

# SYLLABUS

REGARDING THE QUALIFICATION CYCLE FROM 2024 TO 2027  
ACADEMIC YEAR 2024/2025 AND 2025/2026

## 1. BASIC COURSE/MODULE INFORMATION

Course/Module title	Digital Workshop
Course/Module code *	K11
Faculty (name of the unit offering the field of study)	College of Humanities
Name of the unit running the course	Institute of Modern Languages
Field of study	Media, Visual and Social Communication
Qualification level	Bachelor's degree
Profile	general academic
Study mode	full-time
Year and semester of studies	Year 1: semester 2; Year 2: semesters 3 and 4
Course type	major
Language of instruction	English
Coordinator	Dr Ondrej Revický
Course instructor	Dr Ondrej Revický Mgr Mikołaj Garlak

\* - as agreed at the faculty

### 1.1. Learning format – number of hours and ECTS credits

Semester (no.)	Lectures	Classes	Laboratories	Seminars	Practical classes	Internships	others	ECTS credits
2		30						2
3		30						2
4		30						2

### 1.2. Course delivery methods

- conducted in a traditional way

### 1.3. Course/Module assessment (exam, pass with a grade, pass without a grade)

Semester II: pass with a grade

Semester III: pass with a grade

Semester IV: pass with a grade

### 2. PREREQUISITES

Semester II: basic computer skills. Semester III: positive grade in the former semester. Semester IV: positive grade in the former semester.
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### 3. OBJECTIVES, LEARNING OUTCOMES, COURSE CONTENT, AND INSTRUCTIONAL METHODS

#### 3.1. Course/Module objectives

O1	Gain basic skills in working with graphic materials.
O2	Master the basics of working with graphics programs designed for creating and processing bitmap graphics, vector graphics, animation and video.
O3	Developing good work organization practices in the digital environment.

#### 3.2. COURSE/MODULE LEARNING OUTCOMES (TO BE COMPLETED BY THE COORDINATOR)

Learning Outcome	The description of the learning outcome defined for the course/module	Relation to the degree programme outcomes
LO_01	The graduate is familiar with selected techniques and tools for creating a message and understands their impact on the user. Selects appropriate tools for processing static and dynamic graphic content.	K_Wo3 K_Wo4 K_Uo4
LO_02	The student uses the developed workshop skills to prepare the various parts of the project, and combines them to create complex graphic materials.	K_U10
LO_03	The student is able to independently expand his workshop, updates his knowledge of software and techniques for processing graphic materials.	K_Ko1

#### 3.3. Course content (to be completed by the coordinator)

##### A. Lectures

Content outline

##### B. Classes, laboratories, seminars, practical classes

Content outline
<b>Semester 2</b> – types of graphic materials – requirements and technical limitations in working with graphic materials – color spaces – basics of working with bitmap graphics – working in Adobe Photoshop – generative techniques
<b>Semester 3</b> – basics of working with vector graphics – working in Adobe Illustrator – preparing materials for animation – creating animations in Adobe After Effects
<b>Semester 4</b> – parameters and technical requirements for working with video materials – basic video processing – video editing – postproduction and colorgrading – video export and rendering – working in Adobe After Effects and Adobe Premiere software

### 3.4. Methods of Instruction

e.g.

*Lecture: a problem-solving lecture/a lecture supported by a multimedia presentation/ distance learning*

*Classes: text analysis and discussion/project work (research project, implementation project, practical project)/ group work (problem solving, case study, discussion)/didactic games/ distance learning*

*Laboratory classes: designing and conducting experiments*

Text analysis and discussion

Practical project

Group work (problem solving, case study, discussion)

Didactic games

## 4. Assessment techniques and criteria

### 4.1 Methods of evaluating learning outcomes

Learning outcome	Methods of assessment of learning outcomes (e.g. test, oral exam, written exam, project, report, observation during classes)	Learning format (lectures, classes,...)
LO-01	PROJECT	CLASSES
LO-02	PROJECT	CLASSES
LO-03	OBSERVATION DURING CLASSES	CLASSES

### 4.2 Course assessment criteria

The final grade is based on the arithmetic average of the partial grades that students receive for completing and presenting all works done during the semester at the final review. The following criteria are taken into account when evaluating the projects:

Relevance to the topic (max 10 points);  
 Planning and execution of the creative process (max 15 points);  
 Quality of work (max 15 points);  
 Creativity (max 15 points);  
 Concept, its development, and the creation process (max 15 points);  
 Timeliness (max 10 points);  
 Consistency (max 10 points);  
 Independence (max 10 points).

**GRADING SCALE:**

60-68% - 3.0

69- 76% - 3.5

77-84% - 4.0

85-92% - 4.5

93-100% - 5.0

**5. Total student workload needed to achieve the intended learning outcomes – number of hours and ECTS credits**

Activity	Number of hours
Course hours	90
Other contact hours involving the teacher (consultation hours, examinations)	18
Non-contact hours - student's own work (preparation for classes or examinations, projects, etc.)	42
Total number of hours	150
Total number of ECTS credits	6

\* one ECTS point corresponds to 25-30 hours of total student workload

**6. Internships related to the course/module**

Number of hours	
Internship regulations and procedures	

**7. Instructional materials**

Compulsory literature:  
 Up-to-date documentation from the software manufacturer

Complementary literature:

Approved by the Head of the Department or an authorised person.