entry	2025/2026 (winter term)
4.	Level of qualifications/degree	second-cycle studies
5.	Degree profile	practical
6.	Mode of study	full-time

7.	General information about the module	
Module name		Extended Reality Technologies (Applications in Art and Media)
Module code		W6-DigiCrea-MM-XRT_B
Number of the ECTS credits		1
Language of instruction		English
Purpose and description of the content of education		The module "Extended Reality Technologies (Applications in Art and Media)" provides an introduction to modern XR technologies, including virtual reality (VR), augmented reality (AR), and mixed reality (MR). Students will learn the fundamentals of XR technology, its possibilities, and its applications in the context of art and media. The course aims to develop skills in analyzing, creating, and applying these technologies in various creative forms. Participants will become familiar with key tools and platforms used in XR production and examples of their use in artistic and media projects. The classes consist of lectures covering theoretical aspects of the technology and showcasing real-world industry examples. The course aims to enhance knowledge and understanding of the impact of XR technologies on contemporary artistic and media production.
List of modules that must be completed before starting this module (if necessary)		not applicable

8.	Learning outcomes of the module			
Code	Description	Learning outcomes of the programme	Level of competenc (scale 1-5)	
S2-XRT_B_1	The student knows the concepts and technologies of extended reality, including virtual reality (VR), augmented reality (AR), and mixed reality (MR).	W6-MM-S2-W02 W6-MM-S2-W03 W6-MM-S2-W05	4 5 3	
S2-XRT_B_2	The student understands the applications of XR technologies in art and media and their impact on contemporary creative production.	W6-MM-S2-W01 W6-MM-S2-W02 W6-MM-S2-W05	4 5 3	
S2-XRT_B_3	The student can analyze examples of XR applications and select appropriate tools and platforms for implementing artistic and media projects.	W6-MM-S2-U02 W6-MM-S2-U03 W6-MM-S2-U04	3 4 5	
S2-XRT_B_4	The student is aware of the role of XR technologies in shaping modern creative practices and can critically evaluate their significance in culture and society.	W6-MM-S2-K04 W6-MM-S2-K05 W6-MM-S2-K07	4 5 3	

9. Methods of conducting classes		
Code	Category	Name (description)
a01	Lecture methods / expository methods	Formal lecture/ course-related lecture <i>a systematic course of study involving a synthetic presentation of an academic discipline; its implementation assumes a passive reception of the information provided</i>
a03	Lecture methods / expository methods	Description <i>a description of objects, phenomena, processes or people; it involves specifying the structure and characteristic features of the object, phenomenon, or process being described; it is usually accompanied by a demonstration of the described object or by its models, drawings, tables, charts, etc.; a description may take the form of an explanation, classification, justification or comparison</i>
b01	Problem-solving methods	Problem-based lecture <i>an analysis of a selected scientific or practical problem accompanied by its assessment and an attempt to provide a solution to the issues presented in the lecture as well as the indication of the consequences of the proposed solution</i>
c02	Demonstration methods	Video show <i>reproducing a film or video material in its entirety or in fragments in order to illustrate the content taught in class, to submit it to analysis and evaluation or to use it as an exercise in image perception; a film/video can be a work of art, an illustration (also technical illustration) of a content/phenomenon/object, a private record of an action, a media image, etc.</i>

10. Forms of teaching					
Code	Name	Number of hours	Assessment of the learning outcomes of the module	Learning outcomes of the module	Methods of conducting classes
W_XRT_B	lecture	15	exam	S2-XRT_B_1, S2-XRT_B_2, S2-XRT_B_3, S2-XRT_B_4	a01, a03, b01, c02

11. The student's work, apart from participation in classes, includes in particular:			
Code	Category	Name (description)	Is it part of the BUNA?
a02	Preparation for classes	Literature reading / analysis of source materials <i>reading the literature indicated in the syllabus; reviewing, organizing, analyzing and selecting source materials to be used in class</i>	No
a03	Preparation for classes	Developing practical skills <i>activities involving the repetition, refinement and consolidation of practical skills, including those developed during previous classes or new skills necessary for the implementation of subsequent elements of the curriculum (as preparation for class participation)</i>	No
c02	Preparation for verification of learning outcomes	Studying the literature used in and the materials produced in class <i>exploring the studied content, inquiring, considering, assimilating, interpreting it, or organizing knowledge obtained from the literature, documentation, instructions, scenarios, etc., used in class as well as from the notes or other materials/artifacts made in class</i>	No
c03	Preparation for verification of learning outcomes	Implementation of an individual or group assignment necessary for course/phase/ examination completion <i>a set of activities aimed at performing an assigned task, to be executed out of class, as an obligatory phase/element of the verification of the learning outcomes assigned to the course</i>	Yes

1.	<b>Field of study</b>	<b>Music in Multimedia</b>
2.	Faculty	Faculty of Fine Arts and Educational Science
3.	Academic year of entry	2025/2026 (winter term)
4.	Level of qualifications/degree	second-cycle studies
5.	Degree profile	practical
6.	Mode of study	full-time

7.	<b>General information about the module</b>	
<b>Module name</b>		<b>Extended Reality Technologies (Foundations and Future Trends)</b>
Module code		W6-DigiCrea-MM-XRT_A
Number of the ECTS credits		1
Language of instruction		English
Purpose and description of the content of education		The module "Extended Reality Technologies (Foundations and Future Trends)" aims to introduce students to the fundamental concepts of extended reality (XR) and its future development trends. During the lectures, key technologies such as virtual reality (VR), augmented reality (AR), and mixed reality (MR) will be discussed, along with their applications in various fields of art and science. Students will become familiar with current trends, tools, and methods used in XR production and the potential future directions of these technologies. The course provides an understanding of the impact of XR on contemporary digital and artistic creativity. The classes will also address technological and societal challenges related to the implementation of XR across different industries. By the end of the course, students will have a foundational knowledge of the potential of extended reality technologies in the context of future innovations. The module will help the students gain a theoretical and practical understanding of these technologies.
List of modules that must be completed before starting this module (if necessary)		not applicable

8.	Learning outcomes of the module			
Code	Description	Learning outcomes of the programme	Level of competence (scale 1-5)	
S2-XRT_A_1	The student knows the extended reality (XR) technologies, including virtual reality (VR), augmented reality (AR), and mixed reality (MR).	W6-MM-S2-W02	4	
		W6-MM-S2-W03	4	
		W6-MM-S2-W05	3	
S2-XRT_A_2	The student understands current trends and future development directions of XR technologies in the context of various fields of art and science.	W6-MM-S2-W01	3	
		W6-MM-S2-W03	4	
		W6-MM-S2-W05	5	
S2-XRT_A_3	The student can analyze the application of XR technologies in different industries and assess their potential impact on the future of digital creativity.	W6-MM-S2-U02	4	
		W6-MM-S2-U03	3	
		W6-MM-S2-U04	5	
S2-XRT_A_4	The student can collaborate with others when discussing the technological and societal challenges related to the	W6-MM-S2-K05	3	

	implementation of XR across different industries.	W6-MM-S2-K06	5
		W6-MM-S2-K07	4

9. Methods of conducting classes		
Code	Category	Name (description)
a01	Lecture methods / expository methods	Formal lecture/ course-related lecture <i>a systematic course of study involving a synthetic presentation of an academic discipline; its implementation assumes a passive reception of the information provided</i>
b02	Problem-solving methods	Lecture-discussion <i>transmission of content involving interaction with the lecture audience; discussion of lecture-related issues is one of its elements or constitutes its follow-up</i>
b07	Problem-solving methods	Activating methods: a case study <i>a comprehensive description of a phenomenon connected with the selected discipline; reflecting the reality, presenting the 'what', 'where' and 'how' of the phenomenon, i.e., all of its key aspects to be discussed in class; used as a reproduction, presentation, discussion or diagnosis of factors that shape the phenomenon or interact with it; an in-depth qualitative analysis and evaluation of a selected phenomenon</i>
c07	Demonstration methods	Screen presentation <i>a presentation of synthetic image content using computer graphics, e.g., a series of slides or other multimedia forms, usually accompanied by a commentary; typical components of a screen presentation include text organized into bulleted points, charts, images and animations, sometimes sound effects or music; a multimedia illustration of course content presented in the form of a projected image</i>

10. Forms of teaching					
Code	Name	Number of hours	Assessment of the learning outcomes of the module	Learning outcomes of the module	Methods of conducting classes
W_XRT_A	lecture	15	exam	S2-XRT_A_1, S2-XRT_A_2, S2-XRT_A_3, S2-XRT_A_4	a01, b02, b07, c07

11. The student's work, apart from participation in classes, includes in particular:			
Code	Category	Name (description)	Is it part of the BUNA?
a01	Preparation for classes	Search for materials and review activities necessary for class participation <i>reviewing literature, documentation, tools and materials as well as the specifics of the syllabus and the range of activities indicated in it as required for full participation in classes</i>	No
a02	Preparation for classes	Literature reading / analysis of source materials <i>reading the literature indicated in the syllabus; reviewing, organizing, analyzing and selecting source materials to be used in class</i>	Yes
c02	Preparation for verification of learning outcomes	Studying the literature used in and the materials produced in class <i>exploring the studied content, inquiring, considering, assimilating, interpreting it, or organizing knowledge obtained from the literature, documentation, instructions, scenarios, etc., used in class as well as from the notes or other materials/artifacts made in class</i>	Yes
e01	Activities complementary to the classes	Undertaking, on one's own initiative and individually, activities aimed at expanding the scope or depth of the teaching content, also beyond the walls of the University <i>a set of activities undertaken independently and on the student's own initiative, aimed at expanding the</i>	No



		<i>depth and scope of knowledge and skills, their revision and repetition, retention or verification, also activities carried outside the university, e.g., in a culture promoting or educational institution, a laboratory, in the open air, etc.; also self-education</i>	
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Information on the details of the module implementation in a given academic year can be found in the syllabus available in the USOS system: <https://usosweb.us.edu.pl>.

1.	<b>Field of study</b>	<b>Music in Multimedia</b>
2.	Faculty	Faculty of Fine Arts and Educational Science
3.	Academic year of entry	2025/2026 (winter term)
4.	Level of qualifications/degree	second-cycle studies
5.	Degree profile	practical
6.	Mode of study	full-time

7.	<b>General information about the module</b>	
<b>Module name</b>		<b>Film directing</b>
Module code		W6-DigiCrea-MM-FD
Number of the ECTS credits		1
Language of instruction		English
Purpose and description of the content of education		The "Film Directing" module focuses on developing creative skills in film direction. Workshop sessions provide space for practical experimentation with various aspects of directing, from working with actors to managing production. Students will have the opportunity to work on film concepts and scripts and produce short projects in small groups, allowing for the development of individual directing skills. The workshops concentrate on the creative process, team communication, and artistic and technical decisions. Participants will gain hands-on knowledge of directing in various contexts and learn to adapt their ideas to the demands of the contemporary film industry.
List of modules that must be completed before starting this module (if necessary)		not applicable

8.	Learning outcomes of the module			
Code	Description	Learning outcomes of the programme	Level of competenc (scale 1-5)	
IMG-S2-FD_1	The student can develop film concepts and translate them into practical directorial solutions.	W6-MM-S2-U03	5	
		W6-MM-S2-U04	4	
IMG-S2-FD_2	The student makes artistic and technical decisions during the production process, considering various aspects of filmmaking.	W6-MM-S2-U02	5	
		W6-MM-S2-U03	5	
		W6-MM-S2-U04	4	
IMG-S2-FD_3	The student collaborates effectively within an international team using a foreign language and takes responsibility for achieving common production goals.	W6-MM-S2-K03	4	
		W6-MM-S2-K06	5	
		W6-MM-S2-U08	4	
IMG-S2-FD_4	The student communicates with team members using a foreign language, ensuring the smooth and harmonious progression of the creative process.	W6-MM-S2-K02	3	
		W6-MM-S2-K06	5	
		W6-MM-S2-U08	4	

9. Methods of conducting classes		
Code	Category	Name (description)
b06	Problem-solving methods	Activating method – staged drama/drama <i>experiential learning; solving a problem by acting out a role; a.k.a. a role-playing method; role-players interpret their roles in an individual way; the identification with the role is achieved through the activation of the senses, imagination and speech, the stimulation of gesture and movement, etc.; the aim of drama is to experience situations, problems and events mediated by the role; staged drama is a role-playing method enriched with props and stage scenery illustrating a theme</i>
b07	Problem-solving methods	Activating methods: a case study <i>a comprehensive description of a phenomenon connected with the selected discipline; reflecting the reality, presenting the 'what', 'where' and 'how' of the phenomenon, i.e., all of its key aspects to be discussed in class; used as a reproduction, presentation, discussion or diagnosis of factors that shape the phenomenon or interact with it; an in-depth qualitative analysis and evaluation of a selected phenomenon</i>
b08	Problem-solving methods	Activating method – peer learning <i>learning through the exchange of knowledge in a group/team/pair of students, i.e., in the so-called learning cell; a kind of mutual learning; an approach focused on student activity under the guidance of the person teaching the course; a learning situation where students with a similar level of experience learn from one another</i>
c04	Demonstration methods	Drama performance <i>an art workshop: preparation and performance of a dramatic piece or other work of theatrical art involving the participation of people acting out assigned roles; performing a play in front of an audience</i>

10. Forms of teaching					
Code	Name	Number of hours	Assessment of the learning outcomes of the module	Learning outcomes of the module	Methods of conducting classes
Wr_FD	workshop	15	course work	IMG-S2-FD_1, IMG-S2-FD_2, IMG-S2-FD_3, IMG-S2-FD_4	b06, b07, b08, c04

11. The student's work, apart from participation in classes, includes in particular:			
Code	Category	Name (description)	Is it part of the BUNA?
a03	Preparation for classes	Developing practical skills <i>activities involving the repetition, refinement and consolidation of practical skills, including those developed during previous classes or new skills necessary for the implementation of subsequent elements of the curriculum (as preparation for class participation)</i>	Yes
a04	Preparation for classes	Consulting materials complementary to those indicated in the syllabus <i>agreeing on materials complementary to those indicated in the syllabus, supporting the implementation of tasks resulting from or necessary for class participation</i>	Yes
c03	Preparation for verification of learning outcomes	Implementation of an individual or group assignment necessary for course/phase/ examination completion <i>a set of activities aimed at performing an assigned task, to be executed out of class, as an obligatory phase/element of the verification of the learning outcomes assigned to the course</i>	Yes
e01	Activities complementary to the classes	Undertaking, on one's own initiative and individually, activities aimed at expanding the scope or depth of the teaching content, also beyond the walls of the University <i>a set of activities undertaken independently and on the student's own initiative, aimed at expanding the depth and scope of knowledge and skills, their revision and repetition, retention or verification, also activities carried outside the university, e.g., in a culture promoting or educational institution, a</i>	No

		<i>laboratory, in the open air, etc.; also self-education</i>	
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Information on the details of the module implementation in a given academic year can be found in the syllabus available in the USOS system: <https://usosweb.us.edu.pl>.

1.	<b>Field of study</b>	<b>Music in Multimedia</b>
2.	Faculty	Faculty of Fine Arts and Educational Science
3.	Academic year of entry	2025/2026 (winter term)
4.	Level of qualifications/degree	second-cycle studies
5.	Degree profile	practical
6.	Mode of study	full-time

7.	<b>General information about the module</b>	
<b>Module name</b>		<b>Film production</b>
Module code		W6-DigiCrea-MM-FP
Number of the ECTS credits		1
Language of instruction		English
Purpose and description of the content of education		The "Film Production" module is designed to introduce students to film production fundamentals from theoretical and practical perspectives. During the course, participants will explore the film creation processes, from concept development to production planning and post-production. The module covers various aspects of working on a film set, including production organization, collaboration with the creative team, budget management, and modern technologies. Students will gain insight into the roles of the showrunner, producer, director, cinematographer, screenwriter, production manager, and other key individuals involved in the film production process. The lectures provide theoretical understanding and opportunities for discussing and analyzing real-world examples from the film industry. The module aims to prepare students for future work in international film teams, where creativity and organization are essential.
List of modules that must be completed before starting this module (if necessary)		not applicable

8.	Learning outcomes of the module			
Code	Description	Learning outcomes of the programme	Level of competenc (scale 1-5)	
S2-FP_1	The student knows the film production processes, from concept development to post-production.	W6-MM-S2-W02	4	
		W6-MM-S2-W03	2	
		W6-MM-S2-W07	3	
S2-FP_2	The student knows the roles and responsibilities of key individuals in film production, such as the director, producer, and cinematographer.	W6-MM-S2-W02	4	
		W6-MM-S2-W07	3	
		W6-MM-S2-W09	1	
S2-FP_3	The student can analyze and discuss real-world examples of film productions, identifying applied organizational and technical strategies.	W6-MM-S2-U02	4	
		W6-MM-S2-U04	3	
		W6-MM-S2-U05	5	
S2-FP_4	The student can effectively collaborate in an international team, maintaining creativity and organization while working on a film project.	W6-MM-S2-K02	3	
		W6-MM-S2-K06	5	

		W6-MM-S2-K07	4
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9. Methods of conducting classes		
Code	Category	Name (description)
a01	Lecture methods / expository methods	Formal lecture/ course-related lecture <i>a systematic course of study involving a synthetic presentation of an academic discipline; its implementation assumes a passive reception of the information provided</i>
b02	Problem-solving methods	Lecture-discussion <i>transmission of content involving interaction with the lecture audience; discussion of lecture-related issues is one of its elements or constitutes its follow-up</i>
c07	Demonstration methods	Screen presentation <i>a presentation of synthetic image content using computer graphics, e.g., a series of slides or other multimedia forms, usually accompanied by a commentary; typical components of a screen presentation include text organized into bulleted points, charts, images and animations, sometimes sound effects or music; a multimedia illustration of course content presented in the form of a projected image</i>

10. Forms of teaching					
Code	Name	Number of hours	Assessment of the learning outcomes of the module	Learning outcomes of the module	Methods of conducting classes
W_FP	lecture	15	exam	S2-FP_1, S2-FP_2, S2-FP_3, S2-FP_4	a01, b02, c07

11. The student's work, apart from participation in classes, includes in particular:			
Code	Category	Name (description)	Is it part of the BUNA?
a01	Preparation for classes	Search for materials and review activities necessary for class participation <i>reviewing literature, documentation, tools and materials as well as the specifics of the syllabus and the range of activities indicated in it as required for full participation in classes</i>	Yes
a02	Preparation for classes	Literature reading / analysis of source materials <i>reading the literature indicated in the syllabus; reviewing, organizing, analyzing and selecting source materials to be used in class</i>	No
a04	Preparation for classes	Consulting materials complementary to those indicated in the syllabus <i>agreeing on materials complementary to those indicated in the syllabus, supporting the implementation of tasks resulting from or necessary for class participation</i>	Yes
c03	Preparation for verification of learning outcomes	Implementation of an individual or group assignment necessary for course/phase/ examination completion <i>a set of activities aimed at performing an assigned task, to be executed out of class, as an obligatory phase/element of the verification of the learning outcomes assigned to the course</i>	Yes

Information on the details of the module implementation in a given academic year can be found in the syllabus available in the USOS system: <https://usosweb.us.edu.pl>.

1.	<b>Field of study</b>	<b>Music in Multimedia</b>
2.	Faculty	Faculty of Fine Arts and Educational Science
3.	Academic year of entry	2025/2026 (winter term)
4.	Level of qualifications/degree	second-cycle studies
5.	Degree profile	practical
6.	Mode of study	full-time

7.	<b>General information about the module</b>	
<b>Module name</b>		<b>Film Studio</b>
Module code		W6-DigiCrea-MM-FS
Number of the ECTS credits		3
Language of instruction		English
Purpose and description of the content of education		The Film Studio module focuses on the practical process of filmmaking, encompassing concept development, planning, production, and basic post-production. Participants develop teamwork, creativity, and problem-solving skills within audiovisual production. The workshops cover various aspects of studio work, including directing, camera operation, lighting, and sound. Students engage in hands-on tasks designed to enhance their individual and group artistic and technical competencies. During the module, participants learn about the organization and execution of film projects, effective communication, and time management. The module also encourages experimentation with different styles and forms of cinematic expression, fostering the pursuit of innovative solutions.
List of modules that must be completed before starting this module (if necessary)		not applicable

8.	Learning outcomes of the module			
Code	Description	Learning outcomes of the programme	Level of competence (scale 1-5)	
S2-FS_1	The student knows the techniques and tools used in film set work, including directing, camera operation, lighting, and basic post-production.	W6-MM-S2-W02 W6-MM-S2-W03 W6-MM-S2-W07	4 2 3	
S2-FS_2	The student can use film techniques, such as directing, camera operation, and lighting management, to implement audiovisual projects.	W6-MM-S2-U02 W6-MM-S2-U03 W6-MM-S2-U04	2 5 4	
S2-FS_3	The student can effectively organize work on a film set within individual and team projects.	W6-MM-S2-U02 W6-MM-S2-U03 W6-MM-S2-U04	2 5 4	
S2-FS_4	The student demonstrates the ability to work in a team in the context of implementing film projects and can exchange knowledge and experience in an international environment.	W6-MM-S2-K02 W6-MM-S2-K03 W6-MM-S2-K06	3 4 5	

9. Methods of conducting classes		
Code	Category	Name (description)
b07	Problem-solving methods	Activating methods: a case study <i>a comprehensive description of a phenomenon connected with the selected discipline; reflecting the reality, presenting the 'what', 'where' and 'how' of the phenomenon, i.e., all of its key aspects to be discussed in class; used as a reproduction, presentation, discussion or diagnosis of factors that shape the phenomenon or interact with it; an in-depth qualitative analysis and evaluation of a selected phenomenon</i>
b08	Problem-solving methods	Activating method – peer learning <i>learning through the exchange of knowledge in a group/team/pair of students, i.e., in the so-called learning cell; a kind of mutual learning; an approach focused on student activity under the guidance of the person teaching the course; a learning situation where students with a similar level of experience learn from one another</i>
b09	Problem-solving methods	Activating method – flipped classroom <i>anticipatory learning; work in class is based on previously studied material indicated by the person teaching the course; preparation outside the classroom serves the purpose of getting familiar with the issues whose knowledge is necessary for participating in the in-class discussion and the training in the related practical skills; the activity is based on the work of students under the guidance of the person teaching the course</i>
c06	Demonstration methods	Demonstration-imitation <i>a presentation of a model way of performing specific activities accompanied by a commentary; it aims at triggering imitation activities in an individual or in a group of participants observing the activities of the person teaching the course until the right habit is formed through regular exercise; the demonstration-imitation method is combined with a physical practice of activities/behaviours</i>

10. Forms of teaching					
Code	Name	Number of hours	Assessment of the learning outcomes of the module	Learning outcomes of the module	Methods of conducting classes
Wr_FS	workshop	30	course work	S2-FS_1, S2-FS_2, S2-FS_3, S2-FS_4	b07, b08, b09, c06

11. The student's work, apart from participation in classes, includes in particular:			
Code	Category	Name (description)	Is it part of the BUNA?
a01	Preparation for classes	Search for materials and review activities necessary for class participation <i>reviewing literature, documentation, tools and materials as well as the specifics of the syllabus and the range of activities indicated in it as required for full participation in classes</i>	Yes
a03	Preparation for classes	Developing practical skills <i>activities involving the repetition, refinement and consolidation of practical skills, including those developed during previous classes or new skills necessary for the implementation of subsequent elements of the curriculum (as preparation for class participation)</i>	Yes
c03	Preparation for verification of learning outcomes	Implementation of an individual or group assignment necessary for course/phase/ examination completion <i>a set of activities aimed at performing an assigned task, to be executed out of class, as an obligatory phase/element of the verification of the learning outcomes assigned to the course</i>	Yes
d01	Consulting the results of the verification of learning outcomes	Analysis of the corrective feedback provided by the academic teacher on the results of the verification of learning outcomes <i>reading through the academic teacher's comments, assessments and opinions on the implementation</i>	Yes



		<i>of the task aimed at checking the level of the achieved learning outcomes</i>	
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Information on the details of the module implementation in a given academic year can be found in the syllabus available in the USOS system: <https://usosweb.us.edu.pl>.

1.	<b>Field of study</b>	<b>Music in Multimedia</b>
2.	Faculty	Faculty of Fine Arts and Educational Science
3.	Academic year of entry	2025/2026 (winter term)
4.	Level of qualifications/degree	second-cycle studies
5.	Degree profile	practical
6.	Mode of study	full-time

7.	<b>General information about the module</b>	
<b>Module name</b>		<b>Finansing and budgeting</b>
Module code		W6-DigiCrea-MM-FB
Number of the ECTS credits		1
Language of instruction		English
Purpose and description of the content of education		The "Financing and Budgeting" module introduces students to the fundamentals of financing projects and managing budgets within digital artistic and scientific creativity. The tutorial-based course consists of 15 academic hours, during which students will familiarize themselves with essential financial tools and budgeting methods. Topics such as cost analysis, funding sources, and expenditure control will be addressed throughout the course. The course will focus on individual work, allowing students to develop practical skills in creating financial plans under the instructor's guidance. Participants will also learn how to manage resources in digital projects, considering market realities and available funding sources. The course will be interactive, emphasizing analyzing real-world cases and solving financial challenges. By the end of the module, students will have the opportunity to present their budgeting plans.
List of modules that must be completed before starting this module (if necessary)		not applicable

8.	Learning outcomes of the module			
Code	Description	Learning outcomes of the programme	Level of competence (scale 1-5)	
S2-FB_1	The student knows the financial tools and budgeting methods in the context of digital projects in art and science	W6-MM-S2-W02	4	
		W6-MM-S2-W08	2	
		W6-MM-S2-W09	3	
S2-FB_2	The student can create a financial plan for digital projects, considering costs and funding sources.	W6-MM-S2-U01	2	
		W6-MM-S2-U04	3	
S2-FB_3	The student can analyze real-world financial cases and solve budgeting challenges in digital projects.	W6-MM-S2-U03	2	
		W6-MM-S2-U04	3	
S2-FB_4	The student can effectively collaborate in a group, sharing ideas and solutions regarding the management of project budgets.	W6-MM-S2-K02	2	
		W6-MM-S2-K03	2	
		W6-MM-S2-K06	4	

9. Methods of conducting classes		
Code	Category	Name (description)
b05	Problem-solving methods	Activating method – seminar / proseminar <i>a seminar method; usually an oral presentation of a previously studied/diagnosed problem delivered on a forum; it aims at provoking a discussion concerning the results of research work; a type of conference, course or training session modelled on seminar classes</i>
b07	Problem-solving methods	Activating methods: a case study <i>a comprehensive description of a phenomenon connected with the selected discipline; reflecting the reality, presenting the 'what', 'where' and 'how' of the phenomenon, i.e., all of its key aspects to be discussed in class; used as a reproduction, presentation, discussion or diagnosis of factors that shape the phenomenon or interact with it; an in-depth qualitative analysis and evaluation of a selected phenomenon</i>
b09	Problem-solving methods	Activating method – flipped classroom <i>anticipatory learning; work in class is based on previously studied material indicated by the person teaching the course; preparation outside the classroom serves the purpose of getting familiar with the issues whose knowledge is necessary for participating in the in-class discussion and the training in the related practical skills; the activity is based on the work of students under the guidance of the person teaching the course</i>
d01	Programmed learning methods	Working with a computer <i>e.g., Webquest; implementation of educational tasks using electronic and digital devices, computer programs and Internet applications; the academic teacher acts as a consultant; students' work is carried out step by step according to the plan laid own by the person teaching the course and following his instructions, and proceeds towards producing the indicated results within the set deadline</i>

10. Forms of teaching					
Code	Name	Number of hours	Assessment of the learning outcomes of the module	Learning outcomes of the module	Methods of conducting classes
C_FB	practical classes	15	course work	S2-FB_1, S2-FB_2, S2-FB_3, S2-FB_4	b05, b07, b09, d01

11. The student's work, apart from participation in classes, includes in particular:			
Code	Category	Name (description)	Is it part of the BUNA?
a01	Preparation for classes	Search for materials and review activities necessary for class participation <i>reviewing literature, documentation, tools and materials as well as the specifics of the syllabus and the range of activities indicated in it as required for full participation in classes</i>	Yes
a02	Preparation for classes	Literature reading / analysis of source materials <i>reading the literature indicated in the syllabus; reviewing, organizing, analyzing and selecting source materials to be used in class</i>	Yes
a04	Preparation for classes	Consulting materials complementary to those indicated in the syllabus <i>agreeing on materials complementary to those indicated in the syllabus, supporting the implementation of tasks resulting from or necessary for class participation</i>	Yes
c03	Preparation for verification of learning outcomes	Implementation of an individual or group assignment necessary for course/phase/ examination completion <i>a set of activities aimed at performing an assigned task, to be executed out of class, as an obligatory phase/element of the verification of the learning outcomes assigned to the course</i>	Yes

Information on the details of the module implementation in a given academic year can be found in the syllabus available in the USOS system: <https://usosweb.us.edu.pl>.

1.	<b>Field of study</b>	<b>Music in Multimedia</b>
2.	Faculty	Faculty of Fine Arts and Educational Science
3.	Academic year of entry	2025/2026 (winter term)
4.	Level of qualifications/degree	second-cycle studies
5.	Degree profile	practical
6.	Mode of study	full-time

7.	<b>General information about the module</b>		
<b>Module name</b>		<b>Gesture capture</b>	
Module code		W6-DigiCrea-MM-GC	
Number of the ECTS credits		2	
Language of instruction		English	
Purpose and description of the content of education		<p>Opisy</p> <p>Opis: Moduł „Gesture capture” wprowadza studentów w tematykę przechwytywania i analizy ludzkich gestów w kontekście interakcji z komputerami oraz systemami wirtualnej i rozszerzonej rzeczywistości. Uczestnicy zapoznają się z różnymi metodami rejestrowania gestów, takimi jak technologia optyczna, czujniki ruchu oraz systemy śledzenia 3D. Podczas zajęć studenci będą mieli okazję nauczyć się, jak przetwarzać dane z tych technologii oraz wykorzystywać je w aplikacjach interaktywnych. Kurs obejmuje również zagadnienia związane z rozpoznawaniem gestów i ich zastosowaniem w projektowaniu gier komputerowych, filmów animowanych oraz systemów VR/AR. W ramach zajęć uczestnicy będą realizować ćwiczenia praktyczne, które pozwolą im zdobyć umiejętności w zakresie integracji technologii rejestracji gestów w różnych środowiskach interaktywnych. Moduł ma na celu rozwój kompetencji związanych z nowoczesnymi metodami tworzenia interfejsów użytkownika i wprowadzania innowacji w dziedzinie interakcji człowiek-komputer.</p> <p>Opis (angielski): The "Gesture Capture" module introduces students to capturing and analyzing human gestures in the context of human-computer interaction and virtual/augmented reality systems. Participants will learn about various gesture capture techniques, including optical technology, motion sensors, and 3D tracking systems. Throughout the course, students will explore processing and using data from these technologies in interactive applications. The course also covers gesture recognition and its applications in designing video games, animated films, and VR/AR systems. Practical exercises will provide students hands-on experience integrating gesture capture technology into various interactive environments. This module aims to develop skills related to modern methods of creating user interfaces and introducing innovations in human-computer interaction.</p>	
List of modules that must be completed before starting this module (if necessary)		not applicable	

8.	Learning outcomes of the module			
Code	Description	Learning outcomes of the programme	Level of competenc (scale 1-5)	
S2-GC_1	The student knows various gesture capture technologies, such as motion sensors, optical technology, and 3D tracking systems, used in interactions with computers and VR/AR systems.	W6-MM-S2-W01 W6-MM-S2-W05	3 4	
S2-GC_2	The student can process and implement data from gesture capture technologies in interactive applications, such as video games and VR/AR systems.	W6-MM-S2-U03 W6-MM-S2-U04	3 5	

S2-GC_3	The student can collaborate in a group, sharing knowledge and skills to integrate gesture technologies into interactive and creative projects.	W6-MM-S2-K03	3
		W6-MM-S2-K06	5
		W6-MM-S2-K07	4

9. Methods of conducting classes		
Code	Category	Name (description)
a03	Lecture methods / expository methods	Description <i>a description of objects, phenomena, processes or people; it involves specifying the structure and characteristic features of the object, phenomenon, or process being described; it is usually accompanied by a demonstration of the described object or by its models, drawings, tables, charts, etc.; a description may take the form of an explanation, classification, justification or comparison</i>
b03	Problem-solving methods	Activating method – educational games <i>learning content in the guise of a rule- and/or principle-based game; conducted in a deliberately arranged situation based on the description of relevant facts and processes; learners compete with one another within the framework of rules laid down by the academic teacher; varieties include simulation games – involving a simulation of real situations; decision games – based on the decision-making process and the recognition of the consequences of the decisions made (e.g., a decision tree); psychological games – increasing the emotional-volitional component of the participants' attitudes</i>
b09	Problem-solving methods	Activating method – flipped classroom <i>anticipatory learning; work in class is based on previously studied material indicated by the person teaching the course; preparation outside the classroom serves the purpose of getting familiar with the issues whose knowledge is necessary for participating in the in-class discussion and the training in the related practical skills; the activity is based on the work of students under the guidance of the person teaching the course</i>
c06	Demonstration methods	Demonstration-imitation <i>a presentation of a model way of performing specific activities accompanied by a commentary; it aims at triggering imitation activities in an individual or in a group of participants observing the activities of the person teaching the course until the right habit is formed through regular exercise; the demonstration-imitation method is combined with a physical practice of activities/behaviours</i>

10. Forms of teaching					
Code	Name	Number of hours	Assessment of the learning outcomes of the module	Learning outcomes of the module	Methods of conducting classes
C_GC	practical classes	18	course work	S2-GC_1, S2-GC_2, S2-GC_3	a03, b03, b09, c06

11. The student's work, apart from participation in classes, includes in particular:			
Code	Category	Name (description)	Is it part of the BUNA?
a01	Preparation for classes	Search for materials and review activities necessary for class participation <i>reviewing literature, documentation, tools and materials as well as the specifics of the syllabus and the range of activities indicated in it as required for full participation in classes</i>	No
a03	Preparation for classes	Developing practical skills <i>activities involving the repetition, refinement and consolidation of practical skills, including those developed during previous classes or new skills necessary for the implementation of subsequent elements of the curriculum (as preparation for class participation)</i>	Yes
a04	Preparation for classes	Consulting materials complementary to those indicated in the syllabus	Yes

		<i>agreeing on materials complementary to those indicated in the syllabus, supporting the implementation of tasks resulting from or necessary for class participation</i>	
c03	Preparation for verification of learning outcomes	Implementation of an individual or group assignment necessary for course/phase/ examination completion <i>a set of activities aimed at performing an assigned task, to be executed out of class, as an obligatory phase/element of the verification of the learning outcomes assigned to the course</i>	Yes

Information on the details of the module implementation in a given academic year can be found in the syllabus available in the USOS system: <https://usosweb.us.edu.pl>.

