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.	ISCED code	0210 (Arts, not further defined)
8.	Number of semesters	4
9.	Degree	magister (Master's Degree)
10.	General characteristics of the field of study and the assumed concept of education	The studies address people interested in digital art, audiovisual media, and new technologies who have completed bachelor's or master's studies in music, sound, film production, or video games. The studies aim to prepare creators who can combine artistic skills with advanced technical knowledge. The curriculum covers theoretical and practical aspects of creating audiovisual forms of expression, considering the latest technologies, such as AI and XR. Students will develop their thinking skills by using images, creating coherent narratives, cooperating in interdisciplinary teams, and using the latest technologies. The study program includes lectures, workshops, seminars, and practical projects, including implementing etudes and projects using modern technologies. Students gain knowledge in art history and theory, new media, and technologies and tools used in audiovisual production and post-production. Students will learn about intellectual property protection, marketing, and culture promotion. The program emphasizes the development of creativity, critical thinking skills, and adaptation to technological changes.
11.	Information on the relationship between the studies and the university's strategy as well as the socio-economic needs that determine the conduct of studies and the compliance of learning outcomes with these needs	The main strategic goal, defined in the strategy of the university and the faculty implemented as part of the study program "Music in Multimedia" (Master's studies), which is carried out by the international studies "Digital Creativity Art&Science European Master" Erasmus Mundus Joint Masters (abbreviation: DigiCrea), is an innovative approach to education and a modern educational offer. The curriculum was developed according to the guidelines of the National Qualifications Framework and the effectiveness of learning at level 7 of the Polish Qualifications Framework. It has also been adapted to the current requirements of the labor market in the broadly understood audiovisual and new media sector. Studies in the "Music in Multimedia" based on the "Digital Creativity Art&Science European Master" Erasmus Mundus Joint Masters are consistent with the strategy of partner universities and respond to the current needs of the labor market in the creative sector, which is developing dynamically. The program aims to develop interdisciplinary skills and cooperation between various fields of art and technology. The learning outcomes are adapted to the requirements of the Polish Qualifications Framework and prepare graduates for active participation in professional, cultural, and artistic life. The curriculum for the major is and will be implemented based on the quality policy assumptions adopted at the university and the faculty. The Master's degree "Music in Multimedia" based on the "Digital Creativity Art&Science European Master" program responds to the challenges of widespread digitization and technological innovation in the audiovisual industry. The dynamic development of the film, music, video games, and digital arts markets poses new, previously unknown requirements for creators. This requires the development of modern forms of education, which, through advanced skills and qualifications, will prepare graduates to function effectively in the competitive labor market. The Master's degree "Music in Multimedia" based on the "Digital Creativity Art&Science European Master" studies focuses on an interdisciplinary approach, combining art with the latest technologies, such as computer graphics, video production, digital sound, and interactive media. The program emphasizes the development of creativity and technical and analytical skills, enabling students to work with advanced tools and technologies, including augmented reality (XR), virtual reality (VR), and artificial intelligence (AI). As part of the study program "Music in Multimedia" based on the Erasmus Mundus Joint Master Degree "Digital Creativity Art & Science", students gain practical skills in the creation, editing, and post-production of image and sound, music composition and sound design, and video game design. The studies offer two specializations, Image and Sound, enabling specialization in a chosen field and access to classes in both. The Master's degree "Music in Multimedia" based on the "Digital Creativity Art&Science European Master"

		graduates will be comprehensively prepared to work in the dynamically developing creative industry, including the film, television, video games, digital arts, and new media sectors. They will be specialists in audiovisual content production, interface design, and project management in the creative industry. They will possess the skills necessary to create innovative audiovisual projects and the ability to adapt to changing market conditions. The study program also responds to the growing demand for content creators and producers who can effectively use the latest technologies in the creative process. To sum up, the Master's degree "Music in Multimedia" based on the "Digital Creativity Art&Science European Master" studies educates specialists who combine artistic competencies with technological knowledge and can create a new reality in digital art using the potential of XR and AI. Graduates will be competitive in the labor market and ready to take on the challenges of the modern audiovisual industry. The study program ensures high-quality teaching according to the university's and the faculty's policy. It creates optimal conditions for the artistic development of students and the development of their talents. On the one hand, the program will equip students with knowledge and skills related to the workshop and craft requirements necessary for audiovisual creators. Graduates will be professionally prepared to carry out