Appendix No. 1.5 to the Resolution No. 7/2023
of the Rector of the University of Rzeszów

SYLLABUS

REGARDING THE QUALIFICATION CYCLE FROM 2024 TO 2027
ACADEMIC YEAR 2024/2025, 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	Bachelors 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 Mgr Klaudia Cisek

* - 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)
- pass with a grade

2. PREREQUISITES

Computer skills

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_W03 K_W04 K_U04
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_K01

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

A. Lectures

Content outline

B. Classes, laboratories, seminars, practical classes

Content outline
Semester 2 – 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
Semester 3 – basics of working with vector graphics – working in Adobe Illustrator – preparing materials for animation – creating animations in Adobe After Effects
Semester 4 – 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/project work (research project, implementation project, 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	project	classes

4.2 Course assessment criteria

The basis for passing is the completion and presentation of all assignments completed during the semester and during final review. Each assignment should be submitted at a level of at least satisfactory. The student is responsible for participating in project consultations. Grades are influenced by:

– Relevance to the topic
– The planning of the creative process and its implementation
– The quality of work
– Creativity
– The concept, its development, and the creation process
– Consultations
– Timeliness of submission
– Systematic approach
– Activity in class
– Independence

A grade of 'very good' – the implementation meets all the above criteria; the student demonstrates independent thinking and engagement during the classes.
A grade of 'good plus' – the implementation meets all the above criteria with minor considerations; the student demonstrates independent thinking and engagement during the classes.
A grade of 'good' – the implementation meets all the above criteria with minor considerations regarding the quality of work or engagement and attendance.
A grade of 'satisfactory plus' – the implementation does not meet several criteria, with concerns about engagement and attendance.
A grade of 'satisfactory' – the implementation does not meet several qualitative criteria, with serious concerns about engagement and attendance.
A grade of 'unsatisfactory' – no implementation or work inconsistent with the task, unjustified absences, lack of communication.

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)	15
Non-contact hours - student's own work (preparation for classes or examinations, projects, etc.)	45
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.