1.	Field of study	Music in Multimedia
2.	Faculty	Faculty of Fine Arts and Educational Science
3.	Academic year of entry	2025/2026 (winter term)
4.	Level of qualifications/degree	second-cycle studies
5.	Degree profile	practical
6.	Mode of study	full-time

7.	General information about the module	
Module name		History and theory of the arts
Module code		W6-DigiCrea-MM-HTA
Number of the ECTS credits		2
Language of instruction		English
Purpose and description of the content of education		The module "History and Theory of the Arts" aims to introduce students to fundamental issues related to the history and theory of the visual arts. The course explores key artistic movements, trends, and techniques that have significantly influenced the development of art from prehistoric times to the present day. Students will analyze selected artworks and the historical and social contexts in which they were created. The module focuses on various forms of artistic expression, such as painting, sculpture, photography, and digital arts, emphasizing their role in communication and expressing identity. Through lectures, students will develop skills in analyzing and interpreting art, considering its impact on contemporary culture. The module also provides a critical perspective on the evolution of artistic technologies and their relationship with new media.
List of modules that must be completed before starting this module (if necessary)		not applicable

8.	Learning outcomes of the module			
Code	Description	Learning outcomes of the programme	Level of competenc (scale 1-5)	
IMG-S2-HTA_1	The student knows key artistic movements, trends, and techniques that influenced the development of visual art from prehistory to the present day.	W6-MM-S2-W01	3	
		W6-MM-S2-W05	4	
		W6-MM-S2-W06	2	
IMG-S2-HTA_2	The student understands the historical and social contexts in which selected artworks were created.	W6-MM-S2-W01	3	
		W6-MM-S2-W05	5	
		W6-MM-S2-W10	2	
IMG-S2-HTA_3	The student knows the role of various forms of artistic expression, such as painting, sculpture, photography, and digital arts, in communication and expressing identity.	W6-MM-S2-W01	4	
		W6-MM-S2-W02	3	
		W6-MM-S2-W05	3	
IMG-S2-HTA_4	The student can analyze and interpret artworks, considering their impact on contemporary culture and the evolution of artistic technologies.	W6-MM-S2-U05	4	
		W6-MM-S2-U08	4	



IMG-S2-HTA_5	The student can critically assess the relationship between art and new media in the context of contemporary artistic phenomena.	W6-MM-S2-K04 W6-MM-S2-K05	5 4
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9. Methods of conducting classes		
Code	Category	Name (description)
a01	Lecture methods / expository methods	Formal lecture/ course-related lecture <i>a systematic course of study involving a synthetic presentation of an academic discipline; its implementation assumes a passive reception of the information provided</i>
b02	Problem-solving methods	Lecture-discussion <i>transmission of content involving interaction with the lecture audience; discussion of lecture-related issues is one of its elements or constitutes its follow-up</i>
c07	Demonstration methods	Screen presentation <i>a presentation of synthetic image content using computer graphics, e.g., a series of slides or other multimedia forms, usually accompanied by a commentary; typical components of a screen presentation include text organized into bulleted points, charts, images and animations, sometimes sound effects or music; a multimedia illustration of course content presented in the form of a projected image</i>
c09	Demonstration methods	Value-based methods – expressive methods <i>methods of accessing value-related knowledge, experiencing values in emotion-laden activities; creating situations enabling the creation or reproduction of values as a way of self-expression combined with experiencing values (individually or in a group); actions, most often creative, involving an expressive and suggestive way of expressing emotions</i>

10. Forms of teaching					
Code	Name	Number of hours	Assessment of the learning outcomes of the module	Learning outcomes of the module	Methods of conducting classes
W_HTA	lecture	27	exam	IMG-S2-HTA_1, IMG-S2-HTA_2, IMG-S2-HTA_3, IMG-S2-HTA_4, IMG-S2-HTA_5	a01, b02, c07, c09

11. The student's work, apart from participation in classes, includes in particular:			
Code	Category	Name (description)	Is it part of the BUNA?
a01	Preparation for classes	Search for materials and review activities necessary for class participation <i>reviewing literature, documentation, tools and materials as well as the specifics of the syllabus and the range of activities indicated in it as required for full participation in classes</i>	No
a02	Preparation for classes	Literature reading / analysis of source materials <i>reading the literature indicated in the syllabus; reviewing, organizing, analyzing and selecting source materials to be used in class</i>	No
a04	Preparation for classes	Consulting materials complementary to those indicated in the syllabus <i>agreeing on materials complementary to those indicated in the syllabus, supporting the implementation of tasks resulting from or necessary for class participation</i>	Yes
c02	Preparation for verification of learning outcomes	Studying the literature used in and the materials produced in class <i>exploring the studied content, inquiring, considering, assimilating, interpreting it, or organizing knowledge obtained from the literature, documentation, instructions, scenarios, etc., used in class as well as from the notes or other materials/artifacts made in class</i>	No

e01	Activities complementary to the classes	Undertaking, on one's own initiative and individually, activities aimed at expanding the scope or depth of the teaching content, also beyond the walls of the University <i>a set of activities undertaken independently and on the student's own initiative, aimed at expanding the depth and scope of knowledge and skills, their revision and repetition, retention or verification, also activities carried outside the university, e.g., in a culture promoting or educational institution, a laboratory, in the open air, etc.; also self-education</i>	No
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Information on the details of the module implementation in a given academic year can be found in the syllabus available in the USOS system: <https://usosweb.us.edu.pl>.

1.	<b>Field of study</b>	<b>Music in Multimedia</b>
2.	Faculty	Faculty of Fine Arts and Educational Science
3.	Academic year of entry	2025/2026 (winter term)
4.	Level of qualifications/degree	second-cycle studies
5.	Degree profile	practical
6.	Mode of study	full-time

7.	<b>General information about the module</b>	
<b>Module name</b>		<b>History of contemporary music</b>
Module code		W6-DigiCrea-MM-HCM
Number of the ECTS credits		1
Language of instruction		English
Purpose and description of the content of education		The "History of Contemporary Music" module introduces students to key phenomena and the evolution of contemporary music that have influenced the development of artistic and technological creativity in the 20th and 21st centuries. The course covers the most important musical movements, such as minimalism, postmodernism, and experimental music, and their impact on contemporary artistic practices in classical and popular music. During lectures, students analyze prominent figures and groundbreaking events shaping contemporary musical trends. The program focuses on the broad social, cultural, and technological contexts in which contemporary music exists and the role of new media and technology in its production and distribution. This module offers an opportunity to deepen knowledge of music in a global context and prepares students to analyze current trends in sound and music art.
List of modules that must be completed before starting this module (if necessary)		not applicable

8.	Learning outcomes of the module			
Code	Description	Learning outcomes of the programme	Level of competenc (scale 1-5)	
SND-S2-HCM_1	The student knows the key musical trends of the 20th and 21st centuries and their impact on contemporary artistic practices.	W6-MM-S2-W01	5	
		W6-MM-S2-W05	5	
		W6-MM-S2-W06	5	
SND-S2-HCM_2	The student can identify the most significant figures and events that shaped the development of contemporary music.	W6-MM-S2-W01	4	
		W6-MM-S2-W05	3	
		W6-MM-S2-W06	5	
SND-S2-HCM_3	The student can actively participate in discussions about contemporary musical trends, presenting arguments based on historical and cultural analysis.	W6-MM-S2-K03	5	
		W6-MM-S2-K04	3	
		W6-MM-S2-K05	4	

9. Methods of conducting classes		
Code	Category	Name (description)
a01	Lecture methods / expository methods	Formal lecture/ course-related lecture <i>a systematic course of study involving a synthetic presentation of an academic discipline; its implementation assumes a passive reception of the information provided</i>
b02	Problem-solving methods	Lecture-discussion <i>transmission of content involving interaction with the lecture audience; discussion of lecture-related issues is one of its elements or constitutes its follow-up</i>
c03	Demonstration methods	Audio playback / audio drama <i>preparation and reproduction of sound material (audio recording) in its entirety or in fragments in order to illustrate the content taught in class, to submit it to analysis and evaluation or to use it as a method of sound perception, including the appreciation of a musical piece, an artistic audio drama, an oral presentation of an artistic or scientific text as well as a media text; analysis of the sound material recorded on a carrier with a view to studying a sound-related phenomenon</i>

10. Forms of teaching					
Code	Name	Number of hours	Assessment of the learning outcomes of the module	Learning outcomes of the module	Methods of conducting classes
W_HCM	lecture	15	exam	SND-S2-HCM_1, SND-S2-HCM_2, SND-S2-HCM_3	a01, b02, c03

11. The student's work, apart from participation in classes, includes in particular:			
Code	Category	Name (description)	Is it part of the BUNA?
a01	Preparation for classes	Search for materials and review activities necessary for class participation <i>reviewing literature, documentation, tools and materials as well as the specifics of the syllabus and the range of activities indicated in it as required for full participation in classes</i>	No
a02	Preparation for classes	Literature reading / analysis of source materials <i>reading the literature indicated in the syllabus; reviewing, organizing, analyzing and selecting source materials to be used in class</i>	No
c03	Preparation for verification of learning outcomes	Implementation of an individual or group assignment necessary for course/phase/ examination completion <i>a set of activities aimed at performing an assigned task, to be executed out of class, as an obligatory phase/element of the verification of the learning outcomes assigned to the course</i>	Yes
e01	Activities complementary to the classes	Undertaking, on one's own initiative and individually, activities aimed at expanding the scope or depth of the teaching content, also beyond the walls of the University <i>a set of activities undertaken independently and on the student's own initiative, aimed at expanding the depth and scope of knowledge and skills, their revision and repetition, retention or verification, also activities carried outside the university, e.g., in a culture promoting or educational institution, a laboratory, in the open air, etc.; also self-education</i>	No

Information on the details of the module implementation in a given academic year can be found in the syllabus available in the USOS system: <https://usosweb.us.edu.pl>.

1.	<b>Field of study</b>	<b>Music in Multimedia</b>
2.	Faculty	Faculty of Fine Arts and Educational Science
3.	Academic year of entry	2025/2026 (winter term)
4.	Level of qualifications/degree	second-cycle studies
5.	Degree profile	practical
6.	Mode of study	full-time

7.	<b>General information about the module</b>	
<b>Module name</b>		<b>History of Electronic Music</b>
Module code		W6-DigiCrea-MM-HEM
Number of the ECTS credits		1
Language of instruction		English
Purpose and description of the content of education		The "History of Electronic Music" lectures aim to introduce students to the development of electronic music, from its beginnings in the 1950s to contemporary artistic expressions. Students will analyze key historical moments, technological innovations, and the impact of pioneers such as Karlheinz Stockhausen and Wendy Carlos on the shape of modern electronic music. The course will also cover the main genres of electronic music, such as musique concrète, ambient, techno, and EDM. The module will provide students with an understanding of the evolution of sound production techniques and the role of technology in creating new musical aesthetics. The classes will be lectures and discussions on the most important composers and their works. Students will gain a practical understanding of how electronic music influences contemporary musical culture and the arts.
List of modules that must be completed before starting this module (if necessary)		not applicable

8.	Learning outcomes of the module			
Code	Description	Learning outcomes of the programme	Level of competenc (scale 1-5)	
SND-S2-HEM_1	The student knows the key moments in the history of electronic music and the influence of pioneers on the development of this genre.	W6-MM-S2-W01 W6-MM-S2-W03 W6-MM-S2-W06	5 3 4	
SND-S2-HEM_2	The student understands the main trends in electronic music, such as musique concrète, ambient, techno, and EDM, and their significance in contemporary music.	W6-MM-S2-W01 W6-MM-S2-W05 W6-MM-S2-W06	4 3 5	
SND-S2-HEM_3	The student actively participates in discussions about the works of significant figures in electronic music, exchanging insights and arguments.	W6-MM-S2-K04 W6-MM-S2-K05 W6-MM-S2-K06	5 3 4	

9. Methods of conducting classes		
Code	Category	Name (description)
a01	Lecture methods / expository methods	Formal lecture/ course-related lecture <i>a systematic course of study involving a synthetic presentation of an academic discipline; its implementation assumes a passive reception of the information provided</i>
b02	Problem-solving methods	Lecture-discussion <i>transmission of content involving interaction with the lecture audience; discussion of lecture-related issues is one of its elements or constitutes its follow-up</i>
c03	Demonstration methods	Audio playback / audio drama <i>preparation and reproduction of sound material (audio recording) in its entirety or in fragments in order to illustrate the content taught in class, to submit it to analysis and evaluation or to use it as a method of sound perception, including the appreciation of a musical piece, an artistic audio drama, an oral presentation of an artistic or scientific text as well as a media text; analysis of the sound material recorded on a carrier with a view to studying a sound-related phenomenon</i>

10. Forms of teaching					
Code	Name	Number of hours	Assessment of the learning outcomes of the module	Learning outcomes of the module	Methods of conducting classes
W_HEM	lecture	12	exam	SND-S2-HEM_1, SND-S2-HEM_2, SND-S2-HEM_3	a01, b02, c03

11. The student's work, apart from participation in classes, includes in particular:			
Code	Category	Name (description)	Is it part of the BUNA?
a01	Preparation for classes	Search for materials and review activities necessary for class participation <i>reviewing literature, documentation, tools and materials as well as the specifics of the syllabus and the range of activities indicated in it as required for full participation in classes</i>	No
a02	Preparation for classes	Literature reading / analysis of source materials <i>reading the literature indicated in the syllabus; reviewing, organizing, analyzing and selecting source materials to be used in class</i>	No
c03	Preparation for verification of learning outcomes	Implementation of an individual or group assignment necessary for course/phase/ examination completion <i>a set of activities aimed at performing an assigned task, to be executed out of class, as an obligatory phase/element of the verification of the learning outcomes assigned to the course</i>	Yes
e01	Activities complementary to the classes	Undertaking, on one's own initiative and individually, activities aimed at expanding the scope or depth of the teaching content, also beyond the walls of the University <i>a set of activities undertaken independently and on the student's own initiative, aimed at expanding the depth and scope of knowledge and skills, their revision and repetition, retention or verification, also activities carried outside the university, e.g., in a culture promoting or educational institution, a laboratory, in the open air, etc.; also self-education</i>	No

Information on the details of the module implementation in a given academic year can be found in the syllabus available in the USOS system: <https://usosweb.us.edu.pl>.

1.	Field of study	Music in Multimedia
2.	Faculty	Faculty of Fine Arts and Educational Science
3.	Academic year of entry	2025/2026 (winter term)
4.	Level of qualifications/degree	second-cycle studies
5.	Degree profile	practical
6.	Mode of study	full-time

7.	General information about the module	
Module name		Interdisciplinary Seminar
Module code		W6-DigiCrea-MM-IS
Number of the ECTS credits		3
Language of instruction		English
Purpose and description of the content of education		The "Interdisciplinary Seminar" module aims to develop skills in tackling complex issues within contemporary digital creativity, incorporating various fields and methodologies. The seminar-based classes allow students to actively participate in discussions, analyses, and research on selected interdisciplinary topics related to digital creativity. The course supports the development of critical thinking, presentation skills, and teamwork. Seminar participants will be able to present their own projects and ideas, which will be collectively analyzed and evaluated. The classes require active engagement from students, who will be responsible for preparing materials and discussions on digital art and science topics.
List of modules that must be completed before starting this module (if necessary)		not applicable

8.	Learning outcomes of the module			
Code	Description	Learning outcomes of the programme	Level of competenc (scale 1-5)	
S2-IS_1	The student knows the main theories and methodologies used in interdisciplinary research on digital creativity.	KS_OOD	3	
		W6-MM-S2-W05	4	
		W6-MM-S2-W10	3	
		W6-MM-S2-W11	5	
		W_OOD	4	
S2-IS_2	The student understands the role of contemporary digital art and natural sciences in solving complex creative problems.	W6-MM-S2-W01	4	
		W6-MM-S2-W02	5	
		W6-MM-S2-W05	3	
S2-IS_3	The student can actively participate in discussions, analyses, and presentations on selected interdisciplinary topics related to digital creativity.	U_OOD	3	
		W6-MM-S2-U01	3	
		W6-MM-S2-U04	2	
		W6-MM-S2-U05	4	

S2-IS_4	The student is aware of the necessity to adhere to ethical and legal norms for performing artistic activities in contemporary digital challenges.	W6-MM-S2-K01	5
		W6-MM-S2-K02	3
		W6-MM-S2-K05	4

9. Methods of conducting classes		
Code	Category	Name (description)
b04	Problem-solving methods	Activating method – discussion / debate <i>an exchange of views supported by substantive arguments leading to a clash of different views, a compromise or the identification of common positions; it proceeds according to previously agreed-upon rules regarding the time, manner and turn-taking as well as the principles of civil discourse; a discussion is not a competition but aims at finding the best solutions or presenting different points of view; its varieties include brainstorming, Oxford-style debate, panel discussion, decision tree, conference discussion; a debate is an orderly dispute between supporters and opponents of a viewpoint, usually specialists in the field or pre-selected representatives of a group dealing with a common problem</i>
b05	Problem-solving methods	Activating method – seminar / proseminar <i>a seminar method; usually an oral presentation of a previously studied/diagnosed problem delivered on a forum; it aims at provoking a discussion concerning the results of research work; a type of conference, course or training session modelled on seminar classes</i>
b08	Problem-solving methods	Activating method – peer learning <i>learning through the exchange of knowledge in a group/team/pair of students, i.e., in the so-called learning cell; a kind of mutual learning; an approach focused on student activity under the guidance of the person teaching the course; a learning situation where students with a similar level of experience learn from one another</i>
b09	Problem-solving methods	Activating method – flipped classroom <i>anticipatory learning; work in class is based on previously studied material indicated by the person teaching the course; preparation outside the classroom serves the purpose of getting familiar with the issues whose knowledge is necessary for participating in the in-class discussion and the training in the related practical skills; the activity is based on the work of students under the guidance of the person teaching the course</i>

10. Forms of teaching					
Code	Name	Number of hours	Assessment of the learning outcomes of the module	Learning outcomes of the module	Methods of conducting classes
S_IS	seminar	28	exam	S2-IS_1, S2-IS_2, S2-IS_3, S2-IS_4	b04, b05, b08, b09

11. The student's work, apart from participation in classes, includes in particular:			
Code	Category	Name (description)	Is it part of the BUNA?
a01	Preparation for classes	Search for materials and review activities necessary for class participation <i>reviewing literature, documentation, tools and materials as well as the specifics of the syllabus and the range of activities indicated in it as required for full participation in classes</i>	Yes
a02	Preparation for classes	Literature reading / analysis of source materials <i>reading the literature indicated in the syllabus; reviewing, organizing, analyzing and selecting source materials to be used in class</i>	No
a05	Preparation for classes	Production/preparation of tools, materials or documentation necessary for class participation <i>developing, preparing and assessing the usefulness of tools and materials (e.g. aids, scenarios,</i>	Yes



		<i>research tools, equipment, etc.) to be employed in class or as an aid when preparing for classes</i>	
c03	Preparation for verification of learning outcomes	Implementation of an individual or group assignment necessary for course/phase/ examination completion <i>a set of activities aimed at performing an assigned task, to be executed out of class, as an obligatory phase/element of the verification of the learning outcomes assigned to the course</i>	Yes

Information on the details of the module implementation in a given academic year can be found in the syllabus available in the USOS system: <https://usosweb.us.edu.pl>.

1.	Field of study	Music in Multimedia
2.	Faculty	Faculty of Fine Arts and Educational Science
3.	Academic year of entry	2025/2026 (winter term)
4.	Level of qualifications/degree	second-cycle studies
5.	Degree profile	practical
6.	Mode of study	full-time

7.	General information about the module	
Module name		Interpenetration of the Arts (Sound and Media Arts Synergies)
Module code		W6-DigiCrea-MM-IOA_B
Number of the ECTS credits		1
Language of instruction		English
Purpose and description of the content of education		The "Interpenetration of the Arts (Sound and Media Arts Synergies)" module explores the interaction and collaboration between sound art and media arts, particularly in modern technologies and digital creativity. Students will be introduced to theories and practices that combine various artistic forms, allowing them to create innovative, multi-dimensional artistic projects. The course emphasizes the role of contemporary media in shaping modern art and developing interdisciplinary skills. Through lectures, students will gain insights into topics related to music, sound, visualizations, and new media. The classes encourage reflection on the role of technology in art and the creative possibilities arising from its integration. Upon completing the course, students can analyze and create artistic projects that merge elements of sound and media.
List of modules that must be completed before starting this module (if necessary)		not applicable

8.	Learning outcomes of the module			
Code	Description	Learning outcomes of the programme		Level of competenc (scale 1-5)
S2-IOA_B_1	The student knows the theories and practices related to the interaction between sound art and media arts, particularly in the context of modern technologies.	W6-MM-S2-W02	5	
		W6-MM-S2-W03	5	
		W6-MM-S2-W05	4	
S2-IOA_B_2	The student understands the role of contemporary media in shaping art and developing interdisciplinary skills.	W6-MM-S2-W01	5	
		W6-MM-S2-W10	3	
		W6-MM-S2-W11	4	
S2-IOA_B_3	The student can create innovative projects merging sound and media arts elements.	W6-MM-S2-U01	5	
		W6-MM-S2-U03	4	
		W6-MM-S2-U04	4	
S2-IOA_B_4	The student can collaborate in groups, share ideas, and use diverse artistic approaches in creative work.	W6-MM-S2-K03	3	
		W6-MM-S2-K06	5	
		W6-MM-S2-K07	4	

9. Methods of conducting classes		
Code	Category	Name (description)
a01	Lecture methods / expository methods	Formal lecture/ course-related lecture <i>a systematic course of study involving a synthetic presentation of an academic discipline; its implementation assumes a passive reception of the information provided</i>
b02	Problem-solving methods	Lecture-discussion <i>transmission of content involving interaction with the lecture audience; discussion of lecture-related issues is one of its elements or constitutes its follow-up</i>
b05	Problem-solving methods	Activating method – seminar / proseminar <i>a seminar method; usually an oral presentation of a previously studied/diagnosed problem delivered on a forum; it aims at provoking a discussion concerning the results of research work; a type of conference, course or training session modelled on seminar classes</i>
c03	Demonstration methods	Audio playback / audio drama <i>preparation and reproduction of sound material (audio recording) in its entirety or in fragments in order to illustrate the content taught in class, to submit it to analysis and evaluation or to use it as a method of sound perception, including the appreciation of a musical piece, an artistic audio drama, an oral presentation of an artistic or scientific text as well as a media text; analysis of the sound material recorded on a carrier with a view to studying a sound-related phenomenon</i>

10. Forms of teaching					
Code	Name	Number of hours	Assessment of the learning outcomes of the module	Learning outcomes of the module	Methods of conducting classes
W_IOA_B	lecture	15	exam	S2-IOA_B_1, S2-IOA_B_2, S2-IOA_B_3, S2-IOA_B_4	a01, b02, b05, c03

11. The student's work, apart from participation in classes, includes in particular:			
Code	Category	Name (description)	Is it part of the BUNA?
a01	Preparation for classes	Search for materials and review activities necessary for class participation <i>reviewing literature, documentation, tools and materials as well as the specifics of the syllabus and the range of activities indicated in it as required for full participation in classes</i>	Yes
a03	Preparation for classes	Developing practical skills <i>activities involving the repetition, refinement and consolidation of practical skills, including those developed during previous classes or new skills necessary for the implementation of subsequent elements of the curriculum (as preparation for class participation)</i>	No
c03	Preparation for verification of learning outcomes	Implementation of an individual or group assignment necessary for course/phase/ examination completion <i>a set of activities aimed at performing an assigned task, to be executed out of class, as an obligatory phase/element of the verification of the learning outcomes assigned to the course</i>	Yes
e01	Activities complementary to the classes	Undertaking, on one's own initiative and individually, activities aimed at expanding the scope or depth of the teaching content, also beyond the walls of the University <i>a set of activities undertaken independently and on the student's own initiative, aimed at expanding the depth and scope of knowledge and skills, their revision and repetition, retention or verification, also activities carried outside the university, e.g., in a culture promoting or educational institution, a laboratory, in the open air, etc.; also self-education</i>	No

Information on the details of the module implementation in a given academic year can be found in the syllabus available in the USOS system: <https://usosweb.us.edu.pl>.

1.	<b>Field of study</b>	<b>Music in Multimedia</b>
2.	Faculty	Faculty of Fine Arts and Educational Science
3.	Academic year of entry	2025/2026 (winter term)
4.	Level of qualifications/degree	second-cycle studies
5.	Degree profile	practical
6.	Mode of study	full-time

7.	<b>General information about the module</b>	
<b>Module name</b>		<b>Interpenetration of the arts (Visual and Performing Arts Interconnections)</b>
Module code		W6-DigiCrea-MM-IOA_A
Number of the ECTS credits		1
Language of instruction		English
Purpose and description of the content of education		The module "Interpenetration of the Arts (Visual and Performing Arts Interconnections)" offers students an interdisciplinary approach to understanding and analyzing the interrelationships between visual and performing arts. The classes focus on exploring the creative processes that merge various artistic fields, such as painting, sculpture, theatre, dance, and multimedia. Students will examine how these different forms of art influence each other and how they can be integrated into contemporary creative projects. The lecture will cover the theoretical foundations of the interpenetration of arts and examples of modern artworks that blend different forms of expression. The module aims to develop critical thinking skills regarding the relationships between various art forms and encourage experimentation in artistic practice — the course allows students to gain insight into contemporary trends in the arts. Upon completing the module, students can understand and apply the concepts of interpenetration of the arts in their creative work.
List of modules that must be completed before starting this module (if necessary)		not applicable

8.	Learning outcomes of the module			
Code	Description	Learning outcomes of the programme	Level of competence (scale 1-5)	
S2-IOA_A_1	The student understands the theoretical foundations of visual and performing arts interpenetration and their mutual relationships.	W6-MM-S2-W05 W6-MM-S2-W06 W6-MM-S2-W07	5 3 3	
S2-IOA_A_2	The student knows contemporary artworks that blend different forms of artistic expression.	W6-MM-S2-W01 W6-MM-S2-W05 W6-MM-S2-W06	4 5 3	
S2-IOA_A_3	The student can critically analyze the interactions between different art forms in the context of contemporary artistic projects.	W6-MM-S2-U01 W6-MM-S2-U04 W6-MM-S2-U05	4 5 4	
S2-IOA_A_4	The student is aware of the role and significance of audiovisual art and its social impact and can engage in discussions	W6-MM-S2-K02	3	

	about the influence of art on society.	W6-MM-S2-K04	4
		W6-MM-S2-K05	5

9. Methods of conducting classes		
Code	Category	Name (description)
a01	Lecture methods / expository methods	Formal lecture/ course-related lecture <i>a systematic course of study involving a synthetic presentation of an academic discipline; its implementation assumes a passive reception of the information provided</i>
b02	Problem-solving methods	Lecture-discussion <i>transmission of content involving interaction with the lecture audience; discussion of lecture-related issues is one of its elements or constitutes its follow-up</i>
b09	Problem-solving methods	Activating method – flipped classroom <i>anticipatory learning; work in class is based on previously studied material indicated by the person teaching the course; preparation outside the classroom serves the purpose of getting familiar with the issues whose knowledge is necessary for participating in the in-class discussion and the training in the related practical skills; the activity is based on the work of students under the guidance of the person teaching the course</i>
c07	Demonstration methods	Screen presentation <i>a presentation of synthetic image content using computer graphics, e.g., a series of slides or other multimedia forms, usually accompanied by a commentary; typical components of a screen presentation include text organized into bulleted points, charts, images and animations, sometimes sound effects or music; a multimedia illustration of course content presented in the form of a projected image</i>

10. Forms of teaching					
Code	Name	Number of hours	Assessment of the learning outcomes of the module	Learning outcomes of the module	Methods of conducting classes
W_IOA_A	lecture	15	exam	S2-IOA_A_1, S2-IOA_A_2, S2-IOA_A_3, S2-IOA_A_4	a01, b02, b09, c07

11. The student's work, apart from participation in classes, includes in particular:			
Code	Category	Name (description)	Is it part of the BUNA?
a01	Preparation for classes	Search for materials and review activities necessary for class participation <i>reviewing literature, documentation, tools and materials as well as the specifics of the syllabus and the range of activities indicated in it as required for full participation in classes</i>	Yes
a03	Preparation for classes	Developing practical skills <i>activities involving the repetition, refinement and consolidation of practical skills, including those developed during previous classes or new skills necessary for the implementation of subsequent elements of the curriculum (as preparation for class participation)</i>	No
a04	Preparation for classes	Consulting materials complementary to those indicated in the syllabus <i>agreeing on materials complementary to those indicated in the syllabus, supporting the implementation of tasks resulting from or necessary for class participation</i>	Yes
c03	Preparation for verification of learning outcomes	Implementation of an individual or group assignment necessary for course/phase/ examination completion <i>a set of activities aimed at performing an assigned task, to be executed out of class, as an obligatory</i>	Yes

		<i>phase/element of the verification of the learning outcomes assigned to the course</i>	
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Information on the details of the module implementation in a given academic year can be found in the syllabus available in the USOS system: <https://usosweb.us.edu.pl>.

1.	<b>Field of study</b>	<b>Music in Multimedia</b>
2.	Faculty	Faculty of Fine Arts and Educational Science
3.	Academic year of entry	2025/2026 (winter term)
4.	Level of qualifications/degree	second-cycle studies
5.	Degree profile	practical
6.	Mode of study	full-time

7.	<b>General information about the module</b>	
<b>Module name</b>		<b>Linux environment, Mac, PC, systems</b>
Module code		W6-DigiCrea-MM-LMP
Number of the ECTS credits		1
Language of instruction		English
Purpose and description of the content of education		The "Linux environment, Mac, PC, systems" module within the "Digital Creativity Art & Science" program allows students to explore various operating systems used in creative work. During the workshops, students will develop skills in working with Linux, Mac OS, and Windows environments, learning about their structures, tools, and integration methods in digital production. The course covers both the theoretical foundations of operating systems and the practical aspects of their use in creative processes. Participants will become familiar with advanced system tools that enable efficient multimedia processing, programming, and data management. The module prepares students to work with different platforms and environments in designing, producing, and managing artistic and digital projects. Students can confidently use these systems in their future professional careers through a hands-on approach.
List of modules that must be completed before starting this module (if necessary)		not applicable

8.	Learning outcomes of the module			
Code	Description	Learning outcomes of the programme	Level of competenc (scale 1-5)	
S2-LMP_1	The student knows the principles of operating systems Linux, Mac OS, and Windows in the context of creative work.	W6-MM-S2-W02	3	
		W6-MM-S2-W03	2	
		W6-MM-S2-W04	3	
S2-LMP_2	The student can use advanced multimedia processing, programming, and data management system tools.	W6-MM-S2-U02	3	
		W6-MM-S2-U03	2	
		W6-MM-S2-U04	3	
S2-LMP_3	The student can integrate various operating systems to enable practical work in digital production.	W6-MM-S2-U02	2	
		W6-MM-S2-U03	3	
		W6-MM-S2-U04	3	
S2-LMP_4	The student collaborates within a team, sharing knowledge and technical solutions while working with different system environments.	W6-MM-S2-K03	4	
		W6-MM-S2-K06	3	



		W6-MM-S2-K07	2
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9. Methods of conducting classes		
Code	Category	Name (description)
a01	Lecture methods / expository methods	Formal lecture/ course-related lecture <i>a systematic course of study involving a synthetic presentation of an academic discipline; its implementation assumes a passive reception of the information provided</i>
b03	Problem-solving methods	Activating method – educational games <i>learning content in the guise of a rule- and/or principle-based game; conducted in a deliberately arranged situation based on the description of relevant facts and processes; learners compete with one another within the framework of rules laid down by the academic teacher; varieties include simulation games – involving a simulation of real situations; decision games – based on the decision-making process and the recognition of the consequences of the decisions made (e.g., a decision tree); psychological games – increasing the emotional-volitional component of the participants' attitudes</i>
b09	Problem-solving methods	Activating method – flipped classroom <i>anticipatory learning; work in class is based on previously studied material indicated by the person teaching the course; preparation outside the classroom serves the purpose of getting familiar with the issues whose knowledge is necessary for participating in the in-class discussion and the training in the related practical skills; the activity is based on the work of students under the guidance of the person teaching the course</i>
c06	Demonstration methods	Demonstration-imitation <i>a presentation of a model way of performing specific activities accompanied by a commentary; it aims at triggering imitation activities in an individual or in a group of participants observing the activities of the person teaching the course until the right habit is formed through regular exercise; the demonstration-imitation method is combined with a physical practice of activities/behaviours</i>

10. Forms of teaching					
Code	Name	Number of hours	Assessment of the learning outcomes of the module	Learning outcomes of the module	Methods of conducting classes
C_LMP	practical classes	12	course work	S2-LMP_1, S2-LMP_2, S2-LMP_3, S2-LMP_4	a01, b03, b09, c06

11. The student's work, apart from participation in classes, includes in particular:			
Code	Category	Name (description)	Is it part of the BUNA?
a01	Preparation for classes	Search for materials and review activities necessary for class participation <i>reviewing literature, documentation, tools and materials as well as the specifics of the syllabus and the range of activities indicated in it as required for full participation in classes</i>	Yes
a03	Preparation for classes	Developing practical skills <i>activities involving the repetition, refinement and consolidation of practical skills, including those developed during previous classes or new skills necessary for the implementation of subsequent elements of the curriculum (as preparation for class participation)</i>	Yes
a05	Preparation for classes	Production/preparation of tools, materials or documentation necessary for class participation <i>developing, preparing and assessing the usefulness of tools and materials (e.g. aids, scenarios, research tools, equipment, etc.) to be employed in class or as an aid when preparing for classes</i>	Yes
c03	Preparation for verification of learning outcomes	Implementation of an individual or group assignment necessary for course/phase/	No

		<p>examination completion</p> <p><i>a set of activities aimed at performing an assigned task, to be executed out of class, as an obligatory phase/element of the verification of the learning outcomes assigned to the course</i></p>	
e01	Activities complementary to the classes	<p>Undertaking, on one's own initiative and individually, activities aimed at expanding the scope or depth of the teaching content, also beyond the walls of the University</p> <p><i>a set of activities undertaken independently and on the student's own initiative, aimed at expanding the depth and scope of knowledge and skills, their revision and repetition, retention or verification, also activities carried outside the university, e.g., in a culture promoting or educational institution, a laboratory, in the open air, etc.; also self-education</i></p>	Yes

Information on the details of the module implementation in a given academic year can be found in the syllabus available in the USOS system: <https://usosweb.us.edu.pl>.

1.	<b>Field of study</b>	<b>Music in Multimedia</b>
2.	Faculty	Faculty of Fine Arts and Educational Science
3.	Academic year of entry	2025/2026 (winter term)
4.	Level of qualifications/degree	second-cycle studies
5.	Degree profile	practical
6.	Mode of study	full-time

7.	<b>General information about the module</b>	
<b>Module name</b>		<b>Modeling and Digital Sculpture</b>
Module code		W6-DigiCrea-MM-MDS
Number of the ECTS credits		5
Language of instruction		English
Purpose and description of the content of education		The "Modeling and Digital Sculpture" module introduces students to advanced 3D modeling techniques and digital sculpture. Workshop sessions allow participants to learn and apply tools used in digital spatial art, such as 3D modeling and digital sculpting software. Students will experiment with various modeling techniques, creating detailed models and preparing them for further processing, 3D printing, or virtual reality visualization. The module emphasizes creativity, innovation, and an individual approach to projects. The course includes individual and group work, supporting the development of practical skills. Throughout the workshops, students will collaborate with instructors and experts in digital art, receiving feedback on their projects.
List of modules that must be completed before starting this module (if necessary)		not applicable

8.	Learning outcomes of the module			
Code	Description	Learning outcomes of the programme	Level of competenc (scale 1-5)	
IMG-S2-MDS_1	The student knows advanced 3D modeling techniques and digital sculpture used in spatial art.	W6-MM-S2-W02	4	
		W6-MM-S2-W03	5	
		W6-MM-S2-W11	3	
IMG-S2-MDS_2	The student can create detailed 3D models using appropriate modeling and digital sculpting tools.	W6-MM-S2-U03	5	
		W6-MM-S2-U04	4	
IMG-S2-MDS_3	The student can prepare created 3D models for further processing, including 3D printing and virtual reality visualization.	W6-MM-S2-U03	4	
		W6-MM-S2-U04	5	
IMG-S2-MDS_4	The student can experiment with various digital modeling techniques independently and in groups, adapting the approach to individual projects.	W6-MM-S2-U03	4	
		W6-MM-S2-U04	5	
IMG-S2-MDS_5	The student can collaborate with other workshop participants, exchanging ideas and experiences.	W6-MM-S2-K04	3	
		W6-MM-S2-K06	4	

		W6-MM-S2-K07	3
IMG-S2-MDS_6	The student actively participates in feedback sessions, showing openness to constructive criticism and improving their projects.	W6-MM-S2-K01	3
		W6-MM-S2-K03	4
		W6-MM-S2-K04	5

## 9. Methods of conducting classes

Code	Category	Name (description)
b07	Problem-solving methods	Activating methods: a case study <i>a comprehensive description of a phenomenon connected with the selected discipline; reflecting the reality, presenting the 'what', 'where' and 'how' of the phenomenon, i.e., all of its key aspects to be discussed in class; used as a reproduction, presentation, discussion or diagnosis of factors that shape the phenomenon or interact with it; an in-depth qualitative analysis and evaluation of a selected phenomenon</i>
b08	Problem-solving methods	Activating method – peer learning <i>learning through the exchange of knowledge in a group/team/pair of students, i.e., in the so-called learning cell; a kind of mutual learning; an approach focused on student activity under the guidance of the person teaching the course; a learning situation where students with a similar level of experience learn from one another</i>
b09	Problem-solving methods	Activating method – flipped classroom <i>anticipatory learning; work in class is based on previously studied material indicated by the person teaching the course; preparation outside the classroom serves the purpose of getting familiar with the issues whose knowledge is necessary for participating in the in-class discussion and the training in the related practical skills; the activity is based on the work of students under the guidance of the person teaching the course</i>
c06	Demonstration methods	Demonstration-imitation <i>a presentation of a model way of performing specific activities accompanied by a commentary; it aims at triggering imitation activities in an individual or in a group of participants observing the activities of the person teaching the course until the right habit is formed through regular exercise; the demonstration-imitation method is combined with a physical practice of activities/behaviours</i>

## 10. Forms of teaching

Code	Name	Number of hours	Assessment of the learning outcomes of the module	Learning outcomes of the module	Methods of conducting classes
Wr_MDS	workshop	42	exam	IMG-S2-MDS_1, IMG-S2-MDS_2, IMG-S2-MDS_3, IMG-S2-MDS_4, IMG-S2-MDS_5, IMG-S2-MDS_6	b07, b08, b09, c06

## 11. The student's work, apart from participation in classes, includes in particular:

Code	Category	Name (description)	Is it part of the BUNA?
a02	Preparation for classes	Literature reading / analysis of source materials <i>reading the literature indicated in the syllabus; reviewing, organizing, analyzing and selecting source materials to be used in class</i>	No
a03	Preparation for classes	Developing practical skills <i>activities involving the repetition, refinement and consolidation of practical skills, including those developed during previous classes or new skills necessary for the implementation of subsequent</i>	No

		<i>elements of the curriculum (as preparation for class participation)</i>	
c03	Preparation for verification of learning outcomes	Implementation of an individual or group assignment necessary for course/phase/ examination completion <i>a set of activities aimed at performing an assigned task, to be executed out of class, as an obligatory phase/element of the verification of the learning outcomes assigned to the course</i>	Yes
d01	Consulting the results of the verification of learning outcomes	Analysis of the corrective feedback provided by the academic teacher on the results of the verification of learning outcomes <i>reading through the academic teacher's comments, assessments and opinions on the implementation of the task aimed at checking the level of the achieved learning outcomes</i>	Yes

Information on the details of the module implementation in a given academic year can be found in the syllabus available in the USOS system: <https://usosweb.us.edu.pl>.