commissioned projects. On the other hand, the study program aims to awaken the passion and motivation of students, supporting their pursuit of artistic expression and expressing their own experiences in work. Based on the master-student relationship, pro-quality activities aim to transform the consortium campuses into an environment conducive to creative development. As part of the Master's degree "Music in Multimedia" based on the "Digital Creativity Art&Science European Master" studies, students with specific predispositions can cooperate with professionally and artistically active teachers and other students striving to carry out their own projects. This joint pursuit will create a space for dialogue between art and the recipient, opening new perspectives for creativity and innovation. This program also focuses on developing creativity and critical thinking, allowing students to experiment with the latest tools and technologies. Graduates can use modern tools, which give them artistic direction and help them create original works. The study program also aims to prepare graduates to work in interdisciplinary teams, essential in the modern audiovisual industry. Active cooperation with the environment is key. The Master's degree program is part of the strategy of the University, Faculty, and the consortium's activities. This approach assumes increasing the participation of external stakeholders in the education process to adapt the study program to the dynamically changing conditions of the audiovisual industry. Constant contact with distributors of new technologies is crucial to maintaining a high level of education. The Master's degree "Music in Multimedia" based on the "Digital Creativity Art&Science European Master" program ensures students can access innovative technologies to implement their artistic projects in traditional audiovisual and modern hybrid forms. The study program also allows industry professionals to participate in the teaching process. Cooperation with the environment in the study program goes beyond formal frameworks, striving to open up to modernity and influence the recipient through works of art. The study program implements the university's mission by promoting social responsibility through artistic education. Students of the "Music in Multimedia" based on the "Digital Creativity Art&Science European Master", through their projects, are to influence reality, inspire recipients to reflect, and will be able to raise important social, ecological, or cultural issues, as well as inspire recipients to change. The program emphasizes the development of creativity and critical thinking skills, allowing students to experiment with new tools and technologies, including Extended Reality (XR) and Artificial Intelligence (AI), to create innovative and engaging works. In summary, "Digital Creativity Art & Science" is a study program conducted in the field of "Music in Multimedia" that combines a rigorous approach to learning with individual artistic development, supporting the creation of a new generation of creators who will shape the future of digital art.
12.	Specializations	Image Sound
13.	General description of the specialization	<u>Image</u> The "Image" specialization within the DigiCrea program aims to prepare specialists in the field of new audiovisual media, with a particular focus on film, video games, and augmented reality (XR). Students will gain advanced image creation, editing, and post-production skills using the latest technologies and tools. The curriculum emphasizes the development of creativity, narrative, and technical skills, enabling

		graduates to create innovative audiovisual projects. The study program includes a variety of modules combining theory with practice. Students will participate in lectures, workshops, laboratories, and practical projects, gaining experience working with professional equipment and software. As part of the "Image" specialization, students will explore the secrets of directing, screenwriting, cinematography, editing, animation, special effects, and virtual production. The program also offers modules on video game design, creating 3D elements, and using XR technology. Students will work in interdisciplinary teams, allowing them to develop cooperation and communication skills. Graduates of the "Image" specialization will be prepared to work in the film sector, video games, 3D design houses, virtual production, XR content production, and other areas related to new audiovisual media. <u>Sound</u> The "Sound" specialization within the DigiCrea program aims to prepare specialists in the field of sound in audiovisual media, with a particular focus on music, sound in film, video games, and augmented reality (XR). Students will gain advanced skills in recording, editing, mixing, and post-production of sound using the latest technologies and tools. The curriculum emphasizes developing creativity and compositional and technical skills, enabling graduates to create innovative sound projects. The study program includes a variety of modules combining theory with practice. Students will participate in lectures, workshops, laboratories, and practical projects, gaining experience working with professional equipment and software. As part of the "Sound" specialization, students will explore the secrets of music composition, sound design, sound recording on set and in the studio, mixing and mastering, and creating interactive sound. The program also offers modules on using digital technologies and algorithms in sound processing and making music for video games and XR. Students will work in interdisciplinary teams, allowing them to develop cooperation and communication skills. Graduates of the "Sound" specialization will be prepared to work as composers of film and game music, sound designers, creators of interactive sound, sound engineers on set and in the studio, mixing and mastering specialists, specialists in sound processing and creating music using algorithms, or specialists in other fields related to sound in audiovisual media.
