

Graphic Design / Designing Reading Experience and Multimedia narratives

2nd cycle study plan / studies in English

discipline: visual arts and conservation of works of art / general academic profile

full-time studies / academic year 2021/2022

Course name	Form of teaching	Hours/ECTS	Sem. I	Sem. II	Sem. III	Sem. IV
			lectures	practicals	tutorials	seminarium
			total number of hours	number of contact hours	ECTS	form of credit
			hours per week	hours per semester	ECTS	hours per week
			hours per week	hours per semester	ECTS	hours per week
			hours per week	hours per semester	ECTS	hours per week
			ECTS Research	ECTS Electives	ECTS Humanities	

General studies module

<i>mandatory courses</i>	Out of the box tutorial		x		100	60	4	Z/O	2	30	2	2	30	2					4		
	Social tutorial		x		100	60	4	Z/O	2	30	2	2	30	2					4		
	Commercial tutorial		x		100	60	4	Z/O	2	30	2	2	30	2					4		
	Out of the box design methods	x	x		50	30	2	Z/O	2	30	2							2			
	Social design methods	x	x		50	30	2	Z/O	2	30	2							2			
	Commercial design methods	x	x		50	30	2	Z/O	2	30	2							2			
<i>Elective seminar</i>	Diploma seminar			x	300	90	12	Z/O				2	30	2	2	30	3	2	30	7	12

Core module

Diploma course	Typography	x	x	x	1175	560	47	Z/O	10	140	6	10	140	10	10	140	15	10	140	16	47	47
	Visual information																					
	Illustration																					
	Digital publication																					
	Animation and Video Games																					
	Time based media																					
	Photography																					
Supplementary courses	Type and sign (sem I, II, III, IV)	x	x	x	875	420	35	Z/O	5	60	5	5	60	5	5	60	5	5	60	5	35	35
<i>Choice of two courses in semesters I, II and III (2 core major 1 core major and 1 major from Graphic Design / Painting / Graphics) Selection of one course in the fourth semester (core major)</i>	Editorial design (sem I, II, III, IV)								5	60	5	5	60	5	5	60	5	5	60	5		
	Visual information (sem II, IV)																					
	Illustration (sem I, II, III, IV)																					
	Poster design (sem I, II, III, IV)																					
	Animation and Video Games (sem I, II, III, IV)																					
	Time based media (sem I, II, III, IV)																					
	Typography (sem I, II)																					
	Digital publication (sem I, III)																					
	Supplementary courses from Design / Painting / Graphics																					
Courses in workshop mode	Workshops supporting the specialties: inclusive design and social wellbeing / reading experience and multimedia narrative			x	100	80	4	Z	40	2								40	2			

Supplementary module