1.	<b>Field of study</b>	<b>Music in Multimedia</b>
2.	Faculty	Faculty of Fine Arts and Educational Science
3.	Academic year of entry	2025/2026 (winter term)
4.	Level of qualifications/degree	second-cycle studies
5.	Degree profile	practical
6.	Mode of study	full-time

7.	<b>General information about the module</b>	
<b>Module name</b>		<b>Mood board</b>
Module code		W6-DigiCrea-MM-MB
Number of the ECTS credits		1
Language of instruction		English
Purpose and description of the content of education		The "Mood Board" module aims to introduce students to the techniques of creating mood boards, which are essential tools in the creative process of digital art. During the course, students will work on their own projects to develop skills in visualizing ideas and conveying emotions through various visual, sound, and textual elements. The classes will take the form of tutorials, where the instructor will act as a mentor, providing individual guidance and support in solving creative challenges. Students will be able to develop their projects while receiving direct feedback from the instructor. The module will also include the analysis of mood boards from various fields of art and design. Students will experiment with different techniques and tools as part of their independent work.
List of modules that must be completed before starting this module (if necessary)		not applicable

8.	Learning outcomes of the module			
Code	Description	Learning outcomes of the programme	Level of competenc (scale 1-5)	
S2-MB_1	The student knows the principles of creating mood boards, including techniques for visualizing ideas and combining visual, sound, and textual elements.	W6-MM-S2-W02	5	
		W6-MM-S2-W03	3	
		W6-MM-S2-W07	3	
S2-MB_2	The student can create a mood board that effectively conveys the emotions and ideas of an artistic project.	W6-MM-S2-U03	4	
		W6-MM-S2-U04	3	
S2-MB_3	The student selects appropriate techniques and tools for creating mood boards tailored to the specifics of a given project.	W6-MM-S2-U03	4	
		W6-MM-S2-U04	3	
S2-MB_4	The student demonstrates openness to constructive feedback and can collaborate with a mentor to improve their projects.	W6-MM-S2-K01	2	
		W6-MM-S2-K04	3	
		W6-MM-S2-K06	3	

9. Methods of conducting classes		
Code	Category	Name (description)
b05	Problem-solving methods	Activating method – seminar / proseminar <i>a seminar method; usually an oral presentation of a previously studied/diagnosed problem delivered on a forum; it aims at provoking a discussion concerning the results of research work; a type of conference, course or training session modelled on seminar classes</i>
c06	Demonstration methods	Demonstration-imitation <i>a presentation of a model way of performing specific activities accompanied by a commentary; it aims at triggering imitation activities in an individual or in a group of participants observing the activities of the person teaching the course until the right habit is formed through regular exercise; the demonstration-imitation method is combined with a physical practice of activities/behaviours</i>
c07	Demonstration methods	Screen presentation <i>a presentation of synthetic image content using computer graphics, e.g., a series of slides or other multimedia forms, usually accompanied by a commentary; typical components of a screen presentation include text organized into bulleted points, charts, images and animations, sometimes sound effects or music; a multimedia illustration of course content presented in the form of a projected image</i>
c08	Demonstration methods	Value-based methods – affective methods <i>methods of participating in exhibited moral, social, aesthetic and scientific values; activities evoking genuine emotional reactions to works/objects/actions; a method which activates an emotional response to the presented content, intensifies attention, depth of experience and a reflection on values</i>

10. Forms of teaching					
Code	Name	Number of hours	Assessment of the learning outcomes of the module	Learning outcomes of the module	Methods of conducting classes
C_MB	practical classes	15	course work	S2-MB_1, S2-MB_2, S2-MB_3, S2-MB_4	b05, c06, c07, c08

11. The student's work, apart from participation in classes, includes in particular:			
Code	Category	Name (description)	Is it part of the BUNA?
a02	Preparation for classes	Literature reading / analysis of source materials <i>reading the literature indicated in the syllabus; reviewing, organizing, analyzing and selecting source materials to be used in class</i>	No
a03	Preparation for classes	Developing practical skills <i>activities involving the repetition, refinement and consolidation of practical skills, including those developed during previous classes or new skills necessary for the implementation of subsequent elements of the curriculum (as preparation for class participation)</i>	Yes
c03	Preparation for verification of learning outcomes	Implementation of an individual or group assignment necessary for course/phase/ examination completion <i>a set of activities aimed at performing an assigned task, to be executed out of class, as an obligatory phase/element of the verification of the learning outcomes assigned to the course</i>	Yes
e01	Activities complementary to the classes	Undertaking, on one's own initiative and individually, activities aimed at expanding the scope or depth of the teaching content, also beyond the walls of the University <i>a set of activities undertaken independently and on the student's own initiative, aimed at expanding the depth and scope of knowledge and skills, their revision and repetition, retention or verification, also</i>	No

		<i>activities carried outside the university, e.g., in a culture promoting or educational institution, a laboratory, in the open air, etc.; also self-education</i>	
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Information on the details of the module implementation in a given academic year can be found in the syllabus available in the USOS system: <https://usosweb.us.edu.pl>.



1.	<b>Field of study</b>	<b>Music in Multimedia</b>
2.	Faculty	Faculty of Fine Arts and Educational Science
3.	Academic year of entry	2025/2026 (winter term)
4.	Level of qualifications/degree	second-cycle studies
5.	Degree profile	practical
6.	Mode of study	full-time

7.	<b>General information about the module</b>	
<b>Module name</b>		<b>Multimedia installations</b>
Module code		W6-DigiCrea-MM-MI
Number of the ECTS credits		2
Language of instruction		English
Purpose and description of the content of education		The "Multimedia Installations" module aims to introduce students to the world of interactive multimedia installations. The course covers theory and practice in designing and creating installations combining various media such as video, sound, image, and interactive technology. Students will be able to familiarize themselves with the creative process, which involves conceptualizing, producing, and installing multimedia works in physical spaces. Throughout the course, participants will explore the tools and technologies used in such projects while working on their installation proposals. The course fosters the development of creative thinking, technical precision, and teamwork skills. During the tutorial, students will receive individual support from the instructor, who will assist in solving problems and refining their projects.
List of modules that must be completed before starting this module (if necessary)		not applicable

8.	<b>Learning outcomes of the module</b>			
Code	Description	Learning outcomes of the programme		Level of competence (scale 1-5)
IMG-S2-MI_1	The student knows the theories and concepts of interactive multimedia installations and their technologies.	W6-MM-S2-W01		4
		W6-MM-S2-W02		4
		W6-MM-S2-W05		5
IMG-S2-MI_2	The student can design and create a multimedia installation that combines video, sound, image, and interactive technologies.	W6-MM-S2-U02		3
		W6-MM-S2-U03		4
		W6-MM-S2-U04		5
IMG-S2-MI_3	The student can collaborate in a team, sharing ideas and solving problems related to creating installations.	W6-MM-S2-K03		3
		W6-MM-S2-K06		5
		W6-MM-S2-K07		4

9. Methods of conducting classes		
Code	Category	Name (description)
a01	Lecture methods / expository methods	Formal lecture/ course-related lecture <i>a systematic course of study involving a synthetic presentation of an academic discipline; its implementation assumes a passive reception of the information provided</i>
b04	Problem-solving methods	Activating method – discussion / debate <i>an exchange of views supported by substantive arguments leading to a clash of different views, a compromise or the identification of common positions; it proceeds according to previously agreed-upon rules regarding the time, manner and turn-taking as well as the principles of civil discourse; a discussion is not a competition but aims at finding the best solutions or presenting different points of view; its varieties include brainstorming, Oxford-style debate, panel discussion, decision tree, conference discussion; a debate is an orderly dispute between supporters and opponents of a viewpoint, usually specialists in the field or pre-selected representatives of a group dealing with a common problem</i>
c06	Demonstration methods	Demonstration-imitation <i>a presentation of a model way of performing specific activities accompanied by a commentary; it aims at triggering imitation activities in an individual or in a group of participants observing the activities of the person teaching the course until the right habit is formed through regular exercise; the demonstration-imitation method is combined with a physical practice of activities/behaviours</i>
d01	Programmed learning methods	Working with a computer <i>e.g., Webquest; implementation of educational tasks using electronic and digital devices, computer programs and Internet applications; the academic teacher acts as a consultant; students' work is carried out step by step according to the plan laid own by the person teaching the course and following his instructions, and proceeds towards producing the indicated results within the set deadline</i>

10. Forms of teaching					
Code	Name	Number of hours	Assessment of the learning outcomes of the module	Learning outcomes of the module	Methods of conducting classes
C_MI	practical classes	12	course work	IMG-S2-MI_1, IMG-S2-MI_2, IMG-S2-MI_3	a01, b04, c06, d01

11. The student's work, apart from participation in classes, includes in particular:			
Code	Category	Name (description)	Is it part of the BUNA?
a01	Preparation for classes	Search for materials and review activities necessary for class participation <i>reviewing literature, documentation, tools and materials as well as the specifics of the syllabus and the range of activities indicated in it as required for full participation in classes</i>	No
a05	Preparation for classes	Production/preparation of tools, materials or documentation necessary for class participation <i>developing, preparing and assessing the usefulness of tools and materials (e.g. aids, scenarios, research tools, equipment, etc.) to be employed in class or as an aid when preparing for classes</i>	No
c03	Preparation for verification of learning outcomes	Implementation of an individual or group assignment necessary for course/phase/ examination completion <i>a set of activities aimed at performing an assigned task, to be executed out of class, as an obligatory phase/element of the verification of the learning outcomes assigned to the course</i>	Yes
e02	Activities complementary to the classes	Publication of a work/presentation of an activity, also beyond the walls of the University <i>a set of activities carried out to disseminate (out of class) the effects of scholarly research, artistic, creative, project, construction, experimental work, etc., in the form of a classic presentation, exhibition,</i>	No

		<i>concert, projection, poster presentation, media mediated publication, in the digital form and as part of other activities; dissemination using various forms and tools</i>	
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Information on the details of the module implementation in a given academic year can be found in the syllabus available in the USOS system: <https://usosweb.us.edu.pl>.

1.	<b>Field of study</b>	<b>Music in Multimedia</b>
2.	Faculty	Faculty of Fine Arts and Educational Science
3.	Academic year of entry	2025/2026 (winter term)
4.	Level of qualifications/degree	second-cycle studies
5.	Degree profile	practical
6.	Mode of study	full-time

7.	<b>General information about the module</b>	
<b>Module name</b>		<b>Music in films</b>
Module code		W6-DigiCrea-MM-MF
Number of the ECTS credits		1
Language of instruction		English
Purpose and description of the content of education		During the "Music in Films" module, students will learn about the advanced roles of music in film, examining its impact on emotions, narrative, and image reception. During the lecture, students will become familiar with the history of film music, key compositional techniques, and sample soundtracks from various film genres. The classes are in a lecture format, supporting the development of analytical and interpretative skills in using music in film production. Participants will also learn about contemporary trends in film music, such as electronic music and the use of new technologies in composition. The module will also discuss the relationship between sound, image, and emotions, including compositional and editing techniques. During the course, students can participate in a discussion on the role of film music in modern film production.
List of modules that must be completed before starting this module (if necessary)		not applicable

8.	Learning outcomes of the module			
Code	Description	Learning outcomes of the programme	Level of competenc (scale 1-5)	
S2-MF_1	The student knows the history of film music and key compositional techniques used across various film genres.	W6-MM-S2-W01	4	
		W6-MM-S2-W02	3	
		W6-MM-S2-W06	5	
S2-MF_2	The student is knowledgeable about contemporary trends in film music, including the use of electronic music and new technologies in composition.	W6-MM-S2-W02	4	
		W6-MM-S2-W03	5	
		W6-MM-S2-W04	3	
S2-MF_3	The student can analyze and interpret music's role in film in the context of emotions, narrative, and image reception.	W6-MM-S2-U01	3	
		W6-MM-S2-U02	4	
		W6-MM-S2-U05	5	
S2-MF_4	The student actively participates in discussions about the role of film music in film production, sharing their opinions and analyses.	W6-MM-S2-K04	5	
		W6-MM-S2-K05	4	
		W6-MM-S2-K06	3	

9. Methods of conducting classes		
Code	Category	Name (description)
a01	Lecture methods / expository methods	Formal lecture/ course-related lecture <i>a systematic course of study involving a synthetic presentation of an academic discipline; its implementation assumes a passive reception of the information provided</i>
b02	Problem-solving methods	Lecture-discussion <i>transmission of content involving interaction with the lecture audience; discussion of lecture-related issues is one of its elements or constitutes its follow-up</i>
c02	Demonstration methods	Video show <i>reproducing a film or video material in its entirety or in fragments in order to illustrate the content taught in class, to submit it to analysis and evaluation or to use it as an exercise in image perception; a film/video can be a work of art, an illustration (also technical illustration) of a content/phenomenon/object, a private record of an action, a media image, etc.</i>
c03	Demonstration methods	Audio playback / audio drama <i>preparation and reproduction of sound material (audio recording) in its entirety or in fragments in order to illustrate the content taught in class, to submit it to analysis and evaluation or to use it as a method of sound perception, including the appreciation of a musical piece, an artistic audio drama, an oral presentation of an artistic or scientific text as well as a media text; analysis of the sound material recorded on a carrier with a view to studying a sound-related phenomenon</i>

10. Forms of teaching					
Code	Name	Number of hours	Assessment of the learning outcomes of the module	Learning outcomes of the module	Methods of conducting classes
W_MF	lecture	15	exam	S2-MF_1, S2-MF_2, S2-MF_3, S2-MF_4	a01, b02, c02, c03

11. The student's work, apart from participation in classes, includes in particular:			
Code	Category	Name (description)	Is it part of the BUNA?
a01	Preparation for classes	Search for materials and review activities necessary for class participation <i>reviewing literature, documentation, tools and materials as well as the specifics of the syllabus and the range of activities indicated in it as required for full participation in classes</i>	Yes
a02	Preparation for classes	Literature reading / analysis of source materials <i>reading the literature indicated in the syllabus; reviewing, organizing, analyzing and selecting source materials to be used in class</i>	Yes
c03	Preparation for verification of learning outcomes	Implementation of an individual or group assignment necessary for course/phase/ examination completion <i>a set of activities aimed at performing an assigned task, to be executed out of class, as an obligatory phase/element of the verification of the learning outcomes assigned to the course</i>	Yes
e01	Activities complementary to the classes	Undertaking, on one's own initiative and individually, activities aimed at expanding the scope or depth of the teaching content, also beyond the walls of the University <i>a set of activities undertaken independently and on the student's own initiative, aimed at expanding the depth and scope of knowledge and skills, their revision and repetition, retention or verification, also activities carried outside the university, e.g., in a culture promoting or educational institution, a laboratory, in the open air, etc.; also self-education</i>	No

Information on the details of the module implementation in a given academic year can be found in the syllabus available in the USOS system: <https://usosweb.us.edu.pl>.

1.	Field of study	Music in Multimedia
2.	Faculty	Faculty of Fine Arts and Educational Science
3.	Academic year of entry	2025/2026 (winter term)
4.	Level of qualifications/degree	second-cycle studies
5.	Degree profile	practical
6.	Mode of study	full-time

7.	General information about the module	
Module name		Music in video games
Module code		W6-DigiCrea-MM-MVG
Number of the ECTS credits		1
Language of instruction		English
Purpose and description of the content of education		The module "Music in Video Games" is conducted through lectures to introduce students to music's role in video game production. Participants will learn the basic principles of musical composition in games, including integrating music with narrative, interactivity, and game mechanics. Various musical genres used in games and techniques employed to create soundtracks will be explored. The module will also cover the impact of music on emotional engagement in games and player involvement. The course aims to develop students' skills in analyzing music in the context of video games, as well as fostering their creative compositional abilities. Students will be encouraged to critically analyze games concerning their musical elements and experiment with different musical styles in the context of video games.
List of modules that must be completed before starting this module (if necessary)		not applicable

8.	Learning outcomes of the module			
Code	Description	Learning outcomes of the programme	Level of competenc (scale 1-5)	
S2-MVG_1	The student knows the principles of musical composition in video games, including integrating music with narrative, interactivity, and game mechanics.	W6-MM-S2-W02 W6-MM-S2-W04 W6-MM-S2-W06	4 5 3	
S2-MVG_2	The student knows various musical genres used in video games and the techniques employed to create soundtracks.	W6-MM-S2-W02 W6-MM-S2-W04 W6-MM-S2-W06	4 5 4	
S2-MVG_3	The student can analyze and evaluate music in the context of video games and identify its impact on the emotional engagement of players.	W6-MM-S2-U01 W6-MM-S2-U03 W6-MM-S2-U05	3 2 5	
S2-MVG_4	The student actively participates in discussions about the role of music in video games, collaborating with other students to develop creative ideas.	W6-MM-S2-K03 W6-MM-S2-K04 W6-MM-S2-K06	3 3 5	

9. Methods of conducting classes		
Code	Category	Name (description)
a01	Lecture methods / expository methods	Formal lecture/ course-related lecture <i>a systematic course of study involving a synthetic presentation of an academic discipline; its implementation assumes a passive reception of the information provided</i>
b01	Problem-solving methods	Problem-based lecture <i>an analysis of a selected scientific or practical problem accompanied by its assessment and an attempt to provide a solution to the issues presented in the lecture as well as the indication of the consequences of the proposed solution</i>
b02	Problem-solving methods	Lecture-discussion <i>transmission of content involving interaction with the lecture audience; discussion of lecture-related issues is one of its elements or constitutes its follow-up</i>
c02	Demonstration methods	Video show <i>reproducing a film or video material in its entirety or in fragments in order to illustrate the content taught in class, to submit it to analysis and evaluation or to use it as an exercise in image perception; a film/video can be a work of art, an illustration (also technical illustration) of a content/phenomenon/object, a private record of an action, a media image, etc.</i>

10. Forms of teaching					
Code	Name	Number of hours	Assessment of the learning outcomes of the module	Learning outcomes of the module	Methods of conducting classes
W_MVG	lecture	15	exam	S2-MVG_1, S2-MVG_2, S2-MVG_3, S2-MVG_4	a01, b01, b02, c02

11. The student's work, apart from participation in classes, includes in particular:			
Code	Category	Name (description)	Is it part of the BUNA?
a01	Preparation for classes	Search for materials and review activities necessary for class participation <i>reviewing literature, documentation, tools and materials as well as the specifics of the syllabus and the range of activities indicated in it as required for full participation in classes</i>	Yes
a02	Preparation for classes	Literature reading / analysis of source materials <i>reading the literature indicated in the syllabus; reviewing, organizing, analyzing and selecting source materials to be used in class</i>	No
c03	Preparation for verification of learning outcomes	Implementation of an individual or group assignment necessary for course/phase/ examination completion <i>a set of activities aimed at performing an assigned task, to be executed out of class, as an obligatory phase/element of the verification of the learning outcomes assigned to the course</i>	Yes
e01	Activities complementary to the classes	Undertaking, on one's own initiative and individually, activities aimed at expanding the scope or depth of the teaching content, also beyond the walls of the University <i>a set of activities undertaken independently and on the student's own initiative, aimed at expanding the depth and scope of knowledge and skills, their revision and repetition, retention or verification, also activities carried outside the university, e.g., in a culture promoting or educational institution, a laboratory, in the open air, etc.; also self-education</i>	No

Information on the details of the module implementation in a given academic year can be found in the syllabus available in the USOS system: <https://usosweb.us.edu.pl>.



1.	<b>Field of study</b>	<b>Music in Multimedia</b>
2.	Faculty	Faculty of Fine Arts and Educational Science
3.	Academic year of entry	2025/2026 (winter term)
4.	Level of qualifications/degree	second-cycle studies
5.	Degree profile	practical
6.	Mode of study	full-time

7.	<b>General information about the module</b>	
<b>Module name</b>		<b>Music production</b>
Module code		W6-DigiCrea-MM-MP
Number of the ECTS credits		1
Language of instruction		English
Purpose and description of the content of education		The "Music Production" module introduces students to the fundamental aspects of the music production process. Over the lectures, participants will learn about key stages such as composition, arrangement, recording, editing, and mixing. The module also covers various tools and technologies in modern music production, including Digital Audio Workstation (DAW) software. Students will explore basic techniques for working in a studio environment and how to apply sound in artistic and scientific projects. The module fosters creativity and an understanding of music's role in contemporary digital media. The course requires additional self-study, including analyzing selected musical examples.
List of modules that must be completed before starting this module (if necessary)		not applicable

8.	Learning outcomes of the module			
Code	Description	Learning outcomes of the programme	Level of competenc (scale 1-5)	
S2-MP_1	The student knows the stages of the music production process, including composition, arrangement, recording, editing, and mixing.	W6-MM-S2-W02	5	
		W6-MM-S2-W03	4	
		W6-MM-S2-W04	3	
S2-MP_2	The student understands the application of tools and technologies in modern music production, such as Digital Audio Workstation (DAW) software.	W6-MM-S2-W02	5	
		W6-MM-S2-W03	4	
		W6-MM-S2-W04	3	
S2-MP_3	The student can apply basic techniques for working in a studio environment in the context of artistic and scientific projects.	W6-MM-S2-U02	5	
		W6-MM-S2-U03	4	
		W6-MM-S2-U04	3	
S2-MP_4	The student demonstrates creativity and appreciates the role of music in digital media, collaborating effectively with others on project execution.	W6-MM-S2-K05	2	
		W6-MM-S2-K06	5	
		W6-MM-S2-K07	4	

9. Methods of conducting classes		
Code	Category	Name (description)
a01	Lecture methods / expository methods	Formal lecture/ course-related lecture <i>a systematic course of study involving a synthetic presentation of an academic discipline; its implementation assumes a passive reception of the information provided</i>
b09	Problem-solving methods	Activating method – flipped classroom <i>anticipatory learning; work in class is based on previously studied material indicated by the person teaching the course; preparation outside the classroom serves the purpose of getting familiar with the issues whose knowledge is necessary for participating in the in-class discussion and the training in the related practical skills; the activity is based on the work of students under the guidance of the person teaching the course</i>
c07	Demonstration methods	Screen presentation <i>a presentation of synthetic image content using computer graphics, e.g., a series of slides or other multimedia forms, usually accompanied by a commentary; typical components of a screen presentation include text organized into bulleted points, charts, images and animations, sometimes sound effects or music; a multimedia illustration of course content presented in the form of a projected image</i>
d01	Programmed learning methods	Working with a computer <i>e.g., Webquest; implementation of educational tasks using electronic and digital devices, computer programs and Internet applications; the academic teacher acts as a consultant; students' work is carried out step by step according to the plan laid own by the person teaching the course and following his instructions, and proceeds towards producing the indicated results within the set deadline</i>

10. Forms of teaching					
Code	Name	Number of hours	Assessment of the learning outcomes of the module	Learning outcomes of the module	Methods of conducting classes
W_MP	lecture	15	exam	S2-MP_1, S2-MP_2, S2-MP_3, S2-MP_4	a01, b09, c07, d01

11. The student's work, apart from participation in classes, includes in particular:			
Code	Category	Name (description)	Is it part of the BUNA?
a02	Preparation for classes	Literature reading / analysis of source materials <i>reading the literature indicated in the syllabus; reviewing, organizing, analyzing and selecting source materials to be used in class</i>	No
a03	Preparation for classes	Developing practical skills <i>activities involving the repetition, refinement and consolidation of practical skills, including those developed during previous classes or new skills necessary for the implementation of subsequent elements of the curriculum (as preparation for class participation)</i>	No
c02	Preparation for verification of learning outcomes	Studying the literature used in and the materials produced in class <i>exploring the studied content, inquiring, considering, assimilating, interpreting it, or organizing knowledge obtained from the literature, documentation, instructions, scenarios, etc., used in class as well as from the notes or other materials/artifacts made in class</i>	No
c03	Preparation for verification of learning outcomes	Implementation of an individual or group assignment necessary for course/phase/ examination completion <i>a set of activities aimed at performing an assigned task, to be executed out of class, as an obligatory phase/element of the verification of the learning outcomes assigned to the course</i>	Yes

Information on the details of the module implementation in a given academic year can be found in the syllabus available in the USOS system: <https://usosweb.us.edu.pl>.

1.	Field of study	Music in Multimedia
2.	Faculty	Faculty of Fine Arts and Educational Science
3.	Academic year of entry	2025/2026 (winter term)
4.	Level of qualifications/degree	second-cycle studies
5.	Degree profile	practical
6.	Mode of study	full-time

7.	General information about the module	
Module name		Musical Composition for Images
Module code		W6-DigiCrea-MM-MCI
Number of the ECTS credits		1
Language of instruction		English
Purpose and description of the content of education		The "Musical Composition for Images" module focuses on creating music for visual media, such as films, advertisements, video games, and other multimedia formats. Students will explore compositional techniques that allow for the synchronization of music with visuals, developing skills in expressing emotions and narrative through sound. The course covers work across various musical genres, from film scores to game music. The module fosters teamwork skills, particularly collaboration with directors, producers, and media creators. Students will work on individual projects, which will be assessed based on the effectiveness of the music-image integration. The module concludes with a presentation of completed works.
List of modules that must be completed before starting this module (if necessary)		not applicable

8.	Learning outcomes of the module			
Code	Description	Learning outcomes of the programme	Level of competenc (scale 1-5)	
SND-S2-MCI_1	The student knows the compositional techniques for creating music synchronized with visual images.	W6-MM-S2-W02 W6-MM-S2-W04 W6-MM-S2-W06	3 3 4	
SND-S2-MCI_2	The student can compose music that supports visual storytelling in various multimedia forms.	W6-MM-S2-U01 W6-MM-S2-U02 W6-MM-S2-U04	5 4 4	
SND-S2-MCI_3	The student can adapt their musical compositions to different visual genres, such as films, advertisements, and video games.	W6-MM-S2-U01 W6-MM-S2-U02 W6-MM-S2-U04	5 4 4	
SND-S2-MCI_4	The student effectively collaborates with other creators, such as directors and producers, in executing musical projects.	W6-MM-S2-K01 W6-MM-S2-K02 W6-MM-S2-K06	4 4 5	

SND-S2-MCI_5	The student presents the outcomes of their creative work clearly and professionally, engaging the audience in the creative process.	W6-MM-S2-K02	4
		W6-MM-S2-K04	3
		W6-MM-S2-K05	4

9. Methods of conducting classes		
Code	Category	Name (description)
b04	Problem-solving methods	Activating method – discussion / debate <i>an exchange of views supported by substantive arguments leading to a clash of different views, a compromise or the identification of common positions; it proceeds according to previously agreed-upon rules regarding the time, manner and turn-taking as well as the principles of civil discourse; a discussion is not a competition but aims at finding the best solutions or presenting different points of view; its varieties include brainstorming, Oxford-style debate, panel discussion, decision tree, conference discussion; a debate is an orderly dispute between supporters and opponents of a viewpoint, usually specialists in the field or pre-selected representatives of a group dealing with a common problem</i>
b07	Problem-solving methods	Activating methods: a case study <i>a comprehensive description of a phenomenon connected with the selected discipline; reflecting the reality, presenting the 'what', 'where' and 'how' of the phenomenon, i.e., all of its key aspects to be discussed in class; used as a reproduction, presentation, discussion or diagnosis of factors that shape the phenomenon or interact with it; an in-depth qualitative analysis and evaluation of a selected phenomenon</i>
c06	Demonstration methods	Demonstration-imitation <i>a presentation of a model way of performing specific activities accompanied by a commentary; it aims at triggering imitation activities in an individual or in a group of participants observing the activities of the person teaching the course until the right habit is formed through regular exercise; the demonstration-imitation method is combined with a physical practice of activities/behaviours</i>
d01	Programmed learning methods	Working with a computer <i>e.g., Webquest; implementation of educational tasks using electronic and digital devices, computer programs and Internet applications; the academic teacher acts as a consultant; students' work is carried out step by step according to the plan laid own by the person teaching the course and following his instructions, and proceeds towards producing the indicated results within the set deadline</i>

10. Forms of teaching					
Code	Name	Number of hours	Assessment of the learning outcomes of the module	Learning outcomes of the module	Methods of conducting classes
Wr_MCI	workshop	30	exam	SND-S2-MCI_1, SND-S2-MCI_2, SND-S2-MCI_3, SND-S2-MCI_4, SND-S2-MCI_5	b04, b07, c06, d01

11. The student's work, apart from participation in classes, includes in particular:			
Code	Category	Name (description)	Is it part of the BUNA?
a01	Preparation for classes	Search for materials and review activities necessary for class participation <i>reviewing literature, documentation, tools and materials as well as the specifics of the syllabus and the range of activities indicated in it as required for full participation in classes</i>	Yes
a03	Preparation for classes	Developing practical skills <i>activities involving the repetition, refinement and consolidation of practical skills, including those developed during previous classes or new skills necessary for the implementation of subsequent</i>	Yes

		<i>elements of the curriculum (as preparation for class participation)</i>	
b01	Consulting the curriculum and the organization of classes	Getting acquainted with the syllabus content <i>reading through the syllabus and getting acquainted with its content</i>	No
c03	Preparation for verification of learning outcomes	Implementation of an individual or group assignment necessary for course/phase/ examination completion <i>a set of activities aimed at performing an assigned task, to be executed out of class, as an obligatory phase/element of the verification of the learning outcomes assigned to the course</i>	Yes
e01	Activities complementary to the classes	Undertaking, on one's own initiative and individually, activities aimed at expanding the scope or depth of the teaching content, also beyond the walls of the University <i>a set of activities undertaken independently and on the student's own initiative, aimed at expanding the depth and scope of knowledge and skills, their revision and repetition, retention or verification, also activities carried outside the university, e.g., in a culture promoting or educational institution, a laboratory, in the open air, etc.; also self-education</i>	No

Information on the details of the module implementation in a given academic year can be found in the syllabus available in the USOS system: <https://usosweb.us.edu.pl>.

1.	<b>Field of study</b>	<b>Music in Multimedia</b>
2.	Faculty	Faculty of Fine Arts and Educational Science
3.	Academic year of entry	2025/2026 (winter term)
4.	Level of qualifications/degree	second-cycle studies
5.	Degree profile	practical
6.	Mode of study	full-time

7.	<b>General information about the module</b>	
<b>Module name</b>		<b>Post-produkcja obrazu i efekty wizualne (z montażem filmowym)</b>
Module code		W6-DigiCrea-MM-IPP
Number of the ECTS credits		2
Language of instruction		English
Purpose and description of the content of education		<p>The "Image Post-Production and VFX (with Film Editing)" module focuses on fundamental techniques in image post-production and visual effects creation within the context of film editing. Participants will be introduced to tools and processes used in professional film and video production environments. The module covers techniques such as Green Screen/Blue Screen (Chroma Keying), which allows for replacing a uniform background with another image or video. Students will also learn to create elaborate landscapes and virtual scenes using Matte Painting and utilize CGI (Computer-Generated Imagery) to generate characters, objects, and virtual environments. The workshops will include Digital Compositing, where students combine various layers of images into a cohesive scene.</p> <p>Students will also explore Deepfake technology, which uses AI to alter actors' faces or realistically create virtual characters. Students develop creative and technical skills through practical tasks and project work throughout the sessions. The module encourages experimentation with different techniques and teamwork, allowing for the realization of individual projects. Participants will also learn effective time management and communication skills during post-production project execution.</p>
List of modules that must be completed before starting this module (if necessary)		not applicable

8.	Learning outcomes of the module			
Code	Description	Learning outcomes of the programme	Level of competence (scale 1-5)	
IMG-S2-IPP_1	The student knows the fundamental techniques of image post-production and visual effects used in film production.	W6-MM-S2-W02	5	
		W6-MM-S2-W05	3	
		W6-MM-S2-W07	4	
IMG-S2-IPP_2	The student can apply techniques such as Ggreen screen Matte painting and CGI to create effects.	W6-MM-S2-U03	4	
		W6-MM-S2-U04	5	
		W6-MM-S2-U06	3	
IMG-S2-IPP_3	The student can combine multiple image layers into a cohesive scene using Digital Compositing.	W6-MM-S2-U03	4	
		W6-MM-S2-U04	5	
IMG-S2-IPP_4	The student collaborates effectively in a team on post-production projects, sharing ideas and working towards common			

	goals.	W6-MM-S2-K02	4
		W6-MM-S2-K03	3
		W6-MM-S2-K06	4

9. Methods of conducting classes		
Code	Category	Name (description)
b08	Problem-solving methods	Activating method – peer learning <i>learning through the exchange of knowledge in a group/team/pair of students, i.e., in the so-called learning cell; a kind of mutual learning; an approach focused on student activity under the guidance of the person teaching the course; a learning situation where students with a similar level of experience learn from one another</i>
b09	Problem-solving methods	Activating method – flipped classroom <i>anticipatory learning; work in class is based on previously studied material indicated by the person teaching the course; preparation outside the classroom serves the purpose of getting familiar with the issues whose knowledge is necessary for participating in the in-class discussion and the training in the related practical skills; the activity is based on the work of students under the guidance of the person teaching the course</i>
c06	Demonstration methods	Demonstration-imitation <i>a presentation of a model way of performing specific activities accompanied by a commentary; it aims at triggering imitation activities in an individual or in a group of participants observing the activities of the person teaching the course until the right habit is formed through regular exercise; the demonstration-imitation method is combined with a physical practice of activities/behaviours</i>
d01	Programmed learning methods	Working with a computer <i>e.g., Webquest; implementation of educational tasks using electronic and digital devices, computer programs and Internet applications; the academic teacher acts as a consultant; students' work is carried out step by step according to the plan laid own by the person teaching the course and following his instructions, and proceeds towards producing the indicated results within the set deadline</i>

10. Forms of teaching					
Code	Name	Number of hours	Assessment of the learning outcomes of the module	Learning outcomes of the module	Methods of conducting classes
Wr_IPP	workshop	15	course work	IMG-S2-IPP_1, IMG-S2-IPP_2, IMG-S2-IPP_3, IMG-S2-IPP_4	b08, b09, c06, d01

11. The student's work, apart from participation in classes, includes in particular:			
Code	Category	Name (description)	Is it part of the BUNA?
a03	Preparation for classes	Developing practical skills <i>activities involving the repetition, refinement and consolidation of practical skills, including those developed during previous classes or new skills necessary for the implementation of subsequent elements of the curriculum (as preparation for class participation)</i>	Yes
a04	Preparation for classes	Consulting materials complementary to those indicated in the syllabus <i>agreeing on materials complementary to those indicated in the syllabus, supporting the implementation of tasks resulting from or necessary for class participation</i>	Yes
c03	Preparation for verification of learning outcomes	Implementation of an individual or group assignment necessary for course/phase/ examination completion	Yes



		<i>a set of activities aimed at performing an assigned task, to be executed out of class, as an obligatory phase/element of the verification of the learning outcomes assigned to the course</i>	
e01	Activities complementary to the classes	Undertaking, on one's own initiative and individually, activities aimed at expanding the scope or depth of the teaching content, also beyond the walls of the University <i>a set of activities undertaken independently and on the student's own initiative, aimed at expanding the depth and scope of knowledge and skills, their revision and repetition, retention or verification, also activities carried outside the university, e.g., in a culture promoting or educational institution, a laboratory, in the open air, etc.; also self-education</i>	No

Information on the details of the module implementation in a given academic year can be found in the syllabus available in the USOS system: <https://usosweb.us.edu.pl>.

1.	Field of study	Music in Multimedia
2.	Faculty	Faculty of Fine Arts and Educational Science
3.	Academic year of entry	2025/2026 (winter term)
4.	Level of qualifications/degree	second-cycle studies
5.	Degree profile	practical
6.	Mode of study	full-time

7.	<b>General information about the module</b>	
<b>Module name</b>		<b>Project II (Digital Creation Laboratory)</b>
Module code		W6-DigiCrea-MM-P2L
Number of the ECTS credits		12
Language of instruction		English
Purpose and description of the content of education		The "Project II (Digital Creation Laboratory)" module is an advanced course allowing students to work on their digital projects within an interdisciplinary creative laboratory. During the course, students will develop their skills in designing, creating, and executing digital artworks, combining theory and practice. The module offers a space for experimentation with various digital technologies, including graphics, sound, and interactivity, while enabling collaboration with other specialists in digital media. Through laboratory sessions, students will work on individual projects aimed at creative development and enhancing skills in digital production and innovative use of technology. During the tutorials, students will have the opportunity for one-on-one consultations with their mentors, who will assist in refining ideas and adapting projects to both technical and artistic requirements. The module fosters independence, creativity, and project management skills in a digital environment.
List of modules that must be completed before starting this module (if necessary)		not applicable

8.	Learning outcomes of the module			
Code	Description	Learning outcomes of the programme	Level of competenc (scale 1-5)	
IMG-S2-P2I_1	The student knows advanced methods of designing and implementing digital works using contemporary multimedia technologies.	W6-MM-S2-W01	3	
		W6-MM-S2-W02	5	
		W6-MM-S2-W04	4	
IMG-S2-P2I_2	The student understands interdisciplinary relationships between graphics, sound, and interactivity in the context of digital creation.	W6-MM-S2-W01	4	
		W6-MM-S2-W02	5	
		W6-MM-S2-W04	3	
IMG-S2-P2I_3	The student can independently design and implement a digital artistic project using appropriate technological tools.	W6-MM-S2-U02	3	
		W6-MM-S2-U03	5	
		W6-MM-S2-U04	4	
IMG-S2-P2I_4	The student analyzes and adjusts their projects to meet technical and artistic requirements at various stages of development.	W6-MM-S2-U01	4	
		W6-MM-S2-U02	3	

		W6-MM-S2-U05	5
IMG-S2-P2I_5	The student collaborates with other specialists within an interdisciplinary creative team to achieve a common goal.	W6-MM-S2-K01 W6-MM-S2-K02 W6-MM-S2-K06	4 3 5
IMG-S2-P2I_6	The student demonstrates responsibility for developing their project management and digital creativity competencies.	W6-MM-S2-K01 W6-MM-S2-K03 W6-MM-S2-K07	3 5 4

9. Methods of conducting classes		
Code	Category	Name (description)
b05	Problem-solving methods	Activating method – seminar / proseminar <i>a seminar method; usually an oral presentation of a previously studied/diagnosed problem delivered on a forum; it aims at provoking a discussion concerning the results of research work; a type of conference, course or training session modelled on seminar classes</i>
b06	Problem-solving methods	Activating method – staged drama/drama <i>experiential learning; solving a problem by acting out a role; a.k.a. a role-playing method; role-players interpret their roles in an individual way; the identification with the role is achieved through the activation of the senses, imagination and speech, the stimulation of gesture and movement, etc.; the aim of drama is to experience situations, problems and events mediated by the role; staged drama is a role-playing method enriched with props and stage scenery illustrating a theme</i>
b07	Problem-solving methods	Activating methods: a case study <i>a comprehensive description of a phenomenon connected with the selected discipline; reflecting the reality, presenting the 'what', 'where' and 'how' of the phenomenon, i.e., all of its key aspects to be discussed in class; used as a reproduction, presentation, discussion or diagnosis of factors that shape the phenomenon or interact with it; an in-depth qualitative analysis and evaluation of a selected phenomenon</i>
b08	Problem-solving methods	Activating method – peer learning <i>learning through the exchange of knowledge in a group/team/pair of students, i.e., in the so-called learning cell; a kind of mutual learning; an approach focused on student activity under the guidance of the person teaching the course; a learning situation where students with a similar level of experience learn from one another</i>
b09	Problem-solving methods	Activating method – flipped classroom <i>anticipatory learning; work in class is based on previously studied material indicated by the person teaching the course; preparation outside the classroom serves the purpose of getting familiar with the issues whose knowledge is necessary for participating in the in-class discussion and the training in the related practical skills; the activity is based on the work of students under the guidance of the person teaching the course</i>
c02	Demonstration methods	Video show <i>reproducing a film or video material in its entirety or in fragments in order to illustrate the content taught in class, to submit it to analysis and evaluation or to use it as an exercise in image perception; a film/video can be a work of art, an illustration (also technical illustration) of a content/phenomenon/object, a private record of an action, a media image, etc.</i>
c03	Demonstration methods	Audio playback / audio drama <i>preparation and reproduction of sound material (audio recording) in its entirety or in fragments in order to illustrate the content taught in class, to submit it to analysis and evaluation or to use it as a method of sound perception, including the appreciation of a musical piece, an artistic audio drama, an oral presentation of an artistic or scientific text as well as a media text; analysis of the sound material recorded on a carrier with a view to studying a sound-related phenomenon</i>

10. Forms of teaching					
Code	Name	Number of hours	Assessment of the learning outcomes of the module	Learning outcomes of the module	Methods of conducting classes
C_P2L	practical classes	30	exam	IMG-S2-P2I_1, IMG-S2-P2I_2	b05, b07, b08, b09
W_P2L	laboratory classes	40	course work	IMG-S2-P2I_3, IMG-S2-P2I_4, IMG-S2-P2I_5, IMG-S2-P2I_6	b06, b07, c02, c03

11. The student's work, apart from participation in classes, includes in particular:			
Code	Category	Name (description)	Is it part of the BUNA?
a03	Preparation for classes	Developing practical skills <i>activities involving the repetition, refinement and consolidation of practical skills, including those developed during previous classes or new skills necessary for the implementation of subsequent elements of the curriculum (as preparation for class participation)</i>	Yes
a05	Preparation for classes	Production/preparation of tools, materials or documentation necessary for class participation <i>developing, preparing and assessing the usefulness of tools and materials (e.g. aids, scenarios, research tools, equipment, etc.) to be employed in class or as an aid when preparing for classes</i>	No
c03	Preparation for verification of learning outcomes	Implementation of an individual or group assignment necessary for course/phase/ examination completion <i>a set of activities aimed at performing an assigned task, to be executed out of class, as an obligatory phase/element of the verification of the learning outcomes assigned to the course</i>	Yes
d01	Consulting the results of the verification of learning outcomes	Analysis of the corrective feedback provided by the academic teacher on the results of the verification of learning outcomes <i>reading through the academic teacher's comments, assessments and opinions on the implementation of the task aimed at checking the level of the achieved learning outcomes</i>	Yes

Information on the details of the module implementation in a given academic year can be found in the syllabus available in the USOS system: <https://usosweb.us.edu.pl>.

1.	Field of study	Music in Multimedia
2.	Faculty	Faculty of Fine Arts and Educational Science
3.	Academic year of entry	2025/2026 (winter term)
4.	Level of qualifications/degree	second-cycle studies
5.	Degree profile	practical
6.	Mode of study	full-time

7.	General information about the module	
Module name		Project II Post-Production Sound Design
Module code		W6-DigiCrea-MM-P2S
Number of the ECTS credits		12
Language of instruction		English
Purpose and description of the content of education		<p>Opisy</p> <p>Opis: Moduł ten ma na celu zapoznanie studentów z kluczowymi technikami i narzędziami wykorzystywanymi w postprodukcji dźwiękowej. Studenci będą pracować nad projektami dźwiękowymi, które obejmują montaż, edycję, miksowanie oraz projektowanie efektów dźwiękowych. Zajęcia obejmują zarówno część teoretyczną, jak i praktyczną, pozwalając studentom na zdobycie umiejętności niezbędnych do tworzenia profesjonalnych ścieżek dźwiękowych do produkcji filmowych, telewizyjnych czy multimedialnych. W trakcie tutoriali studenci będą analizować wybrane przykłady postprodukcji dźwiękowej, natomiast w ramach laboratoriów realizować własne projekty z zakresu miksowania dźwięku i tworzenia efektów dźwiękowych. Kurs będzie również stawiał nacisk na kreatywność oraz wyczucie artystyczne w doborze i obróbce dźwięku w kontekście obrazu. Praca w grupach oraz indywidualne konsultacje z nauczycielami będą miały na celu rozwijanie umiejętności współpracy oraz zarządzania projektem w dziedzinie produkcji dźwięku. Moduł kończy się oceną realizacji projektów przez studentów.</p> <p>Opis (angielski): This module introduces students to key techniques and tools used in sound post-production. Students will work on sound projects involving editing, mixing, and designing sound effects. The course combines theoretical and practical components, allowing students to acquire the necessary skills to create professional soundtracks for film, television, and multimedia productions. During the tutorials, students will analyze selected examples of sound post-production, while in the laboratory sessions, they will carry out their own projects related to sound mixing and sound effects creation. The course will also emphasize creativity and artistic sensitivity in choosing and processing sound about the image. Group work and individual consultations with tutors will focus on enhancing collaboration and project management skills within sound production. The module concludes with the assessment of students' project outcomes.</p>
List of modules that must be completed before starting this module (if necessary)		not applicable

8.	Learning outcomes of the module		
Code	Description	Learning outcomes of the programme	Level of competenc (scale 1-5)
SND-S2-P2S_1	The student knows the key techniques and tools used in sound post-production.	W6-MM-S2-W02 W6-MM-S2-W03 W6-MM-S2-W04	5 4 4
SND-S2-P2S	The student understands the processes of sound editing, mixing, and design in the context of multimedia productions.	W6-MM-S2-W02	5

_2		W6-MM-S2-W03 W6-MM-S2-W04	4 4
SND-S2-P2S _3	The student can design sound effects and create professional soundtracks independently.	W6-MM-S2-W02 W6-MM-S2-W03 W6-MM-S2-W04	5 3 4
SND-S2-P2S _4	The student can work effectively in a group on a sound project, carrying out tasks related to post-production.	W6-MM-S2-U01 W6-MM-S2-U02 W6-MM-S2-U03	5 4 4
SND-S2-P2S _5	The student can communicate effectively within a team, sharing ideas and technical solutions.	W6-MM-S2-K02 W6-MM-S2-K06 W6-MM-S2-K07	3 5 2
SND-S2-P2S _6	The student is open to receiving and providing constructive feedback in the context of project collaboration.	W6-MM-S2-K02 W6-MM-S2-K06 W6-MM-S2-K07	4 5 3

9. Methods of conducting classes		
Code	Category	Name (description)
a05	Lecture methods / expository methods	Explanation/clarification <i>explication involving the derivation of a predetermined theorem from other, already known ones, in the number of steps specified by the person teaching the course</i>
b02	Problem-solving methods	Lecture-discussion <i>transmission of content involving interaction with the lecture audience; discussion of lecture-related issues is one of its elements or constitutes its follow-up</i>
b07	Problem-solving methods	Activating methods: a case study <i>a comprehensive description of a phenomenon connected with the selected discipline; reflecting the reality, presenting the 'what', 'where' and 'how' of the phenomenon, i.e., all of its key aspects to be discussed in class; used as a reproduction, presentation, discussion or diagnosis of factors that shape the phenomenon or interact with it; an in-depth qualitative analysis and evaluation of a selected phenomenon</i>
b09	Problem-solving methods	Activating method – flipped classroom <i>anticipatory learning; work in class is based on previously studied material indicated by the person teaching the course; preparation outside the classroom serves the purpose of getting familiar with the issues whose knowledge is necessary for participating in the in-class discussion and the training in the related practical skills; the activity is based on the work of students under the guidance of the person teaching the course</i>
c03	Demonstration methods	Audio playback / audio drama <i>preparation and reproduction of sound material (audio recording) in its entirety or in fragments in order to illustrate the content taught in class, to submit it to analysis and evaluation or to use it as a method of sound perception, including the appreciation of a musical piece, an artistic audio drama, an oral presentation of an artistic or scientific text as well as a media text; analysis of the sound material recorded on a carrier with a view to studying a sound-related phenomenon</i>
c06	Demonstration methods	Demonstration-imitation <i>a presentation of a model way of performing specific activities accompanied by a commentary; it aims at triggering imitation activities in an individual or in a group of participants observing the activities of the person teaching the course until the right</i>

		<i>habit is formed through regular exercise; the demonstration-imitation method is combined with a physical practice of activities/behaviours</i>
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<b>10. Forms of teaching</b>
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Code	Name	Number of hours	Assessment of the learning outcomes of the module	Learning outcomes of the module	Methods of conducting classes
C_P2S	practical classes	30	exam	SND-S2-P2S_1, SND-S2-P2S_2, SND-S2-P2S_4	b07, b09, c03
L_P2S	laboratory classes	40	course work	SND-S2-P2S_3, SND-S2-P2S_4, SND-S2-P2S_5, SND-S2-P2S_6	a05, b02, b07, c06

<b>11. The student's work, apart from participation in classes, includes in particular:</b>
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Code	Category	Name (description)	Is it part of the BUNA?
a01	Preparation for classes	Search for materials and review activities necessary for class participation <i>reviewing literature, documentation, tools and materials as well as the specifics of the syllabus and the range of activities indicated in it as required for full participation in classes</i>	Yes
a02	Preparation for classes	Literature reading / analysis of source materials <i>reading the literature indicated in the syllabus; reviewing, organizing, analyzing and selecting source materials to be used in class</i>	Yes
a03	Preparation for classes	Developing practical skills <i>activities involving the repetition, refinement and consolidation of practical skills, including those developed during previous classes or new skills necessary for the implementation of subsequent elements of the curriculum (as preparation for class participation)</i>	No
c03	Preparation for verification of learning outcomes	Implementation of an individual or group assignment necessary for course/phase/ examination completion <i>a set of activities aimed at performing an assigned task, to be executed out of class, as an obligatory phase/element of the verification of the learning outcomes assigned to the course</i>	Yes
d01	Consulting the results of the verification of learning outcomes	Analysis of the corrective feedback provided by the academic teacher on the results of the verification of learning outcomes <i>reading through the academic teacher's comments, assessments and opinions on the implementation of the task aimed at checking the level of the achieved learning outcomes</i>	Yes

Information on the details of the module implementation in a given academic year can be found in the syllabus available in the USOS system: <https://usosweb.us.edu.pl>.

1.	Field of study	Music in Multimedia
2.	Faculty	Faculty of Fine Arts and Educational Science
3.	Academic year of entry	2025/2026 (winter term)
4.	Level of qualifications/degree	second-cycle studies
5.	Degree profile	practical
6.	Mode of study	full-time

7.	General information about the module	
Module name		Project III (Composition Workshop)
Module code		W6-DigiCrea-MM-P3C
Number of the ECTS credits		10
Language of instruction		English
Purpose and description of the content of education		The "Project III (Composition workshop)" is a practical workshop. The module aims to develop compositional skills, particularly in the context of digital and experimental art. Students will work on their compositional projects using modern tools and techniques in music, sound, and other digital art forms. The workshops allow for group collaboration and individual guidance, fostering the exchange of ideas and experiences. Some hours are dedicated to independent work, enabling students to develop their creativity further. Upon completion, students will be fully prepared to undertake advanced artistic projects in digital creativity.
List of modules that must be completed before starting this module (if necessary)		not applicable

8.	Learning outcomes of the module			
Code	Description	Learning outcomes of the programme	Level of competenc (scale 1-5)	
S2-P3C_1	The student knows modern compositional tools and digital and experimental art techniques.	W6-MM-S2-W02	5	
		W6-MM-S2-W03	4	
		W6-MM-S2-W04	3	
S2-P3C_2	The student understands the structure and building of the audiovisual form and the necessity of managing intellectual property resource	W6-MM-S2-W02	4	
		W6-MM-S2-W07	5	
		W6-MM-S2-W08	5	
S2-P3C_3	The student can create and develop compositional projects using modern digital tools and artistic techniques.	W6-MM-S2-U01	5	
		W6-MM-S2-U02	4	
		W6-MM-S2-U04	4	
S2-P3C_4	The student can use specialist terminology and modern technology in a foreign language.	W6-MM-S2-U03	4	
		W6-MM-S2-U06	5	
		W6-MM-S2-U08	4	



S2-P3C_5	The student can independently complete advanced compositional projects, developing their creativity and artistic skills.	W6-MM-S2-U01	5
		W6-MM-S2-U02	4
		W6-MM-S2-U03	5
S2-P3C_6	The student is capable of effective teamwork, demonstrating initiative and flexibility in achieving common goals.	W6-MM-S2-K02	4
		W6-MM-S2-K03	3
		W6-MM-S2-K06	5
S2-P3C_7	The student can constructively give and receive feedback, fostering individual and group development.	W6-MM-S2-K03	3
		W6-MM-S2-K04	5
		W6-MM-S2-K06	4

9. Methods of conducting classes		
Code	Category	Name (description)
b08	Problem-solving methods	Activating method – peer learning <i>learning through the exchange of knowledge in a group/team/pair of students, i.e., in the so-called learning cell; a kind of mutual learning; an approach focused on student activity under the guidance of the person teaching the course; a learning situation where students with a similar level of experience learn from one another</i>
b09	Problem-solving methods	Activating method – flipped classroom <i>anticipatory learning; work in class is based on previously studied material indicated by the person teaching the course; preparation outside the classroom serves the purpose of getting familiar with the issues whose knowledge is necessary for participating in the in-class discussion and the training in the related practical skills; the activity is based on the work of students under the guidance of the person teaching the course</i>
c06	Demonstration methods	Demonstration-imitation <i>a presentation of a model way of performing specific activities accompanied by a commentary; it aims at triggering imitation activities in an individual or in a group of participants observing the activities of the person teaching the course until the right habit is formed through regular exercise; the demonstration-imitation method is combined with a physical practice of activities/behaviours</i>
d01	Programmed learning methods	Working with a computer <i>e.g., Webquest; implementation of educational tasks using electronic and digital devices, computer programs and Internet applications; the academic teacher acts as a consultant; students' work is carried out step by step according to the plan laid own by the person teaching the course and following his instructions, and proceeds towards producing the indicated results within the set deadline</i>

10. Forms of teaching					
Code	Name	Number of hours	Assessment of the learning outcomes of the module	Learning outcomes of the module	Methods of conducting classes
Wr_P3C	workshop	30	exam	S2-P3C_1, S2-P3C_2, S2-P3C_3, S2-P3C_4, S2-P3C_5, S2-P3C_6, S2-P3C_7	b08, b09, c06, d01

11. The student's work, apart from participation in classes, includes in particular:			
Code	Category	Name (description)	Is it part of the BUNA?
a01	Preparation for classes	Search for materials and review activities necessary for class participation <i>reviewing literature, documentation, tools and materials as well as the specifics of the syllabus and the range of activities indicated in it as required for full participation in classes</i>	Yes
a03	Preparation for classes	Developing practical skills <i>activities involving the repetition, refinement and consolidation of practical skills, including those developed during previous classes or new skills necessary for the implementation of subsequent elements of the curriculum (as preparation for class participation)</i>	Yes
a05	Preparation for classes	Production/preparation of tools, materials or documentation necessary for class participation <i>developing, preparing and assessing the usefulness of tools and materials (e.g. aids, scenarios, research tools, equipment, etc.) to be employed in class or as an aid when preparing for classes</i>	Yes
c03	Preparation for verification of learning outcomes	Implementation of an individual or group assignment necessary for course/phase/ examination completion <i>a set of activities aimed at performing an assigned task, to be executed out of class, as an obligatory phase/element of the verification of the learning outcomes assigned to the course</i>	Yes
e01	Activities complementary to the classes	Undertaking, on one's own initiative and individually, activities aimed at expanding the scope or depth of the teaching content, also beyond the walls of the University <i>a set of activities undertaken independently and on the student's own initiative, aimed at expanding the depth and scope of knowledge and skills, their revision and repetition, retention or verification, also activities carried outside the university, e.g., in a culture promoting or educational institution, a laboratory, in the open air, etc.; also self-education</i>	No

Information on the details of the module implementation in a given academic year can be found in the syllabus available in the USOS system: <https://usosweb.us.edu.pl>.

1.	Field of study	Music in Multimedia
2.	Faculty	Faculty of Fine Arts and Educational Science
3.	Academic year of entry	2025/2026 (winter term)
4.	Level of qualifications/degree	second-cycle studies
5.	Degree profile	practical
6.	Mode of study	full-time

7.	<b>General information about the module</b>	
<b>Module name</b>		<b>Project III (Film Workshop)</b>
Module code		W6-DigiCrea-MM-P3F
Number of the ECTS credits		10
Language of instruction		English
Purpose and description of the content of education		The "Project III (Film Workshop)" module focuses on practical work within a film project. During the workshops, students will collaborate on creating a film production and developing scripting, directing, production, and post-production skills. The sessions include intensive group work, allowing participants to experiment with various film techniques and technologies. Students will also engage in critical analysis of their work and execute projects that require the application of both theoretical and practical knowledge. The workshops involve independent work and mentoring sessions, offering an individualized task approach. The module combines artistic and scientific aspects, supporting creativity development and teamwork in an international context. Students are expected to complete the module with a final film project that will be assessed.
List of modules that must be completed before starting this module (if necessary)		not applicable

8.	Learning outcomes of the module			
Code	Description	Learning outcomes of the programme	Level of competenc (scale 1-5)	
S2-P3F_1	The student knows the principles of film production, including pre-production, production, and post-production stages.	W6-MM-S2-W02	4	
		W6-MM-S2-W07	3	
		W6-MM-S2-W08	2	
S2-P3F_2	The student understands various film techniques and technologies used in the filmmaking process.	W6-MM-S2-W02	2	
		W6-MM-S2-W03	3	
S2-P3F_3	The student can develop a film script, considering narrative, visual, and sound aspects.	W6-MM-S2-U03	2	
		W6-MM-S2-U04	4	
S2-P3F_4	The student can work in a team to realize a film project, managing tasks and resources effectively using a foreign language.	W6-MM-S2-U03	4	
		W6-MM-S2-U04	3	
		W6-MM-S2-U08	5	
S2-P3F_5	The student can critically analyze their film work, identifying strengths and areas for improvement.	W6-MM-S2-K01	3	

		W6-MM-S2-K04 W6-MM-S2-U05	5 4
S2-P3F_6	The student can communicate effectively in a foreign language with team members and other participants in the film production process.	W6-MM-S2-K02 W6-MM-S2-K05 W6-MM-S2-K06	3 2 4
S2-P3F_7	The student can collaborate in an international team, respecting diversity and utilizing different perspectives.	W6-MM-S2-K02 W6-MM-S2-K04 W6-MM-S2-K06	3 2 4

9. Methods of conducting classes		
Code	Category	Name (description)
b06	Problem-solving methods	Activating method – staged drama/drama <i>experiential learning; solving a problem by acting out a role; a.k.a. a role-playing method; role-players interpret their roles in an individual way; the identification with the role is achieved through the activation of the senses, imagination and speech, the stimulation of gesture and movement, etc.; the aim of drama is to experience situations, problems and events mediated by the role; staged drama is a role-playing method enriched with props and stage scenery illustrating a theme</i>
b08	Problem-solving methods	Activating method – peer learning <i>learning through the exchange of knowledge in a group/team/pair of students, i.e., in the so-called learning cell; a kind of mutual learning; an approach focused on student activity under the guidance of the person teaching the course; a learning situation where students with a similar level of experience learn from one another</i>
c06	Demonstration methods	Demonstration-imitation <i>a presentation of a model way of performing specific activities accompanied by a commentary; it aims at triggering imitation activities in an individual or in a group of participants observing the activities of the person teaching the course until the right habit is formed through regular exercise; the demonstration-imitation method is combined with a physical practice of activities/behaviours</i>
d01	Programmed learning methods	Working with a computer <i>e.g., Webquest; implementation of educational tasks using electronic and digital devices, computer programs and Internet applications; the academic teacher acts as a consultant; students' work is carried out step by step according to the plan laid own by the person teaching the course and following his instructions, and proceeds towards producing the indicated results within the set deadline</i>

10. Forms of teaching					
Code	Name	Number of hours	Assessment of the learning outcomes of the module	Learning outcomes of the module	Methods of conducting classes
Wr_P3F	workshop	30	exam	S2-P3F_1, S2-P3F_2, S2-P3F_3, S2-P3F_4, S2-P3F_5, S2-P3F_6, S2-P3F_7	b06, b08, c06, d01

11. The student's work, apart from participation in classes, includes in particular:			
Code	Category	Name (description)	Is it part of the BUNA?
a01	Preparation for classes	Search for materials and review activities necessary for class participation	Yes

		<i>reviewing literature, documentation, tools and materials as well as the specifics of the syllabus and the range of activities indicated in it as required for full participation in classes</i>	
a03	Preparation for classes	Developing practical skills <i>activities involving the repetition, refinement and consolidation of practical skills, including those developed during previous classes or new skills necessary for the implementation of subsequent elements of the curriculum (as preparation for class participation)</i>	Yes
a05	Preparation for classes	Production/preparation of tools, materials or documentation necessary for class participation <i>developing, preparing and assessing the usefulness of tools and materials (e.g. aids, scenarios, research tools, equipment, etc.) to be employed in class or as an aid when preparing for classes</i>	Yes
c03	Preparation for verification of learning outcomes	Implementation of an individual or group assignment necessary for course/phase/ examination completion <i>a set of activities aimed at performing an assigned task, to be executed out of class, as an obligatory phase/element of the verification of the learning outcomes assigned to the course</i>	Yes
e01	Activities complementary to the classes	Undertaking, on one's own initiative and individually, activities aimed at expanding the scope or depth of the teaching content, also beyond the walls of the University <i>a set of activities undertaken independently and on the student's own initiative, aimed at expanding the depth and scope of knowledge and skills, their revision and repetition, retention or verification, also activities carried outside the university, e.g., in a culture promoting or educational institution, a laboratory, in the open air, etc.; also self-education</i>	No

Information on the details of the module implementation in a given academic year can be found in the syllabus available in the USOS system: <https://usosweb.us.edu.pl>.

1.	<b>Field of study</b>	<b>Music in Multimedia</b>
2.	Faculty	Faculty of Fine Arts and Educational Science
3.	Academic year of entry	2025/2026 (winter term)
4.	Level of qualifications/degree	second-cycle studies
5.	Degree profile	practical
6.	Mode of study	full-time

7.	<b>General information about the module</b>	
<b>Module name</b>		<b>Project IV / Internship</b>
Module code		W6-DigiCrea-MM-P4
Number of the ECTS credits		20
Language of instruction		English
Purpose and description of the content of education		The "Project IV / Internship" module is a key program component, enabling students to bridge the gap between theoretical knowledge and practical experience. Students engage in projects that require an advanced digital creativity approach throughout the course. Participants work on real-world tasks and challenges, collaborating with professionals and teams from various industries. The aim is to enhance skills in project creation and execution and refine teamwork abilities in an international environment. The module involves diverse tasks, including both individual and group work. With the guidance of mentors, students gain hands-on experience in areas related to digital creativity and technological applications. The module also offers an opportunity for reflection on professional development and preparation for future careers in digital creative arts.
List of modules that must be completed before starting this module (if necessary)		not applicable

8.	Learning outcomes of the module			
Code	Description	Learning outcomes of the programme	Level of competenc (scale 1-5)	
S2-P4_1	The student possesses the knowledge and the ability to use it in the chosen place of professional practice.	W6-MM-S2-U02	5	
		W6-MM-S2-U04	5	
		W6-MM-S2-W02	5	
S2-P4_2	The student can independently improve their workshop skills in various work positions.	W6-MM-S2-U01	5	
		W6-MM-S2-U03	4	
		W6-MM-S2-U04	5	
S2-P4_3	The student can actively participate in the work of companies, cooperate in a team, and comply with ethical and legal standards related to the profession's performance.	W6-MM-S2-K01	5	
		W6-MM-S2-K02	4	
		W6-MM-S2-K06	5	

9. Methods of conducting classes		
Code	Category	Name (description)
e05	Practical methods	Internship <i>including professional and individual training; gaining skills and experience in real-life conditions, e.g., in the environment, institution or workplace the student is preparing for by following a specific study programme; training in real working conditions</i>
f01	Methods of self-learning	Self-education <i>a method which involves independent acquisition of knowledge, skills and social competences, extending their scope and quality; complementary to the learning process taking place in class; taking on the task of developing and adjusting qualifications on one's own; self-study</i>

10. Forms of teaching					
Code	Name	Number of hours	Assessment of the learning outcomes of the module	Learning outcomes of the module	Methods of conducting classes
PRAKT_P4	internship	360	course work	S2-P4_1, S2-P4_2, S2-P4_3	e05, f01

11. The student's work, apart from participation in classes, includes in particular:				
Code	Category	Name (description)		Is it part of the BUNA?
a03	Preparation for classes	Developing practical skills <i>activities involving the repetition, refinement and consolidation of practical skills, including those developed during previous classes or new skills necessary for the implementation of subsequent elements of the curriculum (as preparation for class participation)</i>		No
c03	Preparation for verification of learning outcomes	Implementation of an individual or group assignment necessary for course/phase/ examination completion <i>a set of activities aimed at performing an assigned task, to be executed out of class, as an obligatory phase/element of the verification of the learning outcomes assigned to the course</i>		No

Information on the details of the module implementation in a given academic year can be found in the syllabus available in the USOS system: <https://usosweb.us.edu.pl>.

1.	<b>Field of study</b>	<b>Music in Multimedia</b>
2.	Faculty	Faculty of Fine Arts and Educational Science
3.	Academic year of entry	2025/2026 (winter term)
4.	Level of qualifications/degree	second-cycle studies
5.	Degree profile	practical
6.	Mode of study	full-time

7.	<b>General information about the module</b>	
<b>Module name</b>		<b>Prototyping</b>
Module code		W6-DigiCrea-MM-PR
Number of the ECTS credits		1
Language of instruction		English
Purpose and description of the content of education		The "Prototyping" module aims to introduce students to the basic techniques of prototype creation in the context of creative projects, including games, applications, and digital products. Participants will learn rapid prototyping methods to test ideas and concepts before full-scale production begins. During the course, students can create prototypes using digital and analog tools. The course also covers iterative processes that are crucial for developing practical prototypes. Through the classes, students will develop skills in testing, analyzing feedback, and optimizing projects. Throughout the course, students will work on real-world project examples, allowing them to apply the knowledge gained in practice. Prototyping is a key stage in the design process, enabling quicker verification and adjustment of solutions to meet the actual needs of users.
List of modules that must be completed before starting this module (if necessary)		not applicable

8.	Learning outcomes of the module			
Code	Description	Learning outcomes of the programme	Level of competenc (scale 1-5)	
IMG-S2-PR_1	The student understands the basic prototyping techniques and iterative processes used in creative projects, such as games, applications, and digital products.	W6-MM-S2-W01	4	
		W6-MM-S2-W04	2	
		W6-MM-S2-W05	3	
IMG-S2-PR_2	The student can create prototypes using both digital and analog tools and test them in the context of real-world projects.	W6-MM-S2-U03	3	
		W6-MM-S2-U04	4	
IMG-S2-PR_3	The student can collaborate in a team, share ideas, and effectively analyze and implement feedback in the prototyping process.	W6-MM-S2-K02	3	
		W6-MM-S2-K04	4	
		W6-MM-S2-K06	5	

9.	Methods of conducting classes		
	Code	Category	Name (description)
	b03	Problem-solving methods	Activating method – educational games



		<i>learning content in the guise of a rule- and/or principle-based game; conducted in a deliberately arranged situation based on the description of relevant facts and processes; learners compete with one another within the framework of rules laid down by the academic teacher; varieties include simulation games – involving a simulation of real situations; decision games – based on the decision-making process and the recognition of the consequences of the decisions made (e.g., a decision tree); psychological games – increasing the emotional-volitional component of the participants' attitudes</i>
b08	Problem-solving methods	Activating method – peer learning <i>learning through the exchange of knowledge in a group/team/pair of students, i.e., in the so-called learning cell; a kind of mutual learning; an approach focused on student activity under the guidance of the person teaching the course; a learning situation where students with a similar level of experience learn from one another</i>
b09	Problem-solving methods	Activating method – flipped classroom <i>anticipatory learning; work in class is based on previously studied material indicated by the person teaching the course; preparation outside the classroom serves the purpose of getting familiar with the issues whose knowledge is necessary for participating in the in-class discussion and the training in the related practical skills; the activity is based on the work of students under the guidance of the person teaching the course</i>
c06	Demonstration methods	Demonstration-imitation <i>a presentation of a model way of performing specific activities accompanied by a commentary; it aims at triggering imitation activities in an individual or in a group of participants observing the activities of the person teaching the course until the right habit is formed through regular exercise; the demonstration-imitation method is combined with a physical practice of activities/behaviours</i>

10. Forms of teaching					
Code	Name	Number of hours	Assessment of the learning outcomes of the module	Learning outcomes of the module	Methods of conducting classes
C_PR	practical classes	12	course work	IMG-S2-PR_1, IMG-S2-PR_2, IMG-S2-PR_3	b03, b08, b09, c06

11. The student's work, apart from participation in classes, includes in particular:			
Code	Category	Name (description)	Is it part of the BUNA?
a01	Preparation for classes	Search for materials and review activities necessary for class participation <i>reviewing literature, documentation, tools and materials as well as the specifics of the syllabus and the range of activities indicated in it as required for full participation in classes</i>	Yes
a03	Preparation for classes	Developing practical skills <i>activities involving the repetition, refinement and consolidation of practical skills, including those developed during previous classes or new skills necessary for the implementation of subsequent elements of the curriculum (as preparation for class participation)</i>	Yes
c03	Preparation for verification of learning outcomes	Implementation of an individual or group assignment necessary for course/phase/ examination completion <i>a set of activities aimed at performing an assigned task, to be executed out of class, as an obligatory phase/element of the verification of the learning outcomes assigned to the course</i>	Yes
d01	Consulting the results of the verification of learning outcomes	Analysis of the corrective feedback provided by the academic teacher on the results of the verification of learning outcomes <i>reading through the academic teacher's comments, assessments and opinions on the implementation of the task aimed at checking the level of the achieved learning outcomes</i>	Yes

Information on the details of the module implementation in a given academic year can be found in the syllabus available in the USOS system: <https://usosweb.us.edu.pl>.