14.	The semester from which the specializations starts	1
15.	Percentage of the ECTS credits for each of the scientific or artistic disciplines to which the learning outcomes are related to the total number of ECTS credits (along with the indication of the leading discipline)	Image: • *[leading discipline]* music (the arts): 51% • film and theatre (the arts): 49% Sound: • *[leading discipline]* music (the arts): 51% • film and theatre (the arts): 49%
16.	Number of ECTS credits required to achieve the qualification equivalent to the level of study	120
17.	Percentage of the ECTS credits for optional modules in relation to the total number of ECTS credits	Image: 31%, Sound: 31%
18.	Total number of ECTS credits that a student must obtain in the modules taught	Image: 64, Sound: 66
19.	Number of ECTS credits that a student must obtain in modules assigned to disciplines within the	Image: 11, Sound: 9

	humanities or social sciences (not less than 5 ECTS) - in the case of fields of study assigned to disciplines within the fields other than, respectively, humanities or social sciences	
20.	Number of ECTS credits - higher than 50% of the total number of credits - that a student must obtain: • in general university programmes within a module connected with research carried out in the scientific or artistic disciplines to develop his/her knowledge and research skills; • in practical programmes within a module to develop practical skills	Image: 95, Sound: 100
21.	Total number of ECTS credits that a student must obtain in internships	Image: 20, Sound: 20
22.	Internships (hours and conditions) in the case of practical programmes and in general university programme - if such requires internship	Internships are an integral part of the study program, carried out by students in individual fields, levels, profiles and forms of study. Internships are to help in confronting the knowledge acquired during studies with the requirements of the labour market, acquiring skills useful in the profession, learning about practical issues related to working in positions for which the student is prepared during the course of studies. The internship is to familiarize the student with professional language relevant to a specific industry and work culture. The rules for the organization of internships are set out in the Rector's ordinance. Detailed rules of apprenticeship taking into account the specifics of particular fields of study are set out in the field's of study apprenticeship regulations, in particular: learning outcomes assumed to be achieved by the student during the apprenticeship, framework apprenticeship program including a description of issues, dimension of apprenticeship (number of weeks of practice); form of internship (continuous, mid-year), criteria for choosing the place of internship, obligations of the student staying in the internship, obligations of the academic tutor, conditions for completing the internship by the student and conditions for exemption from the internship obligation in whole or in part. The number of ECTS and the number of hours are specified in the course structure.
23.	Graduation requirements	The condition for admission to the diploma examination is to achieve the learning outcomes provided for in the study program, to obtain a certificate of an appropriate level of language proficiency in a foreign language and to obtain positive grades for the diploma dissertation. The condition for graduation is to pass the diploma examination with at least a satisfactory result. A graduate receives a higher education diploma confirming obtaining the qualifications of the appropriate degree. Detailed rules of the diploma process and the requirements for the diploma thesis are set out in the Rules and Regulations of Studies at the University of Silesia and the diploma regulations.