

UNIVERSITY STUDY PROGRAMME

The program is valid from the academic year: 2019/2020

1. FIELD OF STUDY: VISUAL ARTS

2. ISCED CODE: 0213 visual arts

3. MODE/MODES OF STUDY: FULL TIME STUDY

4. NUMBER OF SEMESTERS: 6

5. ACADEMIC DEGREE AWARDED TO GRADUATE: BACHELOR'S DEGREE

6. ACADEMIC PROFILE: GENERAL ACADEMIC PROFILE

7. FIELD OF SCIENCE/ARTS: ART

8. ARTISTIC DISCIPLINE: VISUAL ARTS AND ART CONSERVATION

9. NUMBER OF ECTS POINTS NECESSARY TO OBTAIN THE QUALIFICATION (PROFESSIONAL TITLE): 180 ECTS

- 1) Number of ECTS points, student should obtain during the classes which require direct involvement of academic teachers or another person responsible for them: 93,3 ECTS
- 2) Number of ECTS points, student should obtain during the classes related to carrying out scientific research in the field of discipline or disciplines assigned to study course (with more than 50 % of a total ECTS points): 169 ECTS
- 3) Number of ECTS points, student should obtain during the chosen classes (with more than 30 % of a total ECTS points): 65 ECTS
- 4) Number of ECTS points student should obtain during the humanities and social sciences classes: 5 ECTS

10. THE TOTAL NUMBER OF CLASSESS HOURS: 5090 - including number of classes hours conducted directly by academic teachers or another person responsible for them **2640**

11. THE CONCEPT AND LEARNING OUTCOMES (including description of the profile of the graduate):

Visual Arts course is based on comprehensive artistic education in the field of Visual Arts which results in gaining knowledge, abilities and social skills in the field of using varying art media, including artistic expressions such as: painting, drawing, printmaking, sculpture, and based on modern techniques and technologies: photography, multimedia, intermedia, graphic design. The programme is complemented by the subjects from the field of theory, art. history, contemporary art. and animation of visual culture, which serve the purpose of gaining a broader cognitive perspective, development of creative attitude, artists being open to new challenges and taking various roles related to functioning in a society as a creator. Programme provides an opportunity to expand competencies in a field of the functioning as an artist on the labour market, in a profession for example: of a great significance for development of creative industries in Świętokrzyskie region, such as graphic design, digital media.

A wide range of possibilities offered within the individual studios at the Institute of Fine Arts, individual approach to students resulting from the studies characteristic allows to choose own way based on natural, creative predispositions and interests already after II semester. Education within elective areas: „Artistic creations”, „Advertising graphic design”, „Digital media” offers possibilities to gain knowledge, abilities and social skills in specific areas of visual arts, used in future artistic or design work. Bachelor’s degrees in the form of a work of art performer under bachelor’s art. studio, Bachelor’s faculty studio, and theoretical work being individual development of selected research subject appropriate for visual arts leads to completion of a first level of study, confirmation of obtaining learning outcomes and proves comprehensive art education.

Learning outcomes:

- students’ intensive preparation for individual, creative work in the field of visual arts based on learning outcomes considering student’s individual interests,
- development of the ability to independent explorations of new forms, means of expression and media, allow the use of interdisciplinary contemporary and future language
- development of the ability to use of traditional and modern artistic media
- gaining general, theoretical art history and modern art knowledge
- students’ preparation for participation in regional, country and international cultural and artistic life

The following factors have been taken into consideration when determining the study programme:

- tradition of art. education in the field of visual arts, in which a fundamental place for the artistic development is a master studio, a basis for teaching: relations between