1.	Field of study	Music in Multimedia
2.	Faculty	Faculty of Fine Arts and Educational Science
3.	Academic year of entry	2025/2026 (winter term)
4.	Level of qualifications/degree	second-cycle studies
5.	Degree profile	practical
6.	Mode of study	full-time

7.	General information about the module	
Module name		Python
Module code		W6-DigiCrea-MM-PY
Number of the ECTS credits		1
Language of instruction		English
Purpose and description of the content of education		The "Python" module aims to introduce students to the basics of programming in Python, one of the most popular languages in data science, artificial intelligence, and digital creativity. The course spans tutorials, during which students will familiarize themselves with basic data structures, algorithms, and tools used in Python. Through hands-on exercises, participants will learn to solve problems using the language and develop skills essential for working in various digital fields such as data analysis, process automation, and application development. The module will provide students with a solid understanding of programming fundamentals, which will serve as a foundation for further skill development in digital technologies and creativity.
List of modules that must be completed before starting this module (if necessary)		not applicable

8.	Learning outcomes of the module			
Code	Description	Learning outcomes of the programme	Level of competenc (scale 1-5)	
S2-PY_1	The student knows Python's concepts and data structures and understands their application in data analysis and process automation.	W6-MM-S2-W03	2	
		W6-MM-S2-W05	2	
		W6-MM-S2-W08	1	
S2-PY_2	The student can write Python programs using appropriate data structures and algorithms.	W6-MM-S2-U02	1	
		W6-MM-S2-U03	2	
		W6-MM-S2-U04	3	
S2-PY_3	The student can solve practical programming problems using tools and techniques offered by Python.	W6-MM-S2-U03	3	
		W6-MM-S2-U04	4	
		W6-MM-S2-U06	1	

9. Methods of conducting classes		
Code	Category	Name (description)
b07	Problem-solving methods	Activating methods: a case study <i>a comprehensive description of a phenomenon connected with the selected discipline; reflecting the reality, presenting the 'what', 'where' and 'how' of the phenomenon, i.e., all of its key aspects to be discussed in class; used as a reproduction, presentation, discussion or diagnosis of factors that shape the phenomenon or interact with it; an in-depth qualitative analysis and evaluation of a selected phenomenon</i>
b08	Problem-solving methods	Activating method – peer learning <i>learning through the exchange of knowledge in a group/team/pair of students, i.e., in the so-called learning cell; a kind of mutual learning; an approach focused on student activity under the guidance of the person teaching the course; a learning situation where students with a similar level of experience learn from one another</i>
b09	Problem-solving methods	Activating method – flipped classroom <i>anticipatory learning; work in class is based on previously studied material indicated by the person teaching the course; preparation outside the classroom serves the purpose of getting familiar with the issues whose knowledge is necessary for participating in the in-class discussion and the training in the related practical skills; the activity is based on the work of students under the guidance of the person teaching the course</i>
c06	Demonstration methods	Demonstration-imitation <i>a presentation of a model way of performing specific activities accompanied by a commentary; it aims at triggering imitation activities in an individual or in a group of participants observing the activities of the person teaching the course until the right habit is formed through regular exercise; the demonstration-imitation method is combined with a physical practice of activities/behaviours</i>

10. Forms of teaching					
Code	Name	Number of hours	Assessment of the learning outcomes of the module	Learning outcomes of the module	Methods of conducting classes
C_PY	practical classes	12	course work	S2-PY_1, S2-PY_2, S2-PY_3	b07, b08, b09, c06

11. The student's work, apart from participation in classes, includes in particular:			
Code	Category	Name (description)	Is it part of the BUNA?
a01	Preparation for classes	Search for materials and review activities necessary for class participation <i>reviewing literature, documentation, tools and materials as well as the specifics of the syllabus and the range of activities indicated in it as required for full participation in classes</i>	No
a03	Preparation for classes	Developing practical skills <i>activities involving the repetition, refinement and consolidation of practical skills, including those developed during previous classes or new skills necessary for the implementation of subsequent elements of the curriculum (as preparation for class participation)</i>	Yes
c03	Preparation for verification of learning outcomes	Implementation of an individual or group assignment necessary for course/phase/ examination completion <i>a set of activities aimed at performing an assigned task, to be executed out of class, as an obligatory phase/element of the verification of the learning outcomes assigned to the course</i>	Yes

Information on the details of the module implementation in a given academic year can be found in the syllabus available in the USOS system: <https://usosweb.us.edu.pl>.

1.	<b>Field of study</b>	<b>Music in Multimedia</b>
2.	Faculty	Faculty of Fine Arts and Educational Science
3.	Academic year of entry	2025/2026 (winter term)
4.	Level of qualifications/degree	second-cycle studies
5.	Degree profile	practical
6.	Mode of study	full-time

7.	<b>General information about the module</b>	
<b>Module name</b>		<b>Real-time audio</b>
Module code		W6-DigiCrea-MM-RTA
Number of the ECTS credits		2
Language of instruction		English
Purpose and description of the content of education		The "Real-time audio" module aims to introduce students to real-time audio processing technologies and techniques essential in various digital creativity fields. Using modern technology and software, participants will work with advanced tools for analyzing, synthesizing, and manipulating sound. The course covers both the theoretical foundations of audio processing and the practical application of audio tools in interactive contexts. Students will explore different methods of synchronizing sound with visuals and learn how to optimize audio processes in real-time. The classes will take the form of tutorials, allowing students to develop skills in practice actively. The course also provides essential competencies for working in industries where real-time audio processing is crucial, such as music production, VR technology, or interactive art installations.
List of modules that must be completed before starting this module (if necessary)		not applicable

8.	Learning outcomes of the module			
Code	Description	Learning outcomes of the programme	Level of competenc (scale 1-5)	
S2-RTA_1	The student knows the theory of real-time audio processing and its application in various fields of digital creativity.	W6-MM-S2-W02	4	
		W6-MM-S2-W03	4	
		W6-MM-S2-W04	5	
S2-RTA_2	The student can use advanced audio tools to analyze, synthesize, and manipulate sound in real time.	W6-MM-S2-U02	4	
		W6-MM-S2-U03	4	
		W6-MM-S2-U04	5	
S2-RTA_3	The student can synchronize audio with visuals, considering the specifics of real-time audio processing.	W6-MM-S2-U03	4	
		W6-MM-S2-U04	4	
		W6-MM-S2-U06	5	
S2-RTA_4	The student actively participates in group work, sharing ideas and collaborating with others to realize audio projects.	W6-MM-S2-K03	4	
		W6-MM-S2-K04	4	
		W6-MM-S2-K06	5	

S2-RTA_5	The student communicates effectively with other team members, collaborating in problem-solving related to real-time audio processing.	W6-MM-S2-K03	3
		W6-MM-S2-K06	5
		W6-MM-S2-K07	4

9. Methods of conducting classes		
Code	Category	Name (description)
b07	Problem-solving methods	Activating methods: a case study <i>a comprehensive description of a phenomenon connected with the selected discipline; reflecting the reality, presenting the 'what', 'where' and 'how' of the phenomenon, i.e., all of its key aspects to be discussed in class; used as a reproduction, presentation, discussion or diagnosis of factors that shape the phenomenon or interact with it; an in-depth qualitative analysis and evaluation of a selected phenomenon</i>
b08	Problem-solving methods	Activating method – peer learning <i>learning through the exchange of knowledge in a group/team/pair of students, i.e., in the so-called learning cell; a kind of mutual learning; an approach focused on student activity under the guidance of the person teaching the course; a learning situation where students with a similar level of experience learn from one another</i>
b09	Problem-solving methods	Activating method – flipped classroom <i>anticipatory learning; work in class is based on previously studied material indicated by the person teaching the course; preparation outside the classroom serves the purpose of getting familiar with the issues whose knowledge is necessary for participating in the in-class discussion and the training in the related practical skills; the activity is based on the work of students under the guidance of the person teaching the course</i>
c06	Demonstration methods	Demonstration-imitation <i>a presentation of a model way of performing specific activities accompanied by a commentary; it aims at triggering imitation activities in an individual or in a group of participants observing the activities of the person teaching the course until the right habit is formed through regular exercise; the demonstration-imitation method is combined with a physical practice of activities/behaviours</i>

10. Forms of teaching					
Code	Name	Number of hours	Assessment of the learning outcomes of the module	Learning outcomes of the module	Methods of conducting classes
C_RTA	practical classes	24	course work	S2-RTA_1, S2-RTA_2, S2-RTA_3, S2-RTA_4, S2-RTA_5	b07, b08, b09, c06

11. The student's work, apart from participation in classes, includes in particular:			
Code	Category	Name (description)	Is it part of the BUNA?
a01	Preparation for classes	Search for materials and review activities necessary for class participation <i>reviewing literature, documentation, tools and materials as well as the specifics of the syllabus and the range of activities indicated in it as required for full participation in classes</i>	Yes
a02	Preparation for classes	Literature reading / analysis of source materials <i>reading the literature indicated in the syllabus; reviewing, organizing, analyzing and selecting source materials to be used in class</i>	No
a03	Preparation for classes	Developing practical skills <i>activities involving the repetition, refinement and consolidation of practical skills, including those developed during previous classes or new skills necessary for the implementation of subsequent</i>	Yes



		<i>elements of the curriculum (as preparation for class participation)</i>	
c03	Preparation for verification of learning outcomes	Implementation of an individual or group assignment necessary for course/phase/ examination completion <i>a set of activities aimed at performing an assigned task, to be executed out of class, as an obligatory phase/element of the verification of the learning outcomes assigned to the course</i>	No

Information on the details of the module implementation in a given academic year can be found in the syllabus available in the USOS system: <https://usosweb.us.edu.pl>.

1.	<b>Field of study</b>	<b>Music in Multimedia</b>
2.	Faculty	Faculty of Fine Arts and Educational Science
3.	Academic year of entry	2025/2026 (winter term)
4.	Level of qualifications/degree	second-cycle studies
5.	Degree profile	practical
6.	Mode of study	full-time

7.	<b>General information about the module</b>	
<b>Module name</b>		<b>Real-time image</b>
Module code		W6-DigiCrea-MM-RTI
Number of the ECTS credits		2
Language of instruction		English
Purpose and description of the content of education		The "Real-time image" module focuses on developing skills in using real-time technologies to create and manipulate images in digital art and science. Throughout the course, students will explore techniques for generating and processing images in real-time, emphasizing interactivity, performance, and creative applications of technology. The module covers topics related to programming and using software tools to create images, which can be applied across various fields, such as video games, art installations, interactive exhibitions, and generative art. Participants will experiment with modern tools for visual effects creation, using video technology, computer imaging, and user interfaces. The course includes theoretical lectures and practical exercises, where students develop their projects. The module aims to enhance technical and creative skills and expand students' knowledge of visual applications in contemporary technologies.
List of modules that must be completed before starting this module (if necessary)		not applicable

8.	Learning outcomes of the module			
Code	Description	Learning outcomes of the programme	Level of competenc (scale 1-5)	
S2-RTI_1	The student knows the principles of creating and manipulating real-time images in the context of digital art and technology.	W6-MM-S2-W02	5	
		W6-MM-S2-W04	4	
		W6-MM-S2-W05	3	
S2-RTI_2	The student can program applications for generating and processing real-time images using appropriate tools.	W6-MM-S2-U02	2	
		W6-MM-S2-U03	4	
		W6-MM-S2-U04	5	
S2-RTI_3	The student can use modern technologies to create visual effects in various fields, such as video games or interactive exhibitions.	W6-MM-S2-U01	2	
		W6-MM-S2-U03	4	
		W6-MM-S2-U04	5	
S2-RTI_4	The student can collaborate effectively on creative projects related to real-time image processing.	W6-MM-S2-K02	3	
		W6-MM-S2-K03	4	



		W6-MM-S2-K06	5
S2-RTI_5	The student can present and discuss their visual projects in the context of modern technologies, engaging others in the discussion.	W6-MM-S2-K04 W6-MM-S2-K05 W6-MM-S2-K07	5 3 4

9. Methods of conducting classes		
Code	Category	Name (description)
b03	Problem-solving methods	Activating method – educational games <i>learning content in the guise of a rule- and/or principle-based game; conducted in a deliberately arranged situation based on the description of relevant facts and processes; learners compete with one another within the framework of rules laid down by the academic teacher; varieties include simulation games – involving a simulation of real situations; decision games – based on the decision-making process and the recognition of the consequences of the decisions made (e.g., a decision tree); psychological games – increasing the emotional-volitional component of the participants' attitudes</i>
b05	Problem-solving methods	Activating method – seminar / proseminar <i>a seminar method; usually an oral presentation of a previously studied/diagnosed problem delivered on a forum; it aims at provoking a discussion concerning the results of research work; a type of conference, course or training session modelled on seminar classes</i>
b09	Problem-solving methods	Activating method – flipped classroom <i>anticipatory learning; work in class is based on previously studied material indicated by the person teaching the course; preparation outside the classroom serves the purpose of getting familiar with the issues whose knowledge is necessary for participating in the in-class discussion and the training in the related practical skills; the activity is based on the work of students under the guidance of the person teaching the course</i>
c06	Demonstration methods	Demonstration-imitation <i>a presentation of a model way of performing specific activities accompanied by a commentary; it aims at triggering imitation activities in an individual or in a group of participants observing the activities of the person teaching the course until the right habit is formed through regular exercise; the demonstration-imitation method is combined with a physical practice of activities/behaviours</i>

10. Forms of teaching					
Code	Name	Number of hours	Assessment of the learning outcomes of the module	Learning outcomes of the module	Methods of conducting classes
C_RTI	practical classes	24	course work	S2-RTI_1, S2-RTI_2, S2-RTI_3, S2-RTI_4, S2-RTI_5	b03, b05, b09, c06

11. The student's work, apart from participation in classes, includes in particular:			
Code	Category	Name (description)	Is it part of the BUNA?
a01	Preparation for classes	Search for materials and review activities necessary for class participation <i>reviewing literature, documentation, tools and materials as well as the specifics of the syllabus and the range of activities indicated in it as required for full participation in classes</i>	Yes
a02	Preparation for classes	Literature reading / analysis of source materials <i>reading the literature indicated in the syllabus; reviewing, organizing, analyzing and selecting source materials to be used in class</i>	No
a03	Preparation for classes	Developing practical skills	Yes

		<i>activities involving the repetition, refinement and consolidation of practical skills, including those developed during previous classes or new skills necessary for the implementation of subsequent elements of the curriculum (as preparation for class participation)</i>	
c03	Preparation for verification of learning outcomes	Implementation of an individual or group assignment necessary for course/phase/ examination completion <i>a set of activities aimed at performing an assigned task, to be executed out of class, as an obligatory phase/element of the verification of the learning outcomes assigned to the course</i>	Yes

Information on the details of the module implementation in a given academic year can be found in the syllabus available in the USOS system: <https://usosweb.us.edu.pl>.

1.	<b>Field of study</b>	<b>Music in Multimedia</b>
2.	Faculty	Faculty of Fine Arts and Educational Science
3.	Academic year of entry	2025/2026 (winter term)
4.	Level of qualifications/degree	second-cycle studies
5.	Degree profile	practical
6.	Mode of study	full-time

7.	<b>General information about the module</b>	
<b>Module name</b>		<b>Recording of Acoustic Instruments, Voice and Choir</b>
Module code		W6-DigiCrea-MM-REC_A
Number of the ECTS credits		2
Language of instruction		English
Purpose and description of the content of education		The "Recording of Acoustic Instruments, Voice and Choir" module focuses on teaching sound recording techniques using acoustic instruments, the human voice, and choir. The tutorial-based course will provide participants with insights into the processes of recording sound in various acoustic environments. Students will work with different tools and technologies necessary for capturing high-quality audio material during the course. The module introduces microphone techniques, instrument placement, and the optimization of recording spaces. Participants will also learn to manage recordings with multiple sound sources, such as acoustic instruments and choirs. The course aims to develop practical and theoretical skills for working in a professional recording environment. The classes will require students to engage in independent work involving analysis and evaluation of recordings.
List of modules that must be completed before starting this module (if necessary)		not applicable

8.	<b>Learning outcomes of the module</b>			
Code	Description	Learning outcomes of the programme	Level of competenc (scale 1-5)	
S2-REC_A_1	The student knows the sound recording techniques in different acoustic environments, focusing on acoustic instruments, voice, and choir.	W6-MM-S2-W02 W6-MM-S2-W04 W6-MM-S2-W06	4 3 4	
S2-REC_A_2	The student can use appropriate microphone techniques and instrument placement to achieve high-quality recordings.	W6-MM-S2-U02 W6-MM-S2-U03 W6-MM-S2-U06	5 4 4	
S2-REC_A_3	In a professional studio, the student can manage the recording process with multiple sound sources, such as acoustic instruments and choirs.	W6-MM-S2-U02 W6-MM-S2-U03 W6-MM-S2-U06	5 4 4	
S2-REC_A_4	The student can effectively collaborate within a group, exchanging ideas and responsibilities during sound recording sessions.	W6-MM-S2-K02 W6-MM-S2-K06	4 5	

		W6-MM-S2-K07	3
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9. Methods of conducting classes		
Code	Category	Name (description)
a01	Lecture methods / expository methods	Formal lecture/ course-related lecture <i>a systematic course of study involving a synthetic presentation of an academic discipline; its implementation assumes a passive reception of the information provided</i>
b07	Problem-solving methods	Activating methods: a case study <i>a comprehensive description of a phenomenon connected with the selected discipline; reflecting the reality, presenting the 'what', 'where' and 'how' of the phenomenon, i.e., all of its key aspects to be discussed in class; used as a reproduction, presentation, discussion or diagnosis of factors that shape the phenomenon or interact with it; an in-depth qualitative analysis and evaluation of a selected phenomenon</i>
b09	Problem-solving methods	Activating method – flipped classroom <i>anticipatory learning; work in class is based on previously studied material indicated by the person teaching the course; preparation outside the classroom serves the purpose of getting familiar with the issues whose knowledge is necessary for participating in the in-class discussion and the training in the related practical skills; the activity is based on the work of students under the guidance of the person teaching the course</i>
c06	Demonstration methods	Demonstration-imitation <i>a presentation of a model way of performing specific activities accompanied by a commentary; it aims at triggering imitation activities in an individual or in a group of participants observing the activities of the person teaching the course until the right habit is formed through regular exercise; the demonstration-imitation method is combined with a physical practice of activities/behaviours</i>

10. Forms of teaching					
Code	Name	Number of hours	Assessment of the learning outcomes of the module	Learning outcomes of the module	Methods of conducting classes
C_REC_A	practical classes	30	course work	S2-REC_A_1, S2-REC_A_2, S2-REC_A_3, S2-REC_A_4	a01, b07, b09, c06

11. The student's work, apart from participation in classes, includes in particular:			
Code	Category	Name (description)	Is it part of the BUNA?
a01	Preparation for classes	Search for materials and review activities necessary for class participation <i>reviewing literature, documentation, tools and materials as well as the specifics of the syllabus and the range of activities indicated in it as required for full participation in classes</i>	Yes
a03	Preparation for classes	Developing practical skills <i>activities involving the repetition, refinement and consolidation of practical skills, including those developed during previous classes or new skills necessary for the implementation of subsequent elements of the curriculum (as preparation for class participation)</i>	Yes
c03	Preparation for verification of learning outcomes	Implementation of an individual or group assignment necessary for course/phase/ examination completion <i>a set of activities aimed at performing an assigned task, to be executed out of class, as an obligatory phase/element of the verification of the learning outcomes assigned to the course</i>	No
e01	Activities complementary to the classes	Undertaking, on one's own initiative and individually, activities aimed at expanding the scope	No

		or depth of the teaching content, also beyond the walls of the University <i>a set of activities undertaken independently and on the student's own initiative, aimed at expanding the depth and scope of knowledge and skills, their revision and repetition, retention or verification, also activities carried outside the university, e.g., in a culture promoting or educational institution, a laboratory, in the open air, etc.; also self-education</i>	
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Information on the details of the module implementation in a given academic year can be found in the syllabus available in the USOS system: <https://usosweb.us.edu.pl>.

1.	Field of study	Music in Multimedia
2.	Faculty	Faculty of Fine Arts and Educational Science
3.	Academic year of entry	2025/2026 (winter term)
4.	Level of qualifications/degree	second-cycle studies
5.	Degree profile	practical
6.	Mode of study	full-time

7.	General information about the module	
Module name		Recording of the amplified instruments, voice and electronics
Module code		W6-DigiCrea-MM-REC_B
Number of the ECTS credits		2
Language of instruction		English
Purpose and description of the content of education		The "Recording of the amplified instruments, voice, and electronics" module introduces students to recording and sound processing techniques for electric instruments, voice, and electronics. During the course, students will familiarize themselves with the latest tools and methods used in music production, focusing on sound recording, mixing techniques, and electronic signal processing. The course enables students to develop the skills to create professional recordings in various musical genres. This module provides an excellent opportunity for hands-on practice and developing individual technical skills in sound and music production.
List of modules that must be completed before starting this module (if necessary)		not applicable

8.	Learning outcomes of the module			
Code	Description	Learning outcomes of the programme	Level of competenc (scale 1-5)	
S2-REC_B_1	The student knows the recording techniques and signal processing methods for electric instruments, voice, and electronics in music production.	W6-MM-S2-W02 W6-MM-S2-W03 W6-MM-S2-W04	5 5 4	
S2-REC_B_2	The student can use modern tools and methods in music production to record and mix electric instruments, voice, and electronics.	W6-MM-S2-U02 W6-MM-S2-U03 W6-MM-S2-U06	4 5 4	
S2-REC_B_3	The student can perform electronic signal processing in professional sound production, including mixing and editing.	W6-MM-S2-U02 W6-MM-S2-U03 W6-MM-S2-U06	4 5 5	
S2-REC_B_4	The student can collaborate in a team, sharing knowledge and skills related to sound recording and music production.	W6-MM-S2-K03 W6-MM-S2-K05 W6-MM-S2-K06	4 3 5	

9. Methods of conducting classes		
Code	Category	Name (description)
b07	Problem-solving methods	Activating methods: a case study <i>a comprehensive description of a phenomenon connected with the selected discipline; reflecting the reality, presenting the 'what', 'where' and 'how' of the phenomenon, i.e., all of its key aspects to be discussed in class; used as a reproduction, presentation, discussion or diagnosis of factors that shape the phenomenon or interact with it; an in-depth qualitative analysis and evaluation of a selected phenomenon</i>
b09	Problem-solving methods	Activating method – flipped classroom <i>anticipatory learning; work in class is based on previously studied material indicated by the person teaching the course; preparation outside the classroom serves the purpose of getting familiar with the issues whose knowledge is necessary for participating in the in-class discussion and the training in the related practical skills; the activity is based on the work of students under the guidance of the person teaching the course</i>
c06	Demonstration methods	Demonstration-imitation <i>a presentation of a model way of performing specific activities accompanied by a commentary; it aims at triggering imitation activities in an individual or in a group of participants observing the activities of the person teaching the course until the right habit is formed through regular exercise; the demonstration-imitation method is combined with a physical practice of activities/behaviours</i>
d01	Programmed learning methods	Working with a computer <i>e.g., Webquest; implementation of educational tasks using electronic and digital devices, computer programs and Internet applications; the academic teacher acts as a consultant; students' work is carried out step by step according to the plan laid own by the person teaching the course and following his instructions, and proceeds towards producing the indicated results within the set deadline</i>

10. Forms of teaching					
Code	Name	Number of hours	Assessment of the learning outcomes of the module	Learning outcomes of the module	Methods of conducting classes
W_REC_B	practical classes	30	course work	S2-REC_B_1, S2-REC_B_2, S2-REC_B_3, S2-REC_B_4	b07, b09, c06, d01

11. The student's work, apart from participation in classes, includes in particular:			
Code	Category	Name (description)	Is it part of the BUNA?
a03	Preparation for classes	Developing practical skills <i>activities involving the repetition, refinement and consolidation of practical skills, including those developed during previous classes or new skills necessary for the implementation of subsequent elements of the curriculum (as preparation for class participation)</i>	Yes
a04	Preparation for classes	Consulting materials complementary to those indicated in the syllabus <i>agreeing on materials complementary to those indicated in the syllabus, supporting the implementation of tasks resulting from or necessary for class participation</i>	Yes
c03	Preparation for verification of learning outcomes	Implementation of an individual or group assignment necessary for course/phase/ examination completion <i>a set of activities aimed at performing an assigned task, to be executed out of class, as an obligatory phase/element of the verification of the learning outcomes assigned to the course</i>	No
e01	Activities complementary to the classes	Undertaking, on one's own initiative and individually, activities aimed at expanding the scope or depth of the teaching content, also beyond the walls of the University	No



		<i>a set of activities undertaken independently and on the student's own initiative, aimed at expanding the depth and scope of knowledge and skills, their revision and repetition, retention or verification, also activities carried outside the university, e.g., in a culture promoting or educational institution, a laboratory, in the open air, etc.; also self-education</i>	
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Information on the details of the module implementation in a given academic year can be found in the syllabus available in the USOS system: <https://usosweb.us.edu.pl>.



1.	<b>Field of study</b>	<b>Music in Multimedia</b>
2.	Faculty	Faculty of Fine Arts and Educational Science
3.	Academic year of entry	2025/2026 (winter term)
4.	Level of qualifications/degree	second-cycle studies
5.	Degree profile	practical
6.	Mode of study	full-time

7.	<b>General information about the module</b>	
<b>Module name</b>		<b>Set Design</b>
Module code		W6-DigiCrea-MM-SD
Number of the ECTS credits		2
Language of instruction		English
Purpose and description of the content of education		The "Set Design" module, part of the "Design Theory" group, provides students with an interdisciplinary approach to creating visual spaces within digital arts contexts. Students will explore techniques and processes for designing spaces that support visual storytelling, integrating traditional elements and modern technologies. The lectures will cover topics on the theory and history of set design and contemporary digital tools used in the field. Participants will learn the principles of set design in the context of visual media, such as films, video games, and interactive installations. The program also includes case studies and discussions on current trends in spatial design. The module aims to foster critical thinking and creativity in visual design approaches.
List of modules that must be completed before starting this module (if necessary)		not applicable

8.	Learning outcomes of the module			
Code	Description	Learning outcomes of the programme	Level of competenc (scale 1-5)	
IMG-S2-SD_1	The student knows the history and theory of set design and its role in visual media, such as films, video games, and interactive installations.	W6-MM-S2-W01	5	
		W6-MM-S2-W02	3	
		W6-MM-S2-W05	4	
IMG-S2-SD_2	The student knows contemporary digital tools used in the design of visual spaces.	W6-MM-S2-W01	4	
		W6-MM-S2-W02	5	
		W6-MM-S2-W05	3	
IMG-S2-SD_3	The student knows the techniques of set design that support visual storytelling in various media.	W6-MM-S2-W01	4	
		W6-MM-S2-W02	5	
		W6-MM-S2-W07	3	
IMG-S2-SD_4	The student can apply set design principles in the context of contemporary technologies and visual media.	W6-MM-S2-U02	3	
		W6-MM-S2-U03	4	
		W6-MM-S2-U04	5	

IMG-S2-SD_5	The student discusses the latest trends in space design, demonstrating the ability to collaborate and exchange ideas within a group.	W6-MM-S2-K04	4
		W6-MM-S2-K05	3
		W6-MM-S2-K06	1

9. Methods of conducting classes		
Code	Category	Name (description)
a01	Lecture methods / expository methods	Formal lecture/ course-related lecture <i>a systematic course of study involving a synthetic presentation of an academic discipline; its implementation assumes a passive reception of the information provided</i>
b02	Problem-solving methods	Lecture-discussion <i>transmission of content involving interaction with the lecture audience; discussion of lecture-related issues is one of its elements or constitutes its follow-up</i>
b07	Problem-solving methods	Activating methods: a case study <i>a comprehensive description of a phenomenon connected with the selected discipline; reflecting the reality, presenting the 'what', 'where' and 'how' of the phenomenon, i.e., all of its key aspects to be discussed in class; used as a reproduction, presentation, discussion or diagnosis of factors that shape the phenomenon or interact with it; an in-depth qualitative analysis and evaluation of a selected phenomenon</i>
c07	Demonstration methods	Screen presentation <i>a presentation of synthetic image content using computer graphics, e.g., a series of slides or other multimedia forms, usually accompanied by a commentary; typical components of a screen presentation include text organized into bulleted points, charts, images and animations, sometimes sound effects or music; a multimedia illustration of course content presented in the form of a projected image</i>

10. Forms of teaching					
Code	Name	Number of hours	Assessment of the learning outcomes of the module	Learning outcomes of the module	Methods of conducting classes
W_SD	lecture	24	course work	IMG-S2-SD_1, IMG-S2-SD_2, IMG-S2-SD_3, IMG-S2-SD_4, IMG-S2-SD_5	a01, b02, b07, c07

11. The student's work, apart from participation in classes, includes in particular:			
Code	Category	Name (description)	Is it part of the BUNA?
a01	Preparation for classes	Search for materials and review activities necessary for class participation <i>reviewing literature, documentation, tools and materials as well as the specifics of the syllabus and the range of activities indicated in it as required for full participation in classes</i>	Yes
a02	Preparation for classes	Literature reading / analysis of source materials <i>reading the literature indicated in the syllabus; reviewing, organizing, analyzing and selecting source materials to be used in class</i>	Yes
c03	Preparation for verification of learning outcomes	Implementation of an individual or group assignment necessary for course/phase/ examination completion <i>a set of activities aimed at performing an assigned task, to be executed out of class, as an obligatory phase/element of the verification of the learning outcomes assigned to the course</i>	Yes



e01	Activities complementary to the classes	Undertaking, on one's own initiative and individually, activities aimed at expanding the scope or depth of the teaching content, also beyond the walls of the University <i>a set of activities undertaken independently and on the student's own initiative, aimed at expanding the depth and scope of knowledge and skills, their revision and repetition, retention or verification, also activities carried outside the university, e.g., in a culture promoting or educational institution, a laboratory, in the open air, etc.; also self-education</i>	No
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Information on the details of the module implementation in a given academic year can be found in the syllabus available in the USOS system: <https://usosweb.us.edu.pl>.

1.	<b>Field of study</b>	<b>Music in Multimedia</b>
2.	Faculty	Faculty of Fine Arts and Educational Science
3.	Academic year of entry	2025/2026 (winter term)
4.	Level of qualifications/degree	second-cycle studies
5.	Degree profile	practical
6.	Mode of study	full-time

7.	<b>General information about the module</b>	
<b>Module name</b>		<b>Signal processing</b>
Module code		W6-DigiCrea-MM-SP
Number of the ECTS credits		2
Language of instruction		English
Purpose and description of the content of education		The "Signal Processing" module introduces fundamental audio signal analysis, modification, and synthesis principles using digital tools. Students will explore techniques for signal representation in time and frequency domains, such as Fourier transforms and filtering. The course covers practical applications in the context of sound art, interactive installations, and electronic music creation. Lectures focus on theoretical foundations, while tutorials develop programming skills and proficiency with advanced software. The module emphasizes the integration of technology with the creative artistic process. Participants will gain competencies in analyzing and processing sounds in various work environments, paving the way for further exploration in sound and multimedia fields.
List of modules that must be completed before starting this module (if necessary)		not applicable

8.	Learning outcomes of the module			
Code	Description	Learning outcomes of the programme	Level of competenc (scale 1-5)	
SND-S2-SP_1	The student knows the principles of analysis, modification, and synthesis of audio signals in a digital environment.	W6-MM-S2-W02	5	
		W6-MM-S2-W03	5	
		W6-MM-S2-W04	4	
SND-S2-SP_2	The student understands techniques for representing signals in the time and frequency domains, such as Fourier transform and filtering.	W6-MM-S2-W02	5	
		W6-MM-S2-W03	5	
		W6-MM-S2-W04	4	
SND-S2-SP_3	The student can program and use advanced software to process audio signals.	W6-MM-S2-U02	5	
		W6-MM-S2-U03	4	
		W6-MM-S2-U06	4	
SND-S2-SP_4	The student can apply acquired knowledge to implement practical sound art and electronic music projects.	W6-MM-S2-U01	5	
		W6-MM-S2-U02	5	
		W6-MM-S2-U04	4	

SND-S2-SP_5	The student demonstrates readiness to integrate digital technologies into the creative artistic process in both team and individual work.	W6-MM-S2-K03	4
		W6-MM-S2-K06	5
		W6-MM-S2-K07	5

9. Methods of conducting classes		
Code	Category	Name (description)
a01	Lecture methods / expository methods	Formal lecture/ course-related lecture <i>a systematic course of study involving a synthetic presentation of an academic discipline; its implementation assumes a passive reception of the information provided</i>
b01	Problem-solving methods	Problem-based lecture <i>an analysis of a selected scientific or practical problem accompanied by its assessment and an attempt to provide a solution to the issues presented in the lecture as well as the indication of the consequences of the proposed solution</i>
b09	Problem-solving methods	Activating method – flipped classroom <i>anticipatory learning; work in class is based on previously studied material indicated by the person teaching the course; preparation outside the classroom serves the purpose of getting familiar with the issues whose knowledge is necessary for participating in the in-class discussion and the training in the related practical skills; the activity is based on the work of students under the guidance of the person teaching the course</i>
c06	Demonstration methods	Demonstration-imitation <i>a presentation of a model way of performing specific activities accompanied by a commentary; it aims at triggering imitation activities in an individual or in a group of participants observing the activities of the person teaching the course until the right habit is formed through regular exercise; the demonstration-imitation method is combined with a physical practice of activities/behaviours</i>

10. Forms of teaching					
Code	Name	Number of hours	Assessment of the learning outcomes of the module	Learning outcomes of the module	Methods of conducting classes
C_SP	practical classes	18	course work	SND-S2-SP_3, SND-S2-SP_4, SND-S2-SP_5	b09, c06
W_SP	lecture	12	exam	SND-S2-SP_1, SND-S2-SP_2	a01, b01

11. The student's work, apart from participation in classes, includes in particular:			
Code	Category	Name (description)	Is it part of the BUNA?
a01	Preparation for classes	Search for materials and review activities necessary for class participation <i>reviewing literature, documentation, tools and materials as well as the specifics of the syllabus and the range of activities indicated in it as required for full participation in classes</i>	No
a02	Preparation for classes	Literature reading / analysis of source materials <i>reading the literature indicated in the syllabus; reviewing, organizing, analyzing and selecting source materials to be used in class</i>	No
a03	Preparation for classes	Developing practical skills <i>activities involving the repetition, refinement and consolidation of practical skills, including those developed during previous classes or new skills necessary for the implementation of subsequent elements of the curriculum (as preparation for class participation)</i>	Yes

c03	Preparation for verification of learning outcomes	Implementation of an individual or group assignment necessary for course/phase/ examination completion <i>a set of activities aimed at performing an assigned task, to be executed out of class, as an obligatory phase/element of the verification of the learning outcomes assigned to the course</i>	Yes
d01	Consulting the results of the verification of learning outcomes	Analysis of the corrective feedback provided by the academic teacher on the results of the verification of learning outcomes <i>reading through the academic teacher's comments, assessments and opinions on the implementation of the task aimed at checking the level of the achieved learning outcomes</i>	Yes

Information on the details of the module implementation in a given academic year can be found in the syllabus available in the USOS system: <https://usosweb.us.edu.pl>.

1.	<b>Field of study</b>	<b>Music in Multimedia</b>
2.	Faculty	Faculty of Fine Arts and Educational Science
3.	Academic year of entry	2025/2026 (winter term)
4.	Level of qualifications/degree	second-cycle studies
5.	Degree profile	practical
6.	Mode of study	full-time

7.	<b>General information about the module</b>	
<b>Module name</b>		<b>Sound arts and technologies</b>
Module code		W6-DigiCrea-MM-SAT
Number of the ECTS credits		5
Language of instruction		English
Purpose and description of the content of education		The "Sound Arts and Technologies" module aims to foster creativity in the field of sound art through the use of modern technologies. The workshop-based course allows students to experiment with various sound technologies and their applications in the artistic context. During the workshops, students will work on projects that blend theory with practice and develop skills in sound creation and manipulation within different multimedia environments. The module also covers technical aspects, such as audio equipment operation, sound programming, and sound interaction design. Classes will include hands-on sessions in labs and individual consultations with instructors. Students will be encouraged to approach sound creatively and explore new artistic forms. Combining theory, technology, and creativity allows students to create unique sound projects that exemplify a modern approach to sound art.
List of modules that must be completed before starting this module (if necessary)		not applicable

8.	Learning outcomes of the module			
Code	Description	Learning outcomes of the programme	Level of competenc (scale 1-5)	
SND-S2-SAT_1	The student knows the theoretical foundations of sound art and modern audio technologies.	W6-MM-S2-W02	4	
		W6-MM-S2-W03	5	
		W6-MM-S2-W04	4	
SND-S2-SAT_2	The student can experiment with various sound technologies and their applications in an artistic context.	W6-MM-S2-U02	4	
		W6-MM-S2-U03	5	
		W6-MM-S2-U04	5	
SND-S2-SAT_3	The student can create and manipulate sound in different multimedia environments, blending theory with practice.	W6-MM-S2-U02	4	
		W6-MM-S2-U03	5	
		W6-MM-S2-U04	4	
SND-S2-SAT_4	The student can operate audio equipment and apply sound programming and interaction design techniques.	W6-MM-S2-U02	5	
		W6-MM-S2-U04	4	

		W6-MM-S2-U06	4
SND-S2-SAT_5	The student actively collaborates with others, sharing knowledge and ideas in the context of sound projects.	W6-MM-S2-K02	3
		W6-MM-S2-K03	4
		W6-MM-S2-K06	5
SND-S2-SAT_6	The student adopts a creative approach to sound, encouraging others to explore new artistic forms.	W6-MM-S2-K03	3
		W6-MM-S2-K04	4
		W6-MM-S2-K07	5

9. Methods of conducting classes		
Code	Category	Name (description)
b08	Problem-solving methods	Activating method – peer learning <i>learning through the exchange of knowledge in a group/team/pair of students, i.e., in the so-called learning cell; a kind of mutual learning; an approach focused on student activity under the guidance of the person teaching the course; a learning situation where students with a similar level of experience learn from one another</i>
b09	Problem-solving methods	Activating method – flipped classroom <i>anticipatory learning; work in class is based on previously studied material indicated by the person teaching the course; preparation outside the classroom serves the purpose of getting familiar with the issues whose knowledge is necessary for participating in the in-class discussion and the training in the related practical skills; the activity is based on the work of students under the guidance of the person teaching the course</i>
c06	Demonstration methods	Demonstration-imitation <i>a presentation of a model way of performing specific activities accompanied by a commentary; it aims at triggering imitation activities in an individual or in a group of participants observing the activities of the person teaching the course until the right habit is formed through regular exercise; the demonstration-imitation method is combined with a physical practice of activities/behaviours</i>
d01	Programmed learning methods	Working with a computer <i>e.g., Webquest; implementation of educational tasks using electronic and digital devices, computer programs and Internet applications; the academic teacher acts as a consultant; students' work is carried out step by step according to the plan laid own by the person teaching the course and following his instructions, and proceeds towards producing the indicated results within the set deadline</i>

10. Forms of teaching					
Code	Name	Number of hours	Assessment of the learning outcomes of the module	Learning outcomes of the module	Methods of conducting classes
Wr-SAT	workshop	42	exam	SND-S2-SAT_1, SND-S2-SAT_2, SND-S2-SAT_3, SND-S2-SAT_4, SND-S2-SAT_5, SND-S2-SAT_6	b08, b09, c06, d01

11. The student's work, apart from participation in classes, includes in particular:			
Code	Category	Name (description)	Is it part of the BUNA?
a02	Preparation for classes	Literature reading / analysis of source materials <i>reading the literature indicated in the syllabus; reviewing, organizing, analyzing and selecting source materials to be used in class</i>	No



a03	Preparation for classes	Developing practical skills <i>activities involving the repetition, refinement and consolidation of practical skills, including those developed during previous classes or new skills necessary for the implementation of subsequent elements of the curriculum (as preparation for class participation)</i>	Yes
a04	Preparation for classes	Consulting materials complementary to those indicated in the syllabus <i>agreeing on materials complementary to those indicated in the syllabus, supporting the implementation of tasks resulting from or necessary for class participation</i>	Yes
c03	Preparation for verification of learning outcomes	Implementation of an individual or group assignment necessary for course/phase/ examination completion <i>a set of activities aimed at performing an assigned task, to be executed out of class, as an obligatory phase/element of the verification of the learning outcomes assigned to the course</i>	Yes

Information on the details of the module implementation in a given academic year can be found in the syllabus available in the USOS system: <https://usosweb.us.edu.pl>.

1.	Field of study	Music in Multimedia
2.	Faculty	Faculty of Fine Arts and Educational Science
3.	Academic year of entry	2025/2026 (winter term)
4.	Level of qualifications/degree	second-cycle studies
5.	Degree profile	practical
6.	Mode of study	full-time

7.	General information about the module	
Module name		Sound Design
Module code		W6-DigiCrea-MM-SDE
Number of the ECTS credits		1
Language of instruction		English
Purpose and description of the content of education		The "Sound Design" module allows students to explore the process of sound creation in the context of films, video games, and other visual media. The course covers both theoretical and practical aspects of sound design, including working with sound effects, field recordings, dialogue, and music. Students will develop skills in creating sound from scratch, experimenting with different techniques and technologies to achieve specific sound effects. The course fosters creativity, allowing participants to create original sound projects. The module concludes with a presentation of individual student projects assessed on originality, technical quality, and artistic merit.
List of modules that must be completed before starting this module (if necessary)		not applicable

8.	Learning outcomes of the module			
Code	Description	Learning outcomes of the programme	Level of competenc (scale 1-5)	
SND-S2-SDe_1	The student knows the sound design principles in visual media, such as films, video games, and other audiovisual productions.	W6-MM-S2-W02	4	
		W6-MM-S2-W03	4	
		W6-MM-S2-W04	5	
SND-S2-SDe_2	The student can experiment with various techniques for creating sound effects and music, adjusting them to the project's requirements.	W6-MM-S2-U02	5	
		W6-MM-S2-U03	4	
		W6-MM-S2-U04	4	
SND-S2-SDe_3	The student can record and process field sounds and dialogues to achieve the desired effects in audiovisual production.	W6-MM-S2-U02	5	
		W6-MM-S2-U03	4	
		W6-MM-S2-U06	4	
SND-S2-SDe_4	The student can collaborate with other project team members, sharing ideas and feedback to achieve the best possible outcomes.	W6-MM-S2-K02	4	
		W6-MM-S2-K03	4	
		W6-MM-S2-K06	5	

9. Methods of conducting classes		
Code	Category	Name (description)
c03	Demonstration methods	Audio playback / audio drama <i>preparation and reproduction of sound material (audio recording) in its entirety or in fragments in order to illustrate the content taught in class, to submit it to analysis and evaluation or to use it as a method of sound perception, including the appreciation of a musical piece, an artistic audio drama, an oral presentation of an artistic or scientific text as well as a media text; analysis of the sound material recorded on a carrier with a view to studying a sound-related phenomenon</i>
c06	Demonstration methods	Demonstration-imitation <i>a presentation of a model way of performing specific activities accompanied by a commentary; it aims at triggering imitation activities in an individual or in a group of participants observing the activities of the person teaching the course until the right habit is formed through regular exercise; the demonstration-imitation method is combined with a physical practice of activities/behaviours</i>
c07	Demonstration methods	Screen presentation <i>a presentation of synthetic image content using computer graphics, e.g., a series of slides or other multimedia forms, usually accompanied by a commentary; typical components of a screen presentation include text organized into bulleted points, charts, images and animations, sometimes sound effects or music; a multimedia illustration of course content presented in the form of a projected image</i>

10. Forms of teaching					
Code	Name	Number of hours	Assessment of the learning outcomes of the module	Learning outcomes of the module	Methods of conducting classes
C_SDE	practical classes	12	course work	SND-S2-SDe_1, SND-S2-SDe_2, SND-S2-SDe_3, SND-S2-SDe_4	c03, c06, c07

11. The student's work, apart from participation in classes, includes in particular:			
Code	Category	Name (description)	Is it part of the BUNA?
a03	Preparation for classes	Developing practical skills <i>activities involving the repetition, refinement and consolidation of practical skills, including those developed during previous classes or new skills necessary for the implementation of subsequent elements of the curriculum (as preparation for class participation)</i>	No
a05	Preparation for classes	Production/preparation of tools, materials or documentation necessary for class participation <i>developing, preparing and assessing the usefulness of tools and materials (e.g. aids, scenarios, research tools, equipment, etc.) to be employed in class or as an aid when preparing for classes</i>	No
c03	Preparation for verification of learning outcomes	Implementation of an individual or group assignment necessary for course/phase/ examination completion <i>a set of activities aimed at performing an assigned task, to be executed out of class, as an obligatory phase/element of the verification of the learning outcomes assigned to the course</i>	No
e01	Activities complementary to the classes	Undertaking, on one's own initiative and individually, activities aimed at expanding the scope or depth of the teaching content, also beyond the walls of the University <i>a set of activities undertaken independently and on the student's own initiative, aimed at expanding the depth and scope of knowledge and skills, their revision and repetition, retention or verification, also activities carried outside the university, e.g., in a culture promoting or educational institution, a laboratory, in the open air, etc.; also self-education</i>	No

Information on the details of the module implementation in a given academic year can be found in the syllabus available in the USOS system: <https://usosweb.us.edu.pl>.

1.	<b>Field of study</b>	<b>Music in Multimedia</b>
2.	Faculty	Faculty of Fine Arts and Educational Science
3.	Academic year of entry	2025/2026 (winter term)
4.	Level of qualifications/degree	second-cycle studies
5.	Degree profile	practical
6.	Mode of study	full-time

7.	<b>General information about the module</b>	
<b>Module name</b>		<b>Sound effects</b>
Module code		W6-DigiCrea-MM-SEF
Number of the ECTS credits		2
Language of instruction		English
Purpose and description of the content of education		The "Sound Effects" module focuses on exploring the role of sound effects in creating immersive audiovisual experiences. Students will be able to delve into techniques for creating, modifying, and implementing sound effects in various artistic and commercial contexts. The course includes hands-on workshops where participants will work on developing and integrating sounds with visuals. The module also covers technological aspects, such as specialized software and sound tools for professional sound effects production. The course allows students to develop their creativity, providing tools for experimenting with sound in different creative forms. Participants will work both individually and in groups, gaining experience in teamwork. The module's outcome will be creating a sound project demonstrating the participants' skills in developing and utilizing sound effects.
List of modules that must be completed before starting this module (if necessary)		not applicable

8.	Learning outcomes of the module			
Code	Description	Learning outcomes of the programme	Level of competenc (scale 1-5)	
SND-S2-SEF_1	The student knows techniques for creating, modifying and implementing sound effects in various artistic and commercial contexts.	W6-MM-S2-W02	5	
		W6-MM-S2-W03	4	
		W6-MM-S2-W04	4	
SND-S2-SEF_2	The student can use specialized software and tools for professional sound effects production.	W6-MM-S2-U02	5	
		W6-MM-S2-U03	5	
		W6-MM-S2-U04	4	
SND-S2-SEF_3	The student can integrate sound effects with visual material to create cohesive audiovisual experiences.	W6-MM-S2-U01	4	
		W6-MM-S2-U03	5	
		W6-MM-S2-U04	5	
SND-S2-SEF_4	The student demonstrates the ability to work individually and collaboratively on sound projects.	W6-MM-S2-K02	4	
		W6-MM-S2-K04	3	

		W6-MM-S2-K06	5
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9. Methods of conducting classes		
Code	Category	Name (description)
b07	Problem-solving methods	Activating methods: a case study <i>a comprehensive description of a phenomenon connected with the selected discipline; reflecting the reality, presenting the 'what', 'where' and 'how' of the phenomenon, i.e., all of its key aspects to be discussed in class; used as a reproduction, presentation, discussion or diagnosis of factors that shape the phenomenon or interact with it; an in-depth qualitative analysis and evaluation of a selected phenomenon</i>
b08	Problem-solving methods	Activating method – peer learning <i>learning through the exchange of knowledge in a group/team/pair of students, i.e., in the so-called learning cell; a kind of mutual learning; an approach focused on student activity under the guidance of the person teaching the course; a learning situation where students with a similar level of experience learn from one another</i>
c02	Demonstration methods	Video show <i>reproducing a film or video material in its entirety or in fragments in order to illustrate the content taught in class, to submit it to analysis and evaluation or to use it as an exercise in image perception; a film/video can be a work of art, an illustration (also technical illustration) of a content/phenomenon/object, a private record of an action, a media image, etc.</i>
c06	Demonstration methods	Demonstration-imitation <i>a presentation of a model way of performing specific activities accompanied by a commentary; it aims at triggering imitation activities in an individual or in a group of participants observing the activities of the person teaching the course until the right habit is formed through regular exercise; the demonstration-imitation method is combined with a physical practice of activities/behaviours</i>

10. Forms of teaching					
Code	Name	Number of hours	Assessment of the learning outcomes of the module	Learning outcomes of the module	Methods of conducting classes
Wr_SEF	workshop	15	course work	SND-S2-SEF_1, SND-S2-SEF_2, SND-S2-SEF_3, SND-S2-SEF_4	b07, b08, c02, c06

11. The student's work, apart from participation in classes, includes in particular:			
Code	Category	Name (description)	Is it part of the BUNA?
a02	Preparation for classes	Literature reading / analysis of source materials <i>reading the literature indicated in the syllabus; reviewing, organizing, analyzing and selecting source materials to be used in class</i>	No
a03	Preparation for classes	Developing practical skills <i>activities involving the repetition, refinement and consolidation of practical skills, including those developed during previous classes or new skills necessary for the implementation of subsequent elements of the curriculum (as preparation for class participation)</i>	No
c03	Preparation for verification of learning outcomes	Implementation of an individual or group assignment necessary for course/phase/ examination completion <i>a set of activities aimed at performing an assigned task, to be executed out of class, as an obligatory phase/element of the verification of the learning outcomes assigned to the course</i>	No
d01	Consulting the results of the verification of	Analysis of the corrective feedback provided by the academic teacher on the results of the	Yes

	learning outcomes	verification of learning outcomes <i>reading through the academic teacher's comments, assessments and opinions on the implementation of the task aimed at checking the level of the achieved learning outcomes</i>	
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Information on the details of the module implementation in a given academic year can be found in the syllabus available in the USOS system: <https://usosweb.us.edu.pl>.

1.	<b>Field of study</b>	<b>Music in Multimedia</b>
2.	Faculty	Faculty of Fine Arts and Educational Science
3.	Academic year of entry	2025/2026 (winter term)
4.	Level of qualifications/degree	second-cycle studies
5.	Degree profile	practical
6.	Mode of study	full-time

7.	<b>General information about the module</b>	
<b>Module name</b>		<b>Sound post-production</b>
Module code		W6-DigiCrea-MM-SPP
Number of the ECTS credits		2
Language of instruction		English
Purpose and description of the content of education		The Sound post-production module focuses on techniques and processes related to sound post-production in audiovisual projects. Participants explore mixing, mastering, sound effects creation, and audio synchronization with visuals. The course involves working with professional software and tools, enabling the development of practical and creative skills. Students use short projects to apply their multimedia, film, or interactive production expertise. The program includes independent work on audio materials, supporting individual growth and more profound knowledge. The workshops provide an opportunity to explore modern technological solutions in sound.
List of modules that must be completed before starting this module (if necessary)		not applicable

8.	Learning outcomes of the module			
Code	Description	Learning outcomes of the programme	Level of competenc (scale 1-5)	
SND-S2-SPP_1	The student knows techniques and processes related to sound post-production in audiovisual projects.	W6-MM-S2-W02	5	
		W6-MM-S2-W03	4	
		W6-MM-S2-W04	4	
SND-S2-SPP_2	The student can use tools and software for mixing, mastering, and audio synchronization with visuals.	W6-MM-S2-U02	5	
		W6-MM-S2-U03	5	
		W6-MM-S2-U04	4	
SND-S2-SPP_3	The student completes short audio projects, applying their skills in multimedia, film, or interactive productions.	W6-MM-S2-U01	5	
		W6-MM-S2-U03	5	
		W6-MM-S2-U04	4	
SND-S2-SPP_4	The student collaborates effectively in a team to accomplish tasks related to sound post-production	W6-MM-S2-K02	3	
		W6-MM-S2-K04	4	
		W6-MM-S2-K06	5	



9. Methods of conducting classes		
Code	Category	Name (description)
b07	Problem-solving methods	Activating methods: a case study <i>a comprehensive description of a phenomenon connected with the selected discipline; reflecting the reality, presenting the 'what', 'where' and 'how' of the phenomenon, i.e., all of its key aspects to be discussed in class; used as a reproduction, presentation, discussion or diagnosis of factors that shape the phenomenon or interact with it; an in-depth qualitative analysis and evaluation of a selected phenomenon</i>
b08	Problem-solving methods	Activating method – peer learning <i>learning through the exchange of knowledge in a group/team/pair of students, i.e., in the so-called learning cell; a kind of mutual learning; an approach focused on student activity under the guidance of the person teaching the course; a learning situation where students with a similar level of experience learn from one another</i>
c02	Demonstration methods	Video show <i>reproducing a film or video material in its entirety or in fragments in order to illustrate the content taught in class, to submit it to analysis and evaluation or to use it as an exercise in image perception; a film/video can be a work of art, an illustration (also technical illustration) of a content/phenomenon/object, a private record of an action, a media image, etc.</i>
c06	Demonstration methods	Demonstration-imitation <i>a presentation of a model way of performing specific activities accompanied by a commentary; it aims at triggering imitation activities in an individual or in a group of participants observing the activities of the person teaching the course until the right habit is formed through regular exercise; the demonstration-imitation method is combined with a physical practice of activities/behaviours</i>

10. Forms of teaching					
Code	Name	Number of hours	Assessment of the learning outcomes of the module	Learning outcomes of the module	Methods of conducting classes
Wr_SPP	workshop	15	course work	SND-S2-SPP_1, SND-S2-SPP_2, SND-S2-SPP_3, SND-S2-SPP_4	b07, b08, c02, c06

11. The student's work, apart from participation in classes, includes in particular:			
Code	Category	Name (description)	Is it part of the BUNA?
a02	Preparation for classes	Literature reading / analysis of source materials <i>reading the literature indicated in the syllabus; reviewing, organizing, analyzing and selecting source materials to be used in class</i>	No
a03	Preparation for classes	Developing practical skills <i>activities involving the repetition, refinement and consolidation of practical skills, including those developed during previous classes or new skills necessary for the implementation of subsequent elements of the curriculum (as preparation for class participation)</i>	No
c03	Preparation for verification of learning outcomes	Implementation of an individual or group assignment necessary for course/phase/ examination completion <i>a set of activities aimed at performing an assigned task, to be executed out of class, as an obligatory phase/element of the verification of the learning outcomes assigned to the course</i>	Yes
e01	Activities complementary to the classes	Undertaking, on one's own initiative and individually, activities aimed at expanding the scope or depth of the teaching content, also beyond the walls of the University	No

		<i>a set of activities undertaken independently and on the student's own initiative, aimed at expanding the depth and scope of knowledge and skills, their revision and repetition, retention or verification, also activities carried outside the university, e.g., in a culture promoting or educational institution, a laboratory, in the open air, etc.; also self-education</i>	
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Information on the details of the module implementation in a given academic year can be found in the syllabus available in the USOS system: <https://usosweb.us.edu.pl>.

1.	<b>Field of study</b>	<b>Music in Multimedia</b>
2.	Faculty	Faculty of Fine Arts and Educational Science
3.	Academic year of entry	2025/2026 (winter term)
4.	Level of qualifications/degree	second-cycle studies
5.	Degree profile	practical
6.	Mode of study	full-time

7.	<b>General information about the module</b>	
<b>Module name</b>		<b>Sound Production for Video Games</b>
Module code		W6-DigiCrea-MM-SPVG
Number of the ECTS credits		5
Language of instruction		English
Purpose and description of the content of education		The module "Sound Production for Video Games" is an intensive workshop that allows students to explore the practical aspects of sound creation and soundtracks for video games. Students will work with various technologies and tools used in sound production, learning to create sound effects, record dialogues, compose music, and implement these elements into the game. The module also analyzes existing sound design solutions in games and discusses the challenges of creating immersive audio experiences. Participants can collaborate in groups, taking responsibility for different aspects of sound production in their projects. The module combines theory and practice, encouraging a creative approach and experimentation with sound in the context of video games. Experienced industry professionals will lead the classes, and students will have the chance to work with professional equipment and software.
List of modules that must be completed before starting this module (if necessary)		not applicable

8.	Learning outcomes of the module			
Code	Description	Learning outcomes of the programme	Level of competenc (scale 1-5)	
S2-MVG_1	The student knows the principles of musical composition in video games, including integrating music with narrative, interactivity, and game mechanics.	W6-MM-S2-W02	4	
		W6-MM-S2-W04	5	
		W6-MM-S2-W06	3	
S2-MVG_2	The student knows various musical genres used in video games and the techniques employed to create soundtracks.	W6-MM-S2-W02	4	
		W6-MM-S2-W04	5	
		W6-MM-S2-W06	4	
S2-MVG_3	The student can analyze and evaluate music in the context of video games and identify its impact on the emotional engagement of players.	W6-MM-S2-U01	3	
		W6-MM-S2-U03	2	
		W6-MM-S2-U05	5	
S2-MVG_4	The student actively participates in discussions about the role of music in video games, collaborating with other students to develop creative ideas.	W6-MM-S2-K03	3	
		W6-MM-S2-K04	3	

		W6-MM-S2-K06	5
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9. Methods of conducting classes		
Code	Category	Name (description)
a01	Lecture methods / expository methods	Formal lecture/ course-related lecture <i>a systematic course of study involving a synthetic presentation of an academic discipline; its implementation assumes a passive reception of the information provided</i>
b01	Problem-solving methods	Problem-based lecture <i>an analysis of a selected scientific or practical problem accompanied by its assessment and an attempt to provide a solution to the issues presented in the lecture as well as the indication of the consequences of the proposed solution</i>
b02	Problem-solving methods	Lecture-discussion <i>transmission of content involving interaction with the lecture audience; discussion of lecture-related issues is one of its elements or constitutes its follow-up</i>
c02	Demonstration methods	Video show <i>reproducing a film or video material in its entirety or in fragments in order to illustrate the content taught in class, to submit it to analysis and evaluation or to use it as an exercise in image perception; a film/video can be a work of art, an illustration (also technical illustration) of a content/phenomenon/object, a private record of an action, a media image, etc.</i>

10. Forms of teaching					
Code	Name	Number of hours	Assessment of the learning outcomes of the module	Learning outcomes of the module	Methods of conducting classes
Wr_SPVG	workshop	42	exam	S2-MVG_1, S2-MVG_2, S2-MVG_3, S2-MVG_4	a01, b01, b02, c02

11. The student's work, apart from participation in classes, includes in particular:			
Code	Category	Name (description)	Is it part of the BUNA?
a01	Preparation for classes	Search for materials and review activities necessary for class participation <i>reviewing literature, documentation, tools and materials as well as the specifics of the syllabus and the range of activities indicated in it as required for full participation in classes</i>	Yes
a02	Preparation for classes	Literature reading / analysis of source materials <i>reading the literature indicated in the syllabus; reviewing, organizing, analyzing and selecting source materials to be used in class</i>	No
c03	Preparation for verification of learning outcomes	Implementation of an individual or group assignment necessary for course/phase/ examination completion <i>a set of activities aimed at performing an assigned task, to be executed out of class, as an obligatory phase/element of the verification of the learning outcomes assigned to the course</i>	Yes
e01	Activities complementary to the classes	Undertaking, on one's own initiative and individually, activities aimed at expanding the scope or depth of the teaching content, also beyond the walls of the University <i>a set of activities undertaken independently and on the student's own initiative, aimed at expanding the depth and scope of knowledge and skills, their revision and repetition, retention or verification, also activities carried outside the university, e.g., in a culture promoting or educational institution, a laboratory, in the open air, etc.; also self-education</i>	No

Information on the details of the module implementation in a given academic year can be found in the syllabus available in the USOS system: <https://usosweb.us.edu.pl>.

1.	Field of study	Music in Multimedia
2.	Faculty	Faculty of Fine Arts and Educational Science
3.	Academic year of entry	2025/2026 (winter term)
4.	Level of qualifications/degree	second-cycle studies
5.	Degree profile	practical
6.	Mode of study	full-time

7.	General information about the module	
Module name		Sound Studio
Module code		W6-DigiCrea-MM-SS
Number of the ECTS credits		3
Language of instruction		English
Purpose and description of the content of education		The "Sound Studio" module is a workshop designed to enhance creative skills in working with sound. Students will explore fundamental techniques and tools used in sound studios, focusing on artistic and technological aspects. The workshops involve practical tasks, enabling participants to experiment with sound, create compositions, and work on audiovisual projects. The module emphasizes creativity, teamwork, and the development of individual projects. Students will refine their skills in recording, editing, and sound post-production. The course includes academic hours with the instructor, with additional time dedicated to independent creative work and project preparation. This module is a key program component, fostering artistic and technological development in an international environment.
List of modules that must be completed before starting this module (if necessary)		not applicable

8.	Learning outcomes of the module			
Code	Description	Learning outcomes of the programme	Level of competence (scale 1-5)	
S2-SS_1	The student knows the techniques and tools used in sound studio work, including recording, editing, and sound post-production.	W6-MM-S2-W02	5	
		W6-MM-S2-W03	4	
		W6-MM-S2-W04	3	
S2-SS_2	The student can apply recording and editing techniques to create compositions and audiovisual projects.	W6-MM-S2-U02	4	
		W6-MM-S2-U03	5	
		W6-MM-S2-U04	3	
S2-SS_3	The student can effectively organize work in a sound studio for individual and team-based projects.	W6-MM-S2-U02	5	
		W6-MM-S2-U03	4	
		W6-MM-S2-U06	3	
S2-SS_4	The student demonstrates the ability to collaborate in a team environment during sound projects and shares knowledge and experience in an international context.	W6-MM-S2-K02	2	
		W6-MM-S2-K03	4	
		W6-MM-S2-K06	5	

9. Methods of conducting classes		
Code	Category	Name (description)
b03	Problem-solving methods	Activating method – educational games <i>learning content in the guise of a rule- and/or principle-based game; conducted in a deliberately arranged situation based on the description of relevant facts and processes; learners compete with one another within the framework of rules laid down by the academic teacher; varieties include simulation games – involving a simulation of real situations; decision games – based on the decision-making process and the recognition of the consequences of the decisions made (e.g., a decision tree); psychological games – increasing the emotional-volitional component of the participants' attitudes</i>
b07	Problem-solving methods	Activating methods: a case study <i>a comprehensive description of a phenomenon connected with the selected discipline; reflecting the reality, presenting the 'what', 'where' and 'how' of the phenomenon, i.e., all of its key aspects to be discussed in class; used as a reproduction, presentation, discussion or diagnosis of factors that shape the phenomenon or interact with it; an in-depth qualitative analysis and evaluation of a selected phenomenon</i>
b08	Problem-solving methods	Activating method – peer learning <i>learning through the exchange of knowledge in a group/team/pair of students, i.e., in the so-called learning cell; a kind of mutual learning; an approach focused on student activity under the guidance of the person teaching the course; a learning situation where students with a similar level of experience learn from one another</i>
c06	Demonstration methods	Demonstration-imitation <i>a presentation of a model way of performing specific activities accompanied by a commentary; it aims at triggering imitation activities in an individual or in a group of participants observing the activities of the person teaching the course until the right habit is formed through regular exercise; the demonstration-imitation method is combined with a physical practice of activities/behaviours</i>

10. Forms of teaching					
Code	Name	Number of hours	Assessment of the learning outcomes of the module	Learning outcomes of the module	Methods of conducting classes
Wr_SS	workshop	30	course work	S2-SS_1, S2-SS_2, S2-SS_3, S2-SS_4	b03, b07, b08, c06

11. The student's work, apart from participation in classes, includes in particular:			
Code	Category	Name (description)	Is it part of the BUNA?
a01	Preparation for classes	Search for materials and review activities necessary for class participation <i>reviewing literature, documentation, tools and materials as well as the specifics of the syllabus and the range of activities indicated in it as required for full participation in classes</i>	No
a03	Preparation for classes	Developing practical skills <i>activities involving the repetition, refinement and consolidation of practical skills, including those developed during previous classes or new skills necessary for the implementation of subsequent elements of the curriculum (as preparation for class participation)</i>	No
c03	Preparation for verification of learning outcomes	Implementation of an individual or group assignment necessary for course/phase/ examination completion <i>a set of activities aimed at performing an assigned task, to be executed out of class, as an obligatory phase/element of the verification of the learning outcomes assigned to the course</i>	Yes
d01	Consulting the results of the verification of learning outcomes	Analysis of the corrective feedback provided by the academic teacher on the results of the verification of learning outcomes	Yes

		<i>reading through the academic teacher's comments, assessments and opinions on the implementation of the task aimed at checking the level of the achieved learning outcomes</i>	
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Information on the details of the module implementation in a given academic year can be found in the syllabus available in the USOS system: <https://usosweb.us.edu.pl>.



1.	<b>Field of study</b>	<b>Music in Multimedia</b>
2.	Faculty	Faculty of Fine Arts and Educational Science
3.	Academic year of entry	2025/2026 (winter term)
4.	Level of qualifications/degree	second-cycle studies
5.	Degree profile	practical
6.	Mode of study	full-time

7.	<b>General information about the module</b>	
<b>Module name</b>		<b>Soundtrack for Film</b>
Module code		W6-DigiCrea-MM-SF
Number of the ECTS credits		5
Language of instruction		English
Purpose and description of the content of education		The "Soundtrack for Film" module is a workshop-based course on creating soundtracks for film productions. Students explore the key aspects of film music composition, sound design, and audio editing, addressing the process's artistic and technical challenges. The workshops include the analysis of existing soundtracks, practical tasks related to composing music and sound effects and integrating sound into film narratives. The course emphasizes individual creativity and teamwork, enabling participants to develop their creative and technical skills. Beyond the direct contact hours, students are encouraged to engage in independent work, developing their projects under the instructor's guidance. The module features a flexible curriculum tailored to the interests of the participants.
List of modules that must be completed before starting this module (if necessary)		not applicable

8.	Learning outcomes of the module			
Code	Description	Learning outcomes of the programme	Level of competenc (scale 1-5)	
SND-S2-SF_1	The student knows the key elements of film soundtrack creation, including film music composition, sound design, and audio editing.	W6-MM-S2-W02	5	
		W6-MM-S2-W04	4	
		W6-MM-S2-W06	4	
SND-S2-SF_2	The student can analyze existing soundtracks and identify their narrative functions in films.	W6-MM-S2-U02	4	
		W6-MM-S2-U05	5	
		W6-MM-S2-U06	3	
SND-S2-SF_3	Using appropriate techniques and tools, the student can create music and sound effects integrated with film narratives.	W6-MM-S2-U01	5	
		W6-MM-S2-U03	4	
		W6-MM-S2-U04	3	
SND-S2-SF_4	The student can apply advanced audio editing techniques to optimize the quality of soundtracks.	W6-MM-S2-U02	5	
		W6-MM-S2-U03	5	
		W6-MM-S2-U06	3	

SND-S2-SF_5	The student can collaborate effectively within a group to realize audio projects collectively.	W6-MM-S2-K02 W6-MM-S2-K03 W6-MM-S2-K06	4 2 5
SND-S2-SF_6	The student develops creativity and innovation, considering diverse perspectives and audience needs in the creative process.	W6-MM-S2-K04 W6-MM-S2-K05 W6-MM-S2-K07	2 4 5

9. Methods of conducting classes		
Code	Category	Name (description)
b01	Problem-solving methods	Problem-based lecture <i>an analysis of a selected scientific or practical problem accompanied by its assessment and an attempt to provide a solution to the issues presented in the lecture as well as the indication of the consequences of the proposed solution</i>
b07	Problem-solving methods	Activating methods: a case study <i>a comprehensive description of a phenomenon connected with the selected discipline; reflecting the reality, presenting the 'what', 'where' and 'how' of the phenomenon, i.e., all of its key aspects to be discussed in class; used as a reproduction, presentation, discussion or diagnosis of factors that shape the phenomenon or interact with it; an in-depth qualitative analysis and evaluation of a selected phenomenon</i>
b09	Problem-solving methods	Activating method – flipped classroom <i>anticipatory learning; work in class is based on previously studied material indicated by the person teaching the course; preparation outside the classroom serves the purpose of getting familiar with the issues whose knowledge is necessary for participating in the in-class discussion and the training in the related practical skills; the activity is based on the work of students under the guidance of the person teaching the course</i>
c03	Demonstration methods	Audio playback / audio drama <i>preparation and reproduction of sound material (audio recording) in its entirety or in fragments in order to illustrate the content taught in class, to submit it to analysis and evaluation or to use it as a method of sound perception, including the appreciation of a musical piece, an artistic audio drama, an oral presentation of an artistic or scientific text as well as a media text; analysis of the sound material recorded on a carrier with a view to studying a sound-related phenomenon</i>

10. Forms of teaching					
Code	Name	Number of hours	Assessment of the learning outcomes of the module	Learning outcomes of the module	Methods of conducting classes
Wr_SF	workshop	42	exam	SND-S2-SF_1, SND-S2-SF_2, SND-S2-SF_3, SND-S2-SF_4, SND-S2-SF_5, SND-S2-SF_6	b01, b07, b09, c03

11. The student's work, apart from participation in classes, includes in particular:			
Code	Category	Name (description)	Is it part of the BUNA?
a02	Preparation for classes	Literature reading / analysis of source materials <i>reading the literature indicated in the syllabus; reviewing, organizing, analyzing and selecting source materials to be used in class</i>	Yes
a03	Preparation for classes	Developing practical skills <i>activities involving the repetition, refinement and consolidation of practical skills, including those</i>	No

		<i>developed during previous classes or new skills necessary for the implementation of subsequent elements of the curriculum (as preparation for class participation)</i>	
c02	Preparation for verification of learning outcomes	Studying the literature used in and the materials produced in class <i>exploring the studied content, inquiring, considering, assimilating, interpreting it, or organizing knowledge obtained from the literature, documentation, instructions, scenarios, etc., used in class as well as from the notes or other materials/artifacts made in class</i>	No
c03	Preparation for verification of learning outcomes	Implementation of an individual or group assignment necessary for course/phase/ examination completion <i>a set of activities aimed at performing an assigned task, to be executed out of class, as an obligatory phase/element of the verification of the learning outcomes assigned to the course</i>	Yes

Information on the details of the module implementation in a given academic year can be found in the syllabus available in the USOS system: <https://usosweb.us.edu.pl>.

1.	<b>Field of study</b>	<b>Music in Multimedia</b>
2.	Faculty	Faculty of Fine Arts and Educational Science
3.	Academic year of entry	2025/2026 (winter term)
4.	Level of qualifications/degree	second-cycle studies
5.	Degree profile	practical
6.	Mode of study	full-time

7.	<b>General information about the module</b>	
<b>Module name</b>		<b>Special Effects</b>
Module code		W6-DigiCrea-MM-SE
Number of the ECTS credits		1
Language of instruction		English
Purpose and description of the content of education		The "Special Effects" module introduces students to special effects, their applications, and the techniques used in audiovisual production. Throughout the workshop, participants will familiarize themselves with various methods of creating visual effects, ranging from traditional techniques to modern digital approaches. The course includes theoretical knowledge and practical exercises, allowing students to develop their impact on contexts such as films, video games, and VR productions. Students will be able to work with different tools and software used in the industry, gaining the skills necessary to produce high-quality special effects. The module will also cover contemporary trends in this field, including physical simulations and real-time generated effects. The module aims to foster creativity in participants and familiarize them with the processes of creating special effects in the context of modern multimedia productions.
List of modules that must be completed before starting this module (if necessary)		not applicable

8.	Learning outcomes of the module			
Code	Description	Learning outcomes of the programme	Level of competence (scale 1-5)	
IMG-S2-SE_1	TThe student knows the basic techniques for creating traditional and digital special effects in audiovisual production.	W6-MM-S2-W02	4	
		W6-MM-S2-W05	3	
IMG-S2-SE_2	The student can use tools and software to create visual effects in various forms of production, such as films, video games, or VR.	W6-MM-S2-U03	4	
		W6-MM-S2-U04	5	
IMG-S2-SE_3	The student can plan and execute special effects, considering modern digital approaches and physical simulations.	W6-MM-S2-U03	5	
		W6-MM-S2-U04	4	
IMG-S2-SE_4	The student can analyze special effects in the context of contemporary trends in the audiovisual industry.	W6-MM-S2-U03	5	
		W6-MM-S2-U04	4	
IMG-S2-SE_5	The student is open to teamwork and can effectively share their knowledge and skills while working on special effects projects.	W6-MM-S2-K02	3	
		W6-MM-S2-K03	4	
		W6-MM-S2-K06	5	

9. Methods of conducting classes		
Code	Category	Name (description)
a01	Lecture methods / expository methods	Formal lecture/ course-related lecture <i>a systematic course of study involving a synthetic presentation of an academic discipline; its implementation assumes a passive reception of the information provided</i>
b07	Problem-solving methods	Activating methods: a case study <i>a comprehensive description of a phenomenon connected with the selected discipline; reflecting the reality, presenting the 'what', 'where' and 'how' of the phenomenon, i.e., all of its key aspects to be discussed in class; used as a reproduction, presentation, discussion or diagnosis of factors that shape the phenomenon or interact with it; an in-depth qualitative analysis and evaluation of a selected phenomenon</i>
b09	Problem-solving methods	Activating method – flipped classroom <i>anticipatory learning; work in class is based on previously studied material indicated by the person teaching the course; preparation outside the classroom serves the purpose of getting familiar with the issues whose knowledge is necessary for participating in the in-class discussion and the training in the related practical skills; the activity is based on the work of students under the guidance of the person teaching the course</i>
c06	Demonstration methods	Demonstration-imitation <i>a presentation of a model way of performing specific activities accompanied by a commentary; it aims at triggering imitation activities in an individual or in a group of participants observing the activities of the person teaching the course until the right habit is formed through regular exercise; the demonstration-imitation method is combined with a physical practice of activities/behaviours</i>

10. Forms of teaching					
Code	Name	Number of hours	Assessment of the learning outcomes of the module	Learning outcomes of the module	Methods of conducting classes
Wr_SE	workshop	28	course work	IMG-S2-SE_1, IMG-S2-SE_2, IMG-S2-SE_3, IMG-S2-SE_4, IMG-S2-SE_5	a01, b07, b09, c06

11. The student's work, apart from participation in classes, includes in particular:			
Code	Category	Name (description)	Is it part of the BUNA?
a01	Preparation for classes	Search for materials and review activities necessary for class participation <i>reviewing literature, documentation, tools and materials as well as the specifics of the syllabus and the range of activities indicated in it as required for full participation in classes</i>	No
a03	Preparation for classes	Developing practical skills <i>activities involving the repetition, refinement and consolidation of practical skills, including those developed during previous classes or new skills necessary for the implementation of subsequent elements of the curriculum (as preparation for class participation)</i>	Yes
c03	Preparation for verification of learning outcomes	Implementation of an individual or group assignment necessary for course/phase/ examination completion <i>a set of activities aimed at performing an assigned task, to be executed out of class, as an obligatory phase/element of the verification of the learning outcomes assigned to the course</i>	Yes
e01	Activities complementary to the classes	Undertaking, on one's own initiative and individually, activities aimed at expanding the scope or depth of the teaching content, also beyond the walls of the University	No



		<i>a set of activities undertaken independently and on the student's own initiative, aimed at expanding the depth and scope of knowledge and skills, their revision and repetition, retention or verification, also activities carried outside the university, e.g., in a culture promoting or educational institution, a laboratory, in the open air, etc.; also self-education</i>	
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Information on the details of the module implementation in a given academic year can be found in the syllabus available in the USOS system: <https://usosweb.us.edu.pl>.

1.	Field of study	Music in Multimedia
2.	Faculty	Faculty of Fine Arts and Educational Science
3.	Academic year of entry	2025/2026 (winter term)
4.	Level of qualifications/degree	second-cycle studies
5.	Degree profile	practical
6.	Mode of study	full-time

7.	<b>General information about the module</b>	
<b>Module name</b>		<b>Special Techniques in Filmmaking (Motion Capture, Performance Capture, Stop-Motion Animation)</b>
Module code		W6-DigiCrea-MM-ST_A
Number of the ECTS credits		2
Language of instruction		English
Purpose and description of the content of education		The module "Special Techniques in Filmmaking (Motion Capture, Performance Capture, Stop-Motion Animation)" focuses on advanced techniques used in film production, such as motion capture, performance capture, and stop-motion animation. During the workshop sessions, students will be able to familiarize themselves with modern motion recording methods and animation techniques that enable the creation of realistic characters and visual effects. By working with professional equipment and software, participants will learn how to apply these techniques in practice. The course also provides opportunities for teamwork, allowing students to work on film projects using the discussed tools. The workshops aim to enhance creative and technical skills essential in today's film industry. The course requires active student participation and independent work on film projects. The module includes 30 academic hours, with part of the time dedicated to self-study, including practical exercises and project preparation. Upon completion, students can effectively utilize special techniques in film production.
List of modules that must be completed before starting this module (if necessary)		not applicable

8.	Learning outcomes of the module			
Code	Description	Learning outcomes of the programme	Level of competence (scale 1-5)	
IMG-S2-ST_A_1	The student knows advanced film techniques, such as motion capture, performance capture, and stop-motion animation, and their application in film production.	W6-MM-S2-W02	5	
		W6-MM-S2-W03	4	
		W6-MM-S2-W05	3	
IMG-S2-ST_A_2	The student can use modern motion recording and animation to create realistic characters and visual effects.	W6-MM-S2-U02	3	
		W6-MM-S2-U03	4	
		W6-MM-S2-U04	5	
IMG-S2-ST_A_3	The student can operate professional equipment and software for motion capture, performance capture, and stop-motion animation techniques.	W6-MM-S2-U03	4	
		W6-MM-S2-U04	5	
		W6-MM-S2-U05	3	
IMG-S2-ST_A	Using the techniques discussed, the student can effectively collaborate with a team when working on film projects.	W6-MM-S2-K02	4	

_4		W6-MM-S2-K06	5
		W6-MM-S2-K07	3
IMG-S2-ST_A_5	The student can organize and manage the creative process in a group film project using motion capture and stop-motion animation techniques.	W6-MM-S2-K02	4
		W6-MM-S2-K06	5
		W6-MM-S2-K07	3

9. Methods of conducting classes		
Code	Category	Name (description)
b07	Problem-solving methods	Activating methods: a case study <i>a comprehensive description of a phenomenon connected with the selected discipline; reflecting the reality, presenting the 'what', 'where' and 'how' of the phenomenon, i.e., all of its key aspects to be discussed in class; used as a reproduction, presentation, discussion or diagnosis of factors that shape the phenomenon or interact with it; an in-depth qualitative analysis and evaluation of a selected phenomenon</i>
b08	Problem-solving methods	Activating method – peer learning <i>learning through the exchange of knowledge in a group/team/pair of students, i.e., in the so-called learning cell; a kind of mutual learning; an approach focused on student activity under the guidance of the person teaching the course; a learning situation where students with a similar level of experience learn from one another</i>
b09	Problem-solving methods	Activating method – flipped classroom <i>anticipatory learning; work in class is based on previously studied material indicated by the person teaching the course; preparation outside the classroom serves the purpose of getting familiar with the issues whose knowledge is necessary for participating in the in-class discussion and the training in the related practical skills; the activity is based on the work of students under the guidance of the person teaching the course</i>
c06	Demonstration methods	Demonstration-imitation <i>a presentation of a model way of performing specific activities accompanied by a commentary; it aims at triggering imitation activities in an individual or in a group of participants observing the activities of the person teaching the course until the right habit is formed through regular exercise; the demonstration-imitation method is combined with a physical practice of activities/behaviours</i>

10. Forms of teaching					
Code	Name	Number of hours	Assessment of the learning outcomes of the module	Learning outcomes of the module	Methods of conducting classes
Wr_ST_A	workshop	30	course work	IMG-S2-ST_A_1, IMG-S2-ST_A_2, IMG-S2-ST_A_3, IMG-S2-ST_A_4, IMG-S2-ST_A_5	b07, b08, b09, c06

11. The student's work, apart from participation in classes, includes in particular:			
Code	Category	Name (description)	Is it part of the BUNA?
a01	Preparation for classes	Search for materials and review activities necessary for class participation <i>reviewing literature, documentation, tools and materials as well as the specifics of the syllabus and the range of activities indicated in it as required for full participation in classes</i>	Yes
a03	Preparation for classes	Developing practical skills <i>activities involving the repetition, refinement and consolidation of practical skills, including those developed during previous classes or new skills necessary for the implementation of subsequent</i>	No



		<i>elements of the curriculum (as preparation for class participation)</i>	
c01	Preparation for verification of learning outcomes	Determining the stages of task implementation contributing to the verification of learning outcomes <i>devising a task implementation strategy embracing the division of content, the range of activities, implementation time and/or the method(s) of obtaining the necessary materials and tools, etc.</i>	Yes
c03	Preparation for verification of learning outcomes	Implementation of an individual or group assignment necessary for course/phase/ examination completion <i>a set of activities aimed at performing an assigned task, to be executed out of class, as an obligatory phase/element of the verification of the learning outcomes assigned to the course</i>	Yes
d01	Consulting the results of the verification of learning outcomes	Analysis of the corrective feedback provided by the academic teacher on the results of the verification of learning outcomes <i>reading through the academic teacher's comments, assessments and opinions on the implementation of the task aimed at checking the level of the achieved learning outcomes</i>	Yes

Information on the details of the module implementation in a given academic year can be found in the syllabus available in the USOS system: <https://usosweb.us.edu.pl>.

1.	<b>Field of study</b>	<b>Music in Multimedia</b>
2.	Faculty	Faculty of Fine Arts and Educational Science
3.	Academic year of entry	2025/2026 (winter term)
4.	Level of qualifications/degree	second-cycle studies
5.	Degree profile	practical
6.	Mode of study	full-time

7.	<b>General information about the module</b>	
<b>Module name</b>		<b>Special Techniques in Filmmaking (Motion Control, Time-Lapse, Slow Motion, 360 Degree Filmmaking, Dolly Zoom)</b>
Module code		W6-DigiCrea-MM-ST_B
Number of the ECTS credits		2
Language of instruction		English
Purpose and description of the content of education		The module "Special Techniques in Filmmaking (Motion Control, Time-Lapse, Slow Motion, 360 Degree Filmmaking, Dolly Zoom)" focuses on advanced film techniques such as motion control, time-lapse, slow motion, 360-degree filmmaking, and dolly zoom. In the workshop sessions, students will explore these methods that enable the creation of unique visual effects and original film compositions. Participants can experiment with these techniques hands-on, using professional equipment and software to enhance their filmmaking skills. The course is practical; students will work in teams to create short film projects. The module requires active participation in classes and independent work on projects. It includes 30 academic hours, with part of the time dedicated to self-study. After completing the module, students can apply special film production techniques to their projects.
List of modules that must be completed before starting this module (if necessary)		not applicable

8.	Learning outcomes of the module		
Code	Description	Learning outcomes of the programme	Level of competenc (scale 1-5)
IMG-S2-ST_B_1	The student knows advanced filmmaking techniques, such as motion control, time-lapse, slow motion, 360-degree filmmaking, and dolly zoom, and can determine their application in various film genres.	W6-MM-S2-W02	4
		W6-MM-S2-W03	3
		W6-MM-S2-W07	5
IMG-S2-ST_B_2	In practical film projects, the student can use professional equipment and software to implement motion control, time-lapse, slow motion, 360-degree filmmaking, and dolly zoom techniques.	W6-MM-S2-U02	3
		W6-MM-S2-U03	4
		W6-MM-S2-U04	5
IMG-S2-ST_B_3	The student can create unique visual effects and film compositions by applying motion control, time-lapse, slow motion, 360-degree filmmaking, and dolly zoom techniques in their projects.	W6-MM-S2-U01	3
		W6-MM-S2-U03	4
		W6-MM-S2-U04	5
IMG-S2-ST_B_4	The student can work effectively in a team on film projects, utilizing advanced filmmaking techniques to create original visual effects.	W6-MM-S2-K05	3
		W6-MM-S2-K06	5

		W6-MM-S2-K07	4
IMG-S2-ST_B_5	The student demonstrates the ability to manage the creative process within a team, including organizing the team's work in producing films using advanced filmmaking techniques.	W6-MM-S2-K03	3
		W6-MM-S2-K06	5
		W6-MM-S2-K07	3

9. Methods of conducting classes		
Code	Category	Name (description)
b07	Problem-solving methods	Activating methods: a case study <i>a comprehensive description of a phenomenon connected with the selected discipline; reflecting the reality, presenting the 'what', 'where' and 'how' of the phenomenon, i.e., all of its key aspects to be discussed in class; used as a reproduction, presentation, discussion or diagnosis of factors that shape the phenomenon or interact with it; an in-depth qualitative analysis and evaluation of a selected phenomenon</i>
b08	Problem-solving methods	Activating method – peer learning <i>learning through the exchange of knowledge in a group/team/pair of students, i.e., in the so-called learning cell; a kind of mutual learning; an approach focused on student activity under the guidance of the person teaching the course; a learning situation where students with a similar level of experience learn from one another</i>
b09	Problem-solving methods	Activating method – flipped classroom <i>anticipatory learning; work in class is based on previously studied material indicated by the person teaching the course; preparation outside the classroom serves the purpose of getting familiar with the issues whose knowledge is necessary for participating in the in-class discussion and the training in the related practical skills; the activity is based on the work of students under the guidance of the person teaching the course</i>
c06	Demonstration methods	Demonstration-imitation <i>a presentation of a model way of performing specific activities accompanied by a commentary; it aims at triggering imitation activities in an individual or in a group of participants observing the activities of the person teaching the course until the right habit is formed through regular exercise; the demonstration-imitation method is combined with a physical practice of activities/behaviours</i>

10. Forms of teaching					
Code	Name	Number of hours	Assessment of the learning outcomes of the module	Learning outcomes of the module	Methods of conducting classes
Wr_ST_B	workshop	30	course work	IMG-S2-ST_B_1, IMG-S2-ST_B_2, IMG-S2-ST_B_3, IMG-S2-ST_B_4, IMG-S2-ST_B_5	b07, b08, b09, c06

11. The student's work, apart from participation in classes, includes in particular:			
Code	Category	Name (description)	Is it part of the BUNA?
a01	Preparation for classes	Search for materials and review activities necessary for class participation <i>reviewing literature, documentation, tools and materials as well as the specifics of the syllabus and the range of activities indicated in it as required for full participation in classes</i>	Yes
a03	Preparation for classes	Developing practical skills <i>activities involving the repetition, refinement and consolidation of practical skills, including those developed during previous classes or new skills necessary for the implementation of subsequent elements of the curriculum (as preparation for class participation)</i>	No

c01	Preparation for verification of learning outcomes	Determining the stages of task implementation contributing to the verification of learning outcomes <i>devising a task implementation strategy embracing the division of content, the range of activities, implementation time and/or the method(s) of obtaining the necessary materials and tools, etc.</i>	Yes
c03	Preparation for verification of learning outcomes	Implementation of an individual or group assignment necessary for course/phase/ examination completion <i>a set of activities aimed at performing an assigned task, to be executed out of class, as an obligatory phase/element of the verification of the learning outcomes assigned to the course</i>	Yes
d01	Consulting the results of the verification of learning outcomes	Analysis of the corrective feedback provided by the academic teacher on the results of the verification of learning outcomes <i>reading through the academic teacher's comments, assessments and opinions on the implementation of the task aimed at checking the level of the achieved learning outcomes</i>	Yes

Information on the details of the module implementation in a given academic year can be found in the syllabus available in the USOS system: <https://usosweb.us.edu.pl>.

1.	<b>Field of study</b>	<b>Music in Multimedia</b>
2.	Faculty	Faculty of Fine Arts and Educational Science
3.	Academic year of entry	2025/2026 (winter term)
4.	Level of qualifications/degree	second-cycle studies
5.	Degree profile	practical
6.	Mode of study	full-time

7.	<b>General information about the module</b>	
<b>Module name</b>		<b>Storytelling</b>
Module code		W6-DigiCrea-MM-SRT
Number of the ECTS credits		1
Language of instruction		English
Purpose and description of the content of education		The module "Storytelling" focuses on developing narrative skills essential for various areas of digital creativity. During tutorial sessions, students are introduced to the fundamental principles of storytelling and analyze narratives used in visual and sound media. The module provides an opportunity to explore tools and techniques that support storytelling in an interdisciplinary context. Students work individually and in groups, advancing their projects through critical discussions and consultations with instructors. A significant module component is independent student work, which involves developing, refining, and implementing ideas. Participants enhance their communication and analytical skills by studying specific examples of digital narratives.
List of modules that must be completed before starting this module (if necessary)		not applicable

8.	Learning outcomes of the module			
Code	Description	Learning outcomes of the programme	Level of competence (scale 1-5)	
S2-SRT_1	The student knows the principles and tools of storytelling used in visual and sound media.	W6-MM-S2-W02	5	
		W6-MM-S2-W06	3	
		W6-MM-S2-W07	4	
S2-SRT_2	The student knows the principles and tools of storytelling used in visual and sound media	W6-MM-S2-U04	3	
		W6-MM-S2-U05	4	
S2-SRT_3	The student creates original digital narratives using an interdisciplinary approach and appropriate storytelling techniques.	W6-MM-S2-U03	4	
		W6-MM-S2-U04	5	
S2-SRT_4	The student develops effective communication and collaboration skills while developing narrative projects.	W6-MM-S2-K02	3	
		W6-MM-S2-K04	2	
		W6-MM-S2-K06	5	

9. Methods of conducting classes		
Code	Category	Name (description)
b02	Problem-solving methods	Lecture-discussion <i>transmission of content involving interaction with the lecture audience; discussion of lecture-related issues is one of its elements or constitutes its follow-up</i>
b07	Problem-solving methods	Activating methods: a case study <i>a comprehensive description of a phenomenon connected with the selected discipline; reflecting the reality, presenting the 'what', 'where' and 'how' of the phenomenon, i.e., all of its key aspects to be discussed in class; used as a reproduction, presentation, discussion or diagnosis of factors that shape the phenomenon or interact with it; an in-depth qualitative analysis and evaluation of a selected phenomenon</i>
b08	Problem-solving methods	Activating method – peer learning <i>learning through the exchange of knowledge in a group/team/pair of students, i.e., in the so-called learning cell; a kind of mutual learning; an approach focused on student activity under the guidance of the person teaching the course; a learning situation where students with a similar level of experience learn from one another</i>
c06	Demonstration methods	Demonstration-imitation <i>a presentation of a model way of performing specific activities accompanied by a commentary; it aims at triggering imitation activities in an individual or in a group of participants observing the activities of the person teaching the course until the right habit is formed through regular exercise; the demonstration-imitation method is combined with a physical practice of activities/behaviours</i>

10. Forms of teaching					
Code	Name	Number of hours	Assessment of the learning outcomes of the module	Learning outcomes of the module	Methods of conducting classes
C_SRT	practical classes	15	course work	S2-SRT_1, S2-SRT_2, S2-SRT_3, S2-SRT_4	b02, b07, b08, c06

11. The student's work, apart from participation in classes, includes in particular:			
Code	Category	Name (description)	Is it part of the BUNA?
a02	Preparation for classes	Literature reading / analysis of source materials <i>reading the literature indicated in the syllabus; reviewing, organizing, analyzing and selecting source materials to be used in class</i>	No
a03	Preparation for classes	Developing practical skills <i>activities involving the repetition, refinement and consolidation of practical skills, including those developed during previous classes or new skills necessary for the implementation of subsequent elements of the curriculum (as preparation for class participation)</i>	No
c03	Preparation for verification of learning outcomes	Implementation of an individual or group assignment necessary for course/phase/ examination completion <i>a set of activities aimed at performing an assigned task, to be executed out of class, as an obligatory phase/element of the verification of the learning outcomes assigned to the course</i>	Yes
e01	Activities complementary to the classes	Undertaking, on one's own initiative and individually, activities aimed at expanding the scope or depth of the teaching content, also beyond the walls of the University <i>a set of activities undertaken independently and on the student's own initiative, aimed at expanding the depth and scope of knowledge and skills, their revision and repetition, retention or verification, also activities carried outside the university, e.g., in a culture promoting or educational institution, a</i>	No

		<i>laboratory, in the open air, etc.; also self-education</i>	
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Information on the details of the module implementation in a given academic year can be found in the syllabus available in the USOS system: <https://usosweb.us.edu.pl>.

1.	<b>Field of study</b>	<b>Music in Multimedia</b>
2.	Faculty	Faculty of Fine Arts and Educational Science
3.	Academic year of entry	2025/2026 (winter term)
4.	Level of qualifications/degree	second-cycle studies
5.	Degree profile	practical
6.	Mode of study	full-time

7.	<b>General information about the module</b>	
<b>Module name</b>		<b>Studio techniques</b>
Module code		W6-DigiCrea-MM-ST
Number of the ECTS credits		2
Language of instruction		English
Purpose and description of the content of education		The "Studio Techniques" module aims to introduce students to the techniques used in a music studio environment. The course covers the operation of studio equipment, sound recording techniques, and audio postproduction. Students will become familiar with various tools and technologies used in professional music settings. The course aims to develop practical recording, mixing, and editing audio material skills. Classes will be hands-on, allowing students to experience working in real-world studio conditions. Participants will also develop their critical listening abilities and gain knowledge of studio work organization. The course is intended for students interested in music and audio production careers. By the end of the module, students should be able to work with studio equipment and audio software independently.
List of modules that must be completed before starting this module (if necessary)		not applicable

8.	Learning outcomes of the module		
Code	Description	Learning outcomes of the programme	Level of competenc (scale 1-5)
SND-S2-ST_1	The student knows the principles of operating studio equipment and techniques for sound recording and audio postproduction.	W6-MM-S2-W02	4
		W6-MM-S2-W03	3
		W6-MM-S2-W04	4
SND-S2-ST_2	The student can independently record, mix, and edit sound material in a professional studio.	W6-MM-S2-U02	5
		W6-MM-S2-U03	5
		W6-MM-S2-U06	4
SND-S2-ST_3	The student can effectively collaborate in a team, manage time in the studio, and organize the audio production process.	W6-MM-S2-K02	4
		W6-MM-S2-K03	3
		W6-MM-S2-K06	5



9. Methods of conducting classes		
Code	Category	Name (description)
b06	Problem-solving methods	Activating method – staged drama/drama <i>experiential learning; solving a problem by acting out a role; a.k.a. a role-playing method; role-players interpret their roles in an individual way; the identification with the role is achieved through the activation of the senses, imagination and speech, the stimulation of gesture and movement, etc.; the aim of drama is to experience situations, problems and events mediated by the role; staged drama is a role-playing method enriched with props and stage scenery illustrating a theme</i>
b08	Problem-solving methods	Activating method – peer learning <i>learning through the exchange of knowledge in a group/team/pair of students, i.e., in the so-called learning cell; a kind of mutual learning; an approach focused on student activity under the guidance of the person teaching the course; a learning situation where students with a similar level of experience learn from one another</i>
c03	Demonstration methods	Audio playback / audio drama <i>preparation and reproduction of sound material (audio recording) in its entirety or in fragments in order to illustrate the content taught in class, to submit it to analysis and evaluation or to use it as a method of sound perception, including the appreciation of a musical piece, an artistic audio drama, an oral presentation of an artistic or scientific text as well as a media text; analysis of the sound material recorded on a carrier with a view to studying a sound-related phenomenon</i>
c06	Demonstration methods	Demonstration-imitation <i>a presentation of a model way of performing specific activities accompanied by a commentary; it aims at triggering imitation activities in an individual or in a group of participants observing the activities of the person teaching the course until the right habit is formed through regular exercise; the demonstration-imitation method is combined with a physical practice of activities/behaviours</i>

10. Forms of teaching					
Code	Name	Number of hours	Assessment of the learning outcomes of the module	Learning outcomes of the module	Methods of conducting classes
C_ST	practical classes	12	course work	SND-S2-ST_1, SND-S2-ST_2, SND-S2-ST_3	b06, b08, c03, c06

11. The student's work, apart from participation in classes, includes in particular:			
Code	Category	Name (description)	Is it part of the BUNA?
a03	Preparation for classes	Developing practical skills <i>activities involving the repetition, refinement and consolidation of practical skills, including those developed during previous classes or new skills necessary for the implementation of subsequent elements of the curriculum (as preparation for class participation)</i>	Yes
c03	Preparation for verification of learning outcomes	Implementation of an individual or group assignment necessary for course/phase/ examination completion <i>a set of activities aimed at performing an assigned task, to be executed out of class, as an obligatory phase/element of the verification of the learning outcomes assigned to the course</i>	Yes
e01	Activities complementary to the classes	Undertaking, on one's own initiative and individually, activities aimed at expanding the scope or depth of the teaching content, also beyond the walls of the University <i>a set of activities undertaken independently and on the student's own initiative, aimed at expanding the depth and scope of knowledge and skills, their revision and repetition, retention or verification, also activities carried outside the university, e.g., in a culture promoting or educational institution, a laboratory, in the open air, etc.; also self-education</i>	No

Information on the details of the module implementation in a given academic year can be found in the syllabus available in the USOS system: <https://usosweb.us.edu.pl>.

1.	Field of study	Music in Multimedia
2.	Faculty	Faculty of Fine Arts and Educational Science
3.	Academic year of entry	2025/2026 (winter term)
4.	Level of qualifications/degree	second-cycle studies
5.	Degree profile	practical
6.	Mode of study	full-time

7.	General information about the module	
Module name		Studio Techniques (Ohmnibus)
Module code		W6-DigiCrea-MM-STO
Number of the ECTS credits		2
Language of instruction		English
Purpose and description of the content of education		The "Studio Techniques (Ohmnibus)" module aims to introduce students to the fundamental techniques of working in a professional recording studio. The course covers theoretical and practical recording, mixing, and sound editing. Students can work with modern equipment and software used in the music industry. During the workshops, various sound recording techniques will be discussed, including microphone placement, acoustic space arrangement, and the selection of appropriate tools for sound production. The course places a strong emphasis on developing teamwork skills and communication in the context of music production. Participants will gain practical sound engineering experience and master their projects in a professional studio environment. The module also fosters creativity and experimentation with different music production techniques.
List of modules that must be completed before starting this module (if necessary)		not applicable

8.	Learning outcomes of the module			
Code	Description	Learning outcomes of the programme	Level of competenc (scale 1-5)	
SND-S2-STO_1	The student knows the theoretical foundations of techniques used in professional recording studios, including recording, mixing, and sound processing principles.	W6-MM-S2-W02	4	
		W6-MM-S2-W03	3	
		W6-MM-S2-W04	2	
SND-S2-STO_2	The student can effectively use modern music recording, production tools, and software in a professional studio environment.	W6-MM-S2-U02	4	
		W6-MM-S2-U03	5	
		W6-MM-S2-U04	4	
SND-S2-STO_3	The student can apply microphone techniques and arrange acoustic spaces for optimal sound effects.	W6-MM-S2-U02	4	
		W6-MM-S2-U03	4	
		W6-MM-S2-U06	5	
SND-S2-STO_4	The student can mix and master audio projects, adapting them to professional production requirements.	W6-MM-S2-U02	4	
		W6-MM-S2-U03	5	

		W6-MM-S2-U06	4
SND-S2-STO_5	The student collaborates effectively in a team, communicating in the context of music production and showing openness to other team members' ideas.	W6-MM-S2-K02	4
		W6-MM-S2-K04	4
		W6-MM-S2-K06	5

9. Methods of conducting classes		
Code	Category	Name (description)
a01	Lecture methods / expository methods	Formal lecture/ course-related lecture <i>a systematic course of study involving a synthetic presentation of an academic discipline; its implementation assumes a passive reception of the information provided</i>
b08	Problem-solving methods	Activating method – peer learning <i>learning through the exchange of knowledge in a group/team/pair of students, i.e., in the so-called learning cell; a kind of mutual learning; an approach focused on student activity under the guidance of the person teaching the course; a learning situation where students with a similar level of experience learn from one another</i>
b09	Problem-solving methods	Activating method – flipped classroom <i>anticipatory learning; work in class is based on previously studied material indicated by the person teaching the course; preparation outside the classroom serves the purpose of getting familiar with the issues whose knowledge is necessary for participating in the in-class discussion and the training in the related practical skills; the activity is based on the work of students under the guidance of the person teaching the course</i>
c06	Demonstration methods	Demonstration-imitation <i>a presentation of a model way of performing specific activities accompanied by a commentary; it aims at triggering imitation activities in an individual or in a group of participants observing the activities of the person teaching the course until the right habit is formed through regular exercise; the demonstration-imitation method is combined with a physical practice of activities/behaviours</i>

10. Forms of teaching					
Code	Name	Number of hours	Assessment of the learning outcomes of the module	Learning outcomes of the module	Methods of conducting classes
Wr_STO	workshop	20	course work	SND-S2-STO_1, SND-S2-STO_2, SND-S2-STO_3, SND-S2-STO_4, SND-S2-STO_5	a01, b08, b09, c06

11. The student's work, apart from participation in classes, includes in particular:			
Code	Category	Name (description)	Is it part of the BUNA?
a01	Preparation for classes	Search for materials and review activities necessary for class participation <i>reviewing literature, documentation, tools and materials as well as the specifics of the syllabus and the range of activities indicated in it as required for full participation in classes</i>	No
a03	Preparation for classes	Developing practical skills <i>activities involving the repetition, refinement and consolidation of practical skills, including those developed during previous classes or new skills necessary for the implementation of subsequent elements of the curriculum (as preparation for class participation)</i>	Yes
a05	Preparation for classes	Production/preparation of tools, materials or documentation necessary for class participation	No

		<i>developing, preparing and assessing the usefulness of tools and materials (e.g. aids, scenarios, research tools, equipment, etc.) to be employed in class or as an aid when preparing for classes</i>	
c03	Preparation for verification of learning outcomes	Implementation of an individual or group assignment necessary for course/phase/ examination completion <i>a set of activities aimed at performing an assigned task, to be executed out of class, as an obligatory phase/element of the verification of the learning outcomes assigned to the course</i>	Yes
d01	Consulting the results of the verification of learning outcomes	Analysis of the corrective feedback provided by the academic teacher on the results of the verification of learning outcomes <i>reading through the academic teacher's comments, assessments and opinions on the implementation of the task aimed at checking the level of the achieved learning outcomes</i>	Yes

Information on the details of the module implementation in a given academic year can be found in the syllabus available in the USOS system: <https://usosweb.us.edu.pl>.

1.	<b>Field of study</b>	<b>Music in Multimedia</b>
2.	Faculty	Faculty of Fine Arts and Educational Science
3.	Academic year of entry	2025/2026 (winter term)
4.	Level of qualifications/degree	second-cycle studies
5.	Degree profile	practical
6.	Mode of study	full-time

7.	<b>General information about the module</b>	
<b>Module name</b>		<b>Tangible Interfaces and Physical Computing</b>
Module code		W6-DigiCrea-MM-TI
Number of the ECTS credits		5
Language of instruction		English
Purpose and description of the content of education		The module "Tangible Interfaces and Physical Computing" within the Erasmus Mundus Joint Masters "Digital Creativity Art & Science" offers students the opportunity to explore the design and creation of interactive systems that bridge the digital and physical worlds. The course is based on workshops introducing participants to the fundamentals of physical user interfaces, such as sensors, actuators, and technologies enabling interaction with the environment. Students will get familiar with prototyping tools that allow physical objects to be controlled using digital technologies. The classes provide hands-on experience in physical computing, encouraging experimentation with new forms of interaction. The course aims to develop skills in working with modern technologies, including microcontrollers, and explore creative applications of physical interfaces in the context of digital art. Participants will have the opportunity to work in groups on projects that combine theory and practice. These workshops are planned for 42 academic hours, and students will earn 5 ECTS credits.
List of modules that must be completed before starting this module (if necessary)		not applicable

8.	Learning outcomes of the module		
Code	Description	Learning outcomes of the programme	Level of competenc (scale 1-5)
S2-TI_1	The student understands the principles of operation of touch interfaces and physical technologies used in interactive systems.	W6-MM-S2-W02 W6-MM-S2-W04	3 1
S2-TI_2	The student can design and build prototypes of physical interfaces using microcontrollers and other digital tools.	W6-MM-S2-U03 W6-MM-S2-U04	2 4
S2-TI_3	The student can integrate sensors and actuators into interactive systems, enabling interaction with the physical environment.	W6-MM-S2-U03 W6-MM-S2-U04	3 4
S2-TI_4	The student can conduct experiments in physical computing and analyze results obtained from prototypes.	W6-MM-S2-U02 W6-MM-S2-U04	2 4
S2-TI_5	The student can work effectively in a team, collaborating on projects combining theory and practice.	W6-MM-S2-K02 W6-MM-S2-K03	3 3

		W6-MM-S2-K06	5
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9. Methods of conducting classes		
Code	Category	Name (description)
b07	Problem-solving methods	Activating methods: a case study <i>a comprehensive description of a phenomenon connected with the selected discipline; reflecting the reality, presenting the 'what', 'where' and 'how' of the phenomenon, i.e., all of its key aspects to be discussed in class; used as a reproduction, presentation, discussion or diagnosis of factors that shape the phenomenon or interact with it; an in-depth qualitative analysis and evaluation of a selected phenomenon</i>
b08	Problem-solving methods	Activating method – peer learning <i>learning through the exchange of knowledge in a group/team/pair of students, i.e., in the so-called learning cell; a kind of mutual learning; an approach focused on student activity under the guidance of the person teaching the course; a learning situation where students with a similar level of experience learn from one another</i>
c06	Demonstration methods	Demonstration-imitation <i>a presentation of a model way of performing specific activities accompanied by a commentary; it aims at triggering imitation activities in an individual or in a group of participants observing the activities of the person teaching the course until the right habit is formed through regular exercise; the demonstration-imitation method is combined with a physical practice of activities/behaviours</i>
c07	Demonstration methods	Screen presentation <i>a presentation of synthetic image content using computer graphics, e.g., a series of slides or other multimedia forms, usually accompanied by a commentary; typical components of a screen presentation include text organized into bulleted points, charts, images and animations, sometimes sound effects or music; a multimedia illustration of course content presented in the form of a projected image</i>

10. Forms of teaching					
Code	Name	Number of hours	Assessment of the learning outcomes of the module	Learning outcomes of the module	Methods of conducting classes
Wr_TI	workshop	42	exam	S2-TI_1, S2-TI_2, S2-TI_3, S2-TI_4, S2-TI_5	b07, b08, c06, c07

11. The student's work, apart from participation in classes, includes in particular:			
Code	Category	Name (description)	Is it part of the BUNA?
a01	Preparation for classes	Search for materials and review activities necessary for class participation <i>reviewing literature, documentation, tools and materials as well as the specifics of the syllabus and the range of activities indicated in it as required for full participation in classes</i>	No
a03	Preparation for classes	Developing practical skills <i>activities involving the repetition, refinement and consolidation of practical skills, including those developed during previous classes or new skills necessary for the implementation of subsequent elements of the curriculum (as preparation for class participation)</i>	Yes
c03	Preparation for verification of learning outcomes	Implementation of an individual or group assignment necessary for course/phase/ examination completion <i>a set of activities aimed at performing an assigned task, to be executed out of class, as an obligatory phase/element of the verification of the learning outcomes assigned to the course</i>	Yes



e01	Activities complementary to the classes	Undertaking, on one's own initiative and individually, activities aimed at expanding the scope or depth of the teaching content, also beyond the walls of the University <i>a set of activities undertaken independently and on the student's own initiative, aimed at expanding the depth and scope of knowledge and skills, their revision and repetition, retention or verification, also activities carried outside the university, e.g., in a culture promoting or educational institution, a laboratory, in the open air, etc.; also self-education</i>	No
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Information on the details of the module implementation in a given academic year can be found in the syllabus available in the USOS system: <https://usosweb.us.edu.pl>.



1.	<b>Field of study</b>	<b>Music in Multimedia</b>
2.	Faculty	Faculty of Fine Arts and Educational Science
3.	Academic year of entry	2025/2026 (winter term)
4.	Level of qualifications/degree	second-cycle studies
5.	Degree profile	practical
6.	Mode of study	full-time

7.	<b>General information about the module</b>	
<b>Module name</b>		<b>Video game design - logic and game mechanics</b>
Module code		W6-DigiCrea-MM-VGD
Number of the ECTS credits		1
Language of instruction		English
Purpose and description of the content of education		The "Video Game Design – Logic and Game Mechanics" module introduces students to the basics of video game design, focusing on game logic and mechanics. During lectures, students will explore the theory and practice of game design, examining key elements of game mechanics, their impact on gameplay, and player interaction. Topics include game rules, balancing, scoring systems, and challenges that shape the player experience. The course aims to develop students' skills in game analysis and design solutions based on game logic. Students can analyze game mechanisms and models to understand how these mechanics influence player engagement. Additionally, the course will feature examples from games that demonstrate different approaches to designing game logic and mechanics.
List of modules that must be completed before starting this module (if necessary)		not applicable

8.	Learning outcomes of the module			
Code	Description	Learning outcomes of the programme	Level of competenc (scale 1-5)	
S2-VGD_1	The student knows the principles of video game design, including game logic and mechanics.	W6-MM-S2-W02	5	
		W6-MM-S2-W03	3	
		W6-MM-S2-W04	4	
S2-VGD_2	The student understands the impact of game mechanics on gameplay and player interaction with the game system.	W6-MM-S2-W02	4	
		W6-MM-S2-W04	3	
		W6-MM-S2-W07	5	
S2-VGD_3	The student can analyze game mechanisms and design solutions based on game logic.	W6-MM-S2-U03	3	
		W6-MM-S2-U04	3	
S2-VGD_4	The student demonstrates openness to collaboration within a project team, respecting diverse approaches to game design.	W6-MM-S2-K04	4	
		W6-MM-S2-K06	5	
		W6-MM-S2-K07	3	

9. Methods of conducting classes		
Code	Category	Name (description)
a01	Lecture methods / expository methods	Formal lecture/ course-related lecture <i>a systematic course of study involving a synthetic presentation of an academic discipline; its implementation assumes a passive reception of the information provided</i>
b01	Problem-solving methods	Problem-based lecture <i>an analysis of a selected scientific or practical problem accompanied by its assessment and an attempt to provide a solution to the issues presented in the lecture as well as the indication of the consequences of the proposed solution</i>
b02	Problem-solving methods	Lecture-discussion <i>transmission of content involving interaction with the lecture audience; discussion of lecture-related issues is one of its elements or constitutes its follow-up</i>
c02	Demonstration methods	Video show <i>reproducing a film or video material in its entirety or in fragments in order to illustrate the content taught in class, to submit it to analysis and evaluation or to use it as an exercise in image perception; a film/video can be a work of art, an illustration (also technical illustration) of a content/phenomenon/object, a private record of an action, a media image, etc.</i>

10. Forms of teaching					
Code	Name	Number of hours	Assessment of the learning outcomes of the module	Learning outcomes of the module	Methods of conducting classes
W_VGD	lecture	15	exam	S2-VGD_1, S2-VGD_2, S2-VGD_3, S2-VGD_4	a01, b01, b02, c02

11. The student's work, apart from participation in classes, includes in particular:			
Code	Category	Name (description)	Is it part of the BUNA?
a02	Preparation for classes	Literature reading / analysis of source materials <i>reading the literature indicated in the syllabus; reviewing, organizing, analyzing and selecting source materials to be used in class</i>	No
a03	Preparation for classes	Developing practical skills <i>activities involving the repetition, refinement and consolidation of practical skills, including those developed during previous classes or new skills necessary for the implementation of subsequent elements of the curriculum (as preparation for class participation)</i>	No
c02	Preparation for verification of learning outcomes	Studying the literature used in and the materials produced in class <i>exploring the studied content, inquiring, considering, assimilating, interpreting it, or organizing knowledge obtained from the literature, documentation, instructions, scenarios, etc., used in class as well as from the notes or other materials/artifacts made in class</i>	No
c03	Preparation for verification of learning outcomes	Implementation of an individual or group assignment necessary for course/phase/ examination completion <i>a set of activities aimed at performing an assigned task, to be executed out of class, as an obligatory phase/element of the verification of the learning outcomes assigned to the course</i>	Yes

Information on the details of the module implementation in a given academic year can be found in the syllabus available in the USOS system: <https://usosweb.us.edu.pl>.

1.	<b>Field of study</b>	<b>Music in Multimedia</b>
2.	Faculty	Faculty of Fine Arts and Educational Science
3.	Academic year of entry	2025/2026 (winter term)
4.	Level of qualifications/degree	second-cycle studies
5.	Degree profile	practical
6.	Mode of study	full-time

7.	<b>General information about the module</b>	
<b>Module name</b>		<b>Video game production</b>
Module code		W6-DigiCrea-MM-VGP
Number of the ECTS credits		1
Language of instruction		English
Purpose and description of the content of education		The "Video Game Production" module introduces students to the fundamental principles of video game creation. The lecture-based classes cover the key stages of game production, from conceptualization and design to implementation and testing. Participants will explore various aspects of game production, including narrative, gameplay mechanics, interface design, and the role of technology in game development. The module is primarily theoretical but includes practical examples and case studies. Through the lectures, students will develop analytical skills and gain the necessary knowledge to understand the video game industry. Students are required to participate and prepare materials related to the topics discussed actively.
List of modules that must be completed before starting this module (if necessary)		not applicable

8.	Learning outcomes of the module			
Code	Description	Learning outcomes of the programme	Level of competenc (scale 1-5)	
S2-VGP_1	The student knows the key stages of video game production, from conceptualization to testing.	W6-MM-S2-W02 W6-MM-S2-W04 W6-MM-S2-W07	5 3 2	
S2-VGP_2	The student understands the elements of narrative, gameplay mechanics, and interface design in game production.	W6-MM-S2-W02 W6-MM-S2-W03 W6-MM-S2-W07	5 3 3	
S2-VGP_3	The student can analyze and evaluate examples of video game production using theoretical knowledge.	W6-MM-S2-U02 W6-MM-S2-U05 W6-MM-S2-U07	3 5 2	
S2-VGP_4	The student appreciates the importance of collaboration and idea exchange in video game creation.	W6-MM-S2-K02 W6-MM-S2-K04 W6-MM-S2-K06	3 2 5	

9. Methods of conducting classes		
Code	Category	Name (description)
a01	Lecture methods / expository methods	Formal lecture/ course-related lecture <i>a systematic course of study involving a synthetic presentation of an academic discipline; its implementation assumes a passive reception of the information provided</i>
b01	Problem-solving methods	Problem-based lecture <i>an analysis of a selected scientific or practical problem accompanied by its assessment and an attempt to provide a solution to the issues presented in the lecture as well as the indication of the consequences of the proposed solution</i>
b02	Problem-solving methods	Lecture-discussion <i>transmission of content involving interaction with the lecture audience; discussion of lecture-related issues is one of its elements or constitutes its follow-up</i>
c07	Demonstration methods	Screen presentation <i>a presentation of synthetic image content using computer graphics, e.g., a series of slides or other multimedia forms, usually accompanied by a commentary; typical components of a screen presentation include text organized into bulleted points, charts, images and animations, sometimes sound effects or music; a multimedia illustration of course content presented in the form of a projected image</i>

10. Forms of teaching					
Code	Name	Number of hours	Assessment of the learning outcomes of the module	Learning outcomes of the module	Methods of conducting classes
W_VGP	lecture	15	exam	S2-VGP_1, S2-VGP_2, S2-VGP_3, S2-VGP_4	a01, b01, b02, c07

11. The student's work, apart from participation in classes, includes in particular:			
Code	Category	Name (description)	Is it part of the BUNA?
a01	Preparation for classes	Search for materials and review activities necessary for class participation <i>reviewing literature, documentation, tools and materials as well as the specifics of the syllabus and the range of activities indicated in it as required for full participation in classes</i>	Yes
a02	Preparation for classes	Literature reading / analysis of source materials <i>reading the literature indicated in the syllabus; reviewing, organizing, analyzing and selecting source materials to be used in class</i>	Yes
c01	Preparation for verification of learning outcomes	Determining the stages of task implementation contributing to the verification of learning outcomes <i>devising a task implementation strategy embracing the division of content, the range of activities, implementation time and/or the method(s) of obtaining the necessary materials and tools, etc.</i>	No
e01	Activities complementary to the classes	Undertaking, on one's own initiative and individually, activities aimed at expanding the scope or depth of the teaching content, also beyond the walls of the University <i>a set of activities undertaken independently and on the student's own initiative, aimed at expanding the depth and scope of knowledge and skills, their revision and repetition, retention or verification, also activities carried outside the university, e.g., in a culture promoting or educational institution, a laboratory, in the open air, etc.; also self-education</i>	No

Information on the details of the module implementation in a given academic year can be found in the syllabus available in the USOS system: <https://usosweb.us.edu.pl>.

1.	Field of study	Music in Multimedia
2.	Faculty	Faculty of Fine Arts and Educational Science
3.	Academic year of entry	2025/2026 (winter term)
4.	Level of qualifications/degree	second-cycle studies
5.	Degree profile	practical
6.	Mode of study	full-time

7.	General information about the module	
Module name		Video studio techniques (filming, editing)
Module code		W6-DigiCrea-MM-VST
Number of the ECTS credits		3
Language of instruction		English
Purpose and description of the content of education		The "Video Studio Techniques (Filming, Editing)" module introduces students to the fundamentals of video production, focusing on filming techniques and editing. During lectures, students learn the basics of camera operation, lighting, and video editing. The workshops provide practical experience, allowing students to work with video equipment and editing software. Participants will learn to create audiovisual content, from recording footage to postproduction. This module prepares students for independent video project realization, enhancing skills necessary for working in a video studio.
List of modules that must be completed before starting this module (if necessary)		not applicable

8.	Learning outcomes of the module			
Code	Description	Learning outcomes of the programme	Level of competenc (scale 1-5)	
IMG-S2-VST_1	The student understands the basic principles of working with a camera and lighting in video production and is aware of the importance of these elements in the filming process.	W6-MM-S2-W02 W6-MM-S2-W04 W6-MM-S2-W10	4 2 2	
IMG-S2-VST_2	The student can independently operate video equipment and a video editor, using them to create audiovisual materials.	W6-MM-S2-U03 W6-MM-S2-U04	5 3	
IMG-S2-VST_3	The student can work effectively in a team, collaborating on joint film projects while ensuring the technical and artistic quality of the materials.	W6-MM-S2-K02 W6-MM-S2-K04 W6-MM-S2-K06	3 4 5	
IMG-S2-VST_4	The student understands basic video editing techniques and can apply them in postproduction.	W6-MM-S2-W01 W6-MM-S2-W02	1 5	
IMG-S2-VST_5	The student can conduct the entire video production process, from image capture to postproduction, creating a cohesive and professional audiovisual product.	W6-MM-S2-U01 W6-MM-S2-U03	2 5	

		W6-MM-S2-U04	4
<b>9.</b>	<b>Methods of conducting classes</b>		
<b>Code</b>	<b>Category</b>	<b>Name (description)</b>	
a01	Lecture methods / expository methods	Formal lecture/ course-related lecture <i>a systematic course of study involving a synthetic presentation of an academic discipline; its implementation assumes a passive reception of the information provided</i>	
b06	Problem-solving methods	Activating method – staged drama/drama <i>experiential learning; solving a problem by acting out a role; a.k.a. a role-playing method; role-players interpret their roles in an individual way; the identification with the role is achieved through the activation of the senses, imagination and speech, the stimulation of gesture and movement, etc.; the aim of drama is to experience situations, problems and events mediated by the role; staged drama is a role-playing method enriched with props and stage scenery illustrating a theme</i>	
b07	Problem-solving methods	Activating methods: a case study <i>a comprehensive description of a phenomenon connected with the selected discipline; reflecting the reality, presenting the 'what', 'where' and 'how' of the phenomenon, i.e., all of its key aspects to be discussed in class; used as a reproduction, presentation, discussion or diagnosis of factors that shape the phenomenon or interact with it; an in-depth qualitative analysis and evaluation of a selected phenomenon</i>	
b09	Problem-solving methods	Activating method – flipped classroom <i>anticipatory learning; work in class is based on previously studied material indicated by the person teaching the course; preparation outside the classroom serves the purpose of getting familiar with the issues whose knowledge is necessary for participating in the in-class discussion and the training in the related practical skills; the activity is based on the work of students under the guidance of the person teaching the course</i>	
c02	Demonstration methods	Video show <i>reproducing a film or video material in its entirety or in fragments in order to illustrate the content taught in class, to submit it to analysis and evaluation or to use it as an exercise in image perception; a film/video can be a work of art, an illustration (also technical illustration) of a content/phenomenon/object, a private record of an action, a media image, etc.</i>	
c06	Demonstration methods	Demonstration-imitation <i>a presentation of a model way of performing specific activities accompanied by a commentary; it aims at triggering imitation activities in an individual or in a group of participants observing the activities of the person teaching the course until the right habit is formed through regular exercise; the demonstration-imitation method is combined with a physical practice of activities/behaviours</i>	
d01	Programmed learning methods	Working with a computer <i>e.g., Webquest; implementation of educational tasks using electronic and digital devices, computer programs and Internet applications; the academic teacher acts as a consultant; students' work is carried out step by step according to the plan laid down by the person teaching the course and following his instructions, and proceeds towards producing the indicated results within the set deadline</i>	

10. Forms of teaching					
Code	Name	Number of hours	Assessment of the learning outcomes of the module	Learning outcomes of the module	Methods of conducting classes
C_VST	practical classes	12	course work	IMG-S2-VST_1, IMG-S2-VST_3	a01, b07, c02, c06
Wr_VST	workshop	28	course work	IMG-S2-VST_2, IMG-S2-VST_3, IMG-S2-VST_4, IMG-S2-VST_5	b06, b09, c06, d01

11. The student's work, apart from participation in classes, includes in particular:				
Code	Category	Name (description)		Is it part of the BUNA?
a01	Preparation for classes	Search for materials and review activities necessary for class participation <i>reviewing literature, documentation, tools and materials as well as the specifics of the syllabus and the range of activities indicated in it as required for full participation in classes</i>		No
a03	Preparation for classes	Developing practical skills <i>activities involving the repetition, refinement and consolidation of practical skills, including those developed during previous classes or new skills necessary for the implementation of subsequent elements of the curriculum (as preparation for class participation)</i>		Yes
c03	Preparation for verification of learning outcomes	Implementation of an individual or group assignment necessary for course/phase/ examination completion <i>a set of activities aimed at performing an assigned task, to be executed out of class, as an obligatory phase/element of the verification of the learning outcomes assigned to the course</i>		Yes
e01	Activities complementary to the classes	Undertaking, on one's own initiative and individually, activities aimed at expanding the scope or depth of the teaching content, also beyond the walls of the University <i>a set of activities undertaken independently and on the student's own initiative, aimed at expanding the depth and scope of knowledge and skills, their revision and repetition, retention or verification, also activities carried outside the university, e.g., in a culture promoting or educational institution, a laboratory, in the open air, etc.; also self-education</i>		No

Information on the details of the module implementation in a given academic year can be found in the syllabus available in the USOS system: <https://usosweb.us.edu.pl>.

1.	Field of study	Music in Multimedia
2.	Faculty	Faculty of Fine Arts and Educational Science
3.	Academic year of entry	2025/2026 (winter term)
4.	Level of qualifications/degree	second-cycle studies
5.	Degree profile	practical
6.	Mode of study	full-time

7.	General information about the module	
Module name		Virtual instruments
Module code		W6-DigiCrea-MM-VI
Number of the ECTS credits		1
Language of instruction		English
Purpose and description of the content of education		The "Virtual Instruments" module aims to familiarize students with various virtual instruments used in sound production. During the workshops, participants can work hands-on with multiple types of software and tools for sound creation. The focus will be on the technical and creative aspects of using virtual instruments in contemporary music and sound production. Students will experiment with diverse sounds and effects, learning to integrate them into larger audio projects. It will also provide an opportunity to enhance skills in handling advanced plugins and solving challenges related to their implementation. The module aims to develop participants' creativity and technical skills in working with virtual instruments in a digital environment.
List of modules that must be completed before starting this module (if necessary)		not applicable

8.	Learning outcomes of the module			
Code	Description	Learning outcomes of the programme		Level of competenc (scale 1-5)
SND-S2-VI_1	The student knows various virtual instruments used in sound production.	W6-MM-S2-W02		4
		W6-MM-S2-W03		5
		W6-MM-S2-W04		3
SND-S2-VI_2	The student can experiment with sounds and effects, integrating them into larger audio projects.	W6-MM-S2-U01		4
		W6-MM-S2-U03		5
		W6-MM-S2-U04		3
SND-S2-VI_3	The student can handle advanced plugins and solve challenges related to their implementation.	W6-MM-S2-U02		5
		W6-MM-S2-U03		4
		W6-MM-S2-U06		3
SND-S2-VI_4	The student collaborates effectively with others, sharing ideas and experiences while working with virtual instruments.	W6-MM-S2-K03		4
		W6-MM-S2-K06		5
		W6-MM-S2-K07		3



9. Methods of conducting classes		
Code	Category	Name (description)
b08	Problem-solving methods	Activating method – peer learning <i>learning through the exchange of knowledge in a group/team/pair of students, i.e., in the so-called learning cell; a kind of mutual learning; an approach focused on student activity under the guidance of the person teaching the course; a learning situation where students with a similar level of experience learn from one another</i>
b09	Problem-solving methods	Activating method – flipped classroom <i>anticipatory learning; work in class is based on previously studied material indicated by the person teaching the course; preparation outside the classroom serves the purpose of getting familiar with the issues whose knowledge is necessary for participating in the in-class discussion and the training in the related practical skills; the activity is based on the work of students under the guidance of the person teaching the course</i>
c06	Demonstration methods	Demonstration-imitation <i>a presentation of a model way of performing specific activities accompanied by a commentary; it aims at triggering imitation activities in an individual or in a group of participants observing the activities of the person teaching the course until the right habit is formed through regular exercise; the demonstration-imitation method is combined with a physical practice of activities/behaviours</i>
d01	Programmed learning methods	Working with a computer <i>e.g., Webquest; implementation of educational tasks using electronic and digital devices, computer programs and Internet applications; the academic teacher acts as a consultant; students' work is carried out step by step according to the plan laid own by the person teaching the course and following his instructions, and proceeds towards producing the indicated results within the set deadline</i>

10. Forms of teaching					
Code	Name	Number of hours	Assessment of the learning outcomes of the module	Learning outcomes of the module	Methods of conducting classes
Wr_VI	workshop	15	course work	SND-S2-VI_1, SND-S2-VI_2, SND-S2-VI_3, SND-S2-VI_4	b08, b09, c06, d01

11. The student's work, apart from participation in classes, includes in particular:			
Code	Category	Name (description)	Is it part of the BUNA?
a01	Preparation for classes	Search for materials and review activities necessary for class participation <i>reviewing literature, documentation, tools and materials as well as the specifics of the syllabus and the range of activities indicated in it as required for full participation in classes</i>	Yes
a03	Preparation for classes	Developing practical skills <i>activities involving the repetition, refinement and consolidation of practical skills, including those developed during previous classes or new skills necessary for the implementation of subsequent elements of the curriculum (as preparation for class participation)</i>	Yes
c03	Preparation for verification of learning outcomes	Implementation of an individual or group assignment necessary for course/phase/ examination completion <i>a set of activities aimed at performing an assigned task, to be executed out of class, as an obligatory phase/element of the verification of the learning outcomes assigned to the course</i>	Yes
e01	Activities complementary to the classes	Undertaking, on one's own initiative and individually, activities aimed at expanding the scope or depth of the teaching content, also beyond the walls of the University <i>a set of activities undertaken independently and on the student's own initiative, aimed at expanding the</i>	No

		<i>depth and scope of knowledge and skills, their revision and repetition, retention or verification, also activities carried outside the university, e.g., in a culture promoting or educational institution, a laboratory, in the open air, etc.; also self-education</i>	
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Information on the details of the module implementation in a given academic year can be found in the syllabus available in the USOS system: <https://usosweb.us.edu.pl>.

1.	<b>Field of study</b>	<b>Music in Multimedia</b>
2.	Faculty	Faculty of Fine Arts and Educational Science
3.	Academic year of entry	2025/2026 (winter term)
4.	Level of qualifications/degree	second-cycle studies
5.	Degree profile	practical
6.	Mode of study	full-time

7.	<b>General information about the module</b>	
<b>Module name</b>		<b>VR in creative industries</b>
Module code		W6-DigiCrea-MM-VRCI
Number of the ECTS credits		1
Language of instruction		English
Purpose and description of the content of education		The module "VR in Creative Industries" introduces students to the applications of virtual reality (VR) technology across various sectors of the creative industries. The course focuses on analyzing the role of VR in art, film, video games, spatial design, and other forms of artistic expression and communication. Students will learn about the tools and technologies used in VR and the challenges and potential of this technology in the creative context. The module enables an understanding of how VR influences user experiences and how it transforms traditional production methods in creative industries. Participants will analyze examples of VR applications across sectors, discussing innovative projects and case studies. The course aims to develop critical thinking skills regarding the future of VR technology in the context of art and media.
List of modules that must be completed before starting this module (if necessary)		not applicable

8.	Learning outcomes of the module			
Code	Description	Learning outcomes of the programme	Level of competenc (scale 1-5)	
S2-VRCI_1	The student knows the applications of VR technology across various sectors of the creative industries, including art, film, and video games.	W6-MM-S2-W02 W6-MM-S2-W03 W6-MM-S2-W05	4 3 3	
S2-VRCI_2	The student possesses knowledge about the tools and technologies used in VR and the challenges associated with this technology.	W6-MM-S2-W02 W6-MM-S2-W03 W6-MM-S2-W04	5 4 3	
S2-VRCI_3	The student understands the impact of VR on user experiences and the transformation of traditional production methods in creative industries.	W6-MM-S2-W02 W6-MM-S2-W04 W6-MM-S2-W05	5 3 4	
S2-VRCI_4	The student can collaborate in a group, sharing knowledge about VR and engaging in discussions about the future of this technology in art and media.	W6-MM-S2-K03 W6-MM-S2-K06 W6-MM-S2-K07	3 5 4	

9. Methods of conducting classes		
Code	Category	Name (description)
a01	Lecture methods / expository methods	Formal lecture/ course-related lecture <i>a systematic course of study involving a synthetic presentation of an academic discipline; its implementation assumes a passive reception of the information provided</i>
b01	Problem-solving methods	Problem-based lecture <i>an analysis of a selected scientific or practical problem accompanied by its assessment and an attempt to provide a solution to the issues presented in the lecture as well as the indication of the consequences of the proposed solution</i>
b04	Problem-solving methods	Activating method – discussion / debate <i>an exchange of views supported by substantive arguments leading to a clash of different views, a compromise or the identification of common positions; it proceeds according to previously agreed-upon rules regarding the time, manner and turn-taking as well as the principles of civil discourse; a discussion is not a competition but aims at finding the best solutions or presenting different points of view; its varieties include brainstorming, Oxford-style debate, panel discussion, decision tree, conference discussion; a debate is an orderly dispute between supporters and opponents of a viewpoint, usually specialists in the field or pre-selected representatives of a group dealing with a common problem</i>
b07	Problem-solving methods	Activating methods: a case study <i>a comprehensive description of a phenomenon connected with the selected discipline; reflecting the reality, presenting the 'what', 'where' and 'how' of the phenomenon, i.e., all of its key aspects to be discussed in class; used as a reproduction, presentation, discussion or diagnosis of factors that shape the phenomenon or interact with it; an in-depth qualitative analysis and evaluation of a selected phenomenon</i>

10. Forms of teaching					
Code	Name	Number of hours	Assessment of the learning outcomes of the module	Learning outcomes of the module	Methods of conducting classes
W_VRCI	lecture	15	exam	S2-VRCI_1, S2-VRCI_2, S2-VRCI_3, S2-VRCI_4	a01, b01, b04, b07

11. The student's work, apart from participation in classes, includes in particular:			
Code	Category	Name (description)	Is it part of the BUNA?
a02	Preparation for classes	Literature reading / analysis of source materials <i>reading the literature indicated in the syllabus; reviewing, organizing, analyzing and selecting source materials to be used in class</i>	Yes
a04	Preparation for classes	Consulting materials complementary to those indicated in the syllabus <i>agreeing on materials complementary to those indicated in the syllabus, supporting the implementation of tasks resulting from or necessary for class participation</i>	Yes
c02	Preparation for verification of learning outcomes	Studying the literature used in and the materials produced in class <i>exploring the studied content, inquiring, considering, assimilating, interpreting it, or organizing knowledge obtained from the literature, documentation, instructions, scenarios, etc., used in class as well as from the notes or other materials/artifacts made in class</i>	No
e01	Activities complementary to the classes	Undertaking, on one's own initiative and individually, activities aimed at expanding the scope or depth of the teaching content, also beyond the walls of the University <i>a set of activities undertaken independently and on the student's own initiative, aimed at expanding the depth and scope of knowledge and skills, their revision and repetition, retention or verification, also activities carried outside the university, e.g., in a culture promoting or educational institution, a</i>	No

		<i>laboratory, in the open air, etc.; also self-education</i>	
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Information on the details of the module implementation in a given academic year can be found in the syllabus available in the USOS system: <https://usosweb.us.edu.pl>.

1.	<b>Field of study</b>	<b>Music in Multimedia</b>
2.	Faculty	Faculty of Fine Arts and Educational Science
3.	Academic year of entry	2025/2026 (winter term)
4.	Level of qualifications/degree	second-cycle studies
5.	Degree profile	practical
6.	Mode of study	full-time

7.	<b>General information about the module</b>	
<b>Module name</b>		<b>VR in Utility Forms</b>
Module code		W6-DigiCrea-MM-VRUF
Number of the ECTS credits		1
Language of instruction		English
Purpose and description of the content of education		The "VR in Utility Forms" module aims to introduce students to various applications of virtual reality technology in practical fields. The course will cover how VR can be used across education, healthcare, manufacturing, and design industries. Lectures will focus on the technical aspects of VR implementation and its impact on society and users. Students will learn how to create VR solutions tailored to specific user needs, exploring its potential in real-world applications. The module will also analyze case studies of VR use across different sectors, addressing the challenges of its integration and user adoption. This course encourages critical thinking and creativity in designing and implementing VR technology.
List of modules that must be completed before starting this module (if necessary)		not applicable

8.	Learning outcomes of the module			
Code	Description	Learning outcomes of the programme	Level of competenc (scale 1-5)	
S2-VRUF_1	The student knows the application of VR technology in various fields, such as education, healthcare, manufacturing, and design.	W6-MM-S2-W02 W6-MM-S2-W04 W6-MM-S2-W05	4 2 3	
S2-VRUF_2	The student knows the technical aspects of VR implementation and its impact on society and users.	W6-MM-S2-W02 W6-MM-S2-W03 W6-MM-S2-W05	4 3 2	
S2-VRUF_3	The student knows the challenges related to integrating VR technology in different sectors and its adoption by users.	W6-MM-S2-W01 W6-MM-S2-W02 W6-MM-S2-W05	2 3 4	
S2-VRUF_4	The student can critically analyze and approach the design and implementation of VR technology creatively, working collaboratively in diverse teams.	W6-MM-S2-K04 W6-MM-S2-K06 W6-MM-S2-K07	3 5 4	

9. Methods of conducting classes		
Code	Category	Name (description)
a01	Lecture methods / expository methods	Formal lecture/ course-related lecture <i>a systematic course of study involving a synthetic presentation of an academic discipline; its implementation assumes a passive reception of the information provided</i>
b01	Problem-solving methods	Problem-based lecture <i>an analysis of a selected scientific or practical problem accompanied by its assessment and an attempt to provide a solution to the issues presented in the lecture as well as the indication of the consequences of the proposed solution</i>
b04	Problem-solving methods	Activating method – discussion / debate <i>an exchange of views supported by substantive arguments leading to a clash of different views, a compromise or the identification of common positions; it proceeds according to previously agreed-upon rules regarding the time, manner and turn-taking as well as the principles of civil discourse; a discussion is not a competition but aims at finding the best solutions or presenting different points of view; its varieties include brainstorming, Oxford-style debate, panel discussion, decision tree, conference discussion; a debate is an orderly dispute between supporters and opponents of a viewpoint, usually specialists in the field or pre-selected representatives of a group dealing with a common problem</i>
b07	Problem-solving methods	Activating methods: a case study <i>a comprehensive description of a phenomenon connected with the selected discipline; reflecting the reality, presenting the 'what', 'where' and 'how' of the phenomenon, i.e., all of its key aspects to be discussed in class; used as a reproduction, presentation, discussion or diagnosis of factors that shape the phenomenon or interact with it; an in-depth qualitative analysis and evaluation of a selected phenomenon</i>

10. Forms of teaching					
Code	Name	Number of hours	Assessment of the learning outcomes of the module	Learning outcomes of the module	Methods of conducting classes
W_VRUF	lecture	15	exam	S2-VRUF_1, S2-VRUF_2, S2-VRUF_3, S2-VRUF_4	a01, b01, b04, b07

11. The student's work, apart from participation in classes, includes in particular:			
Code	Category	Name (description)	Is it part of the BUNA?
a02	Preparation for classes	Literature reading / analysis of source materials <i>reading the literature indicated in the syllabus; reviewing, organizing, analyzing and selecting source materials to be used in class</i>	Yes
a04	Preparation for classes	Consulting materials complementary to those indicated in the syllabus <i>agreeing on materials complementary to those indicated in the syllabus, supporting the implementation of tasks resulting from or necessary for class participation</i>	Yes
c02	Preparation for verification of learning outcomes	Studying the literature used in and the materials produced in class <i>exploring the studied content, inquiring, considering, assimilating, interpreting it, or organizing knowledge obtained from the literature, documentation, instructions, scenarios, etc., used in class as well as from the notes or other materials/artifacts made in class</i>	No
e01	Activities complementary to the classes	Undertaking, on one's own initiative and individually, activities aimed at expanding the scope or depth of the teaching content, also beyond the walls of the University <i>a set of activities undertaken independently and on the student's own initiative, aimed at expanding the depth and scope of knowledge and skills, their revision and repetition, retention or verification, also activities carried outside the university, e.g., in a culture promoting or educational institution, a</i>	No

		<i>laboratory, in the open air, etc.; also self-education</i>	
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1.	<b>Field of study</b>	<b>Music in Multimedia</b>
2.	Faculty	Faculty of Fine Arts and Educational Science
3.	Academic year of entry	2025/2026 (winter term)
4.	Level of qualifications/degree	second-cycle studies
5.	Degree profile	practical
6.	Mode of study	full-time

7.	<b>General information about the module</b>	
<b>Module name</b>		<b>Web Audio</b>
Module code		W6-DigiCrea-MM-WebA
Number of the ECTS credits		1
Language of instruction		English
Purpose and description of the content of education		The "Web Audio" module provides students with an introduction to audio technologies in the context of websites and web applications. During the course, participants will explore basic techniques and tools for creating interactive audio experiences on the web. Topics include real-time sound manipulation, creating sound effects, and integrating audio with graphics and video on web pages. Students will learn to use the Web Audio API to implement audio scenarios in web applications. The workshop-based course focuses on developing practical skills in sound programming for the web. This module is part of a series of courses related to web technologies, offering a solid foundation for further growth in this field. Upon completion, students can apply advanced audio techniques in web applications.
List of modules that must be completed before starting this module (if necessary)		not applicable

8.	Learning outcomes of the module			
Code	Description	Learning outcomes of the programme	Level of competenc (scale 1-5)	
S2-WebA_1	The student knows the techniques and tools for creating interactive audio experiences in web applications.	W6-MM-S2-W02	2	
		W6-MM-S2-W03	3	
		W6-MM-S2-W04	4	
S2-WebA_2	The student can use the Web Audio API to manipulate sound in real time and create sound effects in web applications.	W6-MM-S2-U02	4	
		W6-MM-S2-U03	3	
		W6-MM-S2-U04	5	
S2-WebA_3	The student can collaborate on audio projects, sharing knowledge and ideas to achieve a common goal.	W6-MM-S2-K03	4	
		W6-MM-S2-K04	3	
		W6-MM-S2-K06	5	

9. Methods of conducting classes		
Code	Category	Name (description)
b08	Problem-solving methods	Activating method – peer learning <i>learning through the exchange of knowledge in a group/team/pair of students, i.e., in the so-called learning cell; a kind of mutual learning; an approach focused on student activity under the guidance of the person teaching the course; a learning situation where students with a similar level of experience learn from one another</i>
b09	Problem-solving methods	Activating method – flipped classroom <i>anticipatory learning; work in class is based on previously studied material indicated by the person teaching the course; preparation outside the classroom serves the purpose of getting familiar with the issues whose knowledge is necessary for participating in the in-class discussion and the training in the related practical skills; the activity is based on the work of students under the guidance of the person teaching the course</i>
c03	Demonstration methods	Audio playback / audio drama <i>preparation and reproduction of sound material (audio recording) in its entirety or in fragments in order to illustrate the content taught in class, to submit it to analysis and evaluation or to use it as a method of sound perception, including the appreciation of a musical piece, an artistic audio drama, an oral presentation of an artistic or scientific text as well as a media text; analysis of the sound material recorded on a carrier with a view to studying a sound-related phenomenon</i>
c06	Demonstration methods	Demonstration-imitation <i>a presentation of a model way of performing specific activities accompanied by a commentary; it aims at triggering imitation activities in an individual or in a group of participants observing the activities of the person teaching the course until the right habit is formed through regular exercise; the demonstration-imitation method is combined with a physical practice of activities/behaviours</i>

10. Forms of teaching					
Code	Name	Number of hours	Assessment of the learning outcomes of the module	Learning outcomes of the module	Methods of conducting classes
Wr_WebA	workshop	12	course work	S2-WebA_1, S2-WebA_2, S2-WebA_3	b08, b09, c03, c06

11. The student's work, apart from participation in classes, includes in particular:			
Code	Category	Name (description)	Is it part of the BUNA?
a01	Preparation for classes	Search for materials and review activities necessary for class participation <i>reviewing literature, documentation, tools and materials as well as the specifics of the syllabus and the range of activities indicated in it as required for full participation in classes</i>	No
a03	Preparation for classes	Developing practical skills <i>activities involving the repetition, refinement and consolidation of practical skills, including those developed during previous classes or new skills necessary for the implementation of subsequent elements of the curriculum (as preparation for class participation)</i>	Yes
c01	Preparation for verification of learning outcomes	Determining the stages of task implementation contributing to the verification of learning outcomes <i>devising a task implementation strategy embracing the division of content, the range of activities, implementation time and/or the method(s) of obtaining the necessary materials and tools, etc.</i>	Yes
e01	Activities complementary to the classes	Undertaking, on one's own initiative and individually, activities aimed at expanding the scope or depth of the teaching content, also beyond the walls of the University <i>a set of activities undertaken independently and on the student's own initiative, aimed at expanding the</i>	No

		<i>depth and scope of knowledge and skills, their revision and repetition, retention or verification, also activities carried outside the university, e.g., in a culture promoting or educational institution, a laboratory, in the open air, etc.; also self-education</i>	
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1.	<b>Field of study</b>	<b>Music in Multimedia</b>
2.	Faculty	Faculty of Fine Arts and Educational Science
3.	Academic year of entry	2025/2026 (winter term)
4.	Level of qualifications/degree	second-cycle studies
5.	Degree profile	practical
6.	Mode of study	full-time

7.	<b>General information about the module</b>	
<b>Module name</b>		<b>Web programming</b>
Module code		W6-DigiCrea-MM-WebP
Number of the ECTS credits		1
Language of instruction		English
Purpose and description of the content of education		The "Web Programming" module introduces students to creating dynamic web applications. The course covers programming languages such as HTML, CSS, and JavaScript, essential for building modern websites. Participants will become familiar with best practices for creating interactive and responsive websites that function across various devices. The module focuses on developing functional and visually appealing websites, allowing students to develop creative technical solutions. Topics will also include web application performance optimization and data security. The course concludes with the implementation of a practical web project.
List of modules that must be completed before starting this module (if necessary)		not applicable

8.	Learning outcomes of the module			
Code	Description	Learning outcomes of the programme	Level of competenc (scale 1-5)	
S2-WebP_1	The student knows the principles of creating dynamic web applications and the HTML, CSS, and JavaScript technologies essential for building modern websites.	W6-MM-S2-W02	4	
		W6-MM-S2-W03	3	
		W6-MM-S2-W08	2	
S2-WebP_2	The student can create interactive and responsive websites, optimize their performance, and ensure data security.	W6-MM-S2-U02	2	
		W6-MM-S2-U03	2	
		W6-MM-S2-U04	4	
S2-WebP_3	The student collaborates effectively in a team, sharing tasks efficiently when working on web projects.	W6-MM-S2-K01	3	
		W6-MM-S2-K03	4	
		W6-MM-S2-K06	5	

9.	Methods of conducting classes		
	Code	Category	Name (description)
	b07	Problem-solving methods	Activating methods: a case study

		<i>a comprehensive description of a phenomenon connected with the selected discipline; reflecting the reality, presenting the 'what', 'where' and 'how' of the phenomenon, i.e., all of its key aspects to be discussed in class; used as a reproduction, presentation, discussion or diagnosis of factors that shape the phenomenon or interact with it; an in-depth qualitative analysis and evaluation of a selected phenomenon</i>
b09	Problem-solving methods	Activating method – flipped classroom <i>anticipatory learning; work in class is based on previously studied material indicated by the person teaching the course; preparation outside the classroom serves the purpose of getting familiar with the issues whose knowledge is necessary for participating in the in-class discussion and the training in the related practical skills; the activity is based on the work of students under the guidance of the person teaching the course</i>
c06	Demonstration methods	Demonstration-imitation <i>a presentation of a model way of performing specific activities accompanied by a commentary; it aims at triggering imitation activities in an individual or in a group of participants observing the activities of the person teaching the course until the right habit is formed through regular exercise; the demonstration-imitation method is combined with a physical practice of activities/behaviours</i>
d01	Programmed learning methods	Working with a computer <i>e.g., Webquest; implementation of educational tasks using electronic and digital devices, computer programs and Internet applications; the academic teacher acts as a consultant; students' work is carried out step by step according to the plan laid own by the person teaching the course and following his instructions, and proceeds towards producing the indicated results within the set deadline</i>

10. Forms of teaching					
Code	Name	Number of hours	Assessment of the learning outcomes of the module	Learning outcomes of the module	Methods of conducting classes
C_WebP	practical classes	12	course work	S2-WebP_1, S2-WebP_2, S2-WebP_3	b07, b09, c06, d01

11. The student's work, apart from participation in classes, includes in particular:			
Code	Category	Name (description)	Is it part of the BUNA?
a02	Preparation for classes	Literature reading / analysis of source materials <i>reading the literature indicated in the syllabus; reviewing, organizing, analyzing and selecting source materials to be used in class</i>	No
a03	Preparation for classes	Developing practical skills <i>activities involving the repetition, refinement and consolidation of practical skills, including those developed during previous classes or new skills necessary for the implementation of subsequent elements of the curriculum (as preparation for class participation)</i>	Yes
c03	Preparation for verification of learning outcomes	Implementation of an individual or group assignment necessary for course/phase/ examination completion <i>a set of activities aimed at performing an assigned task, to be executed out of class, as an obligatory phase/element of the verification of the learning outcomes assigned to the course</i>	Yes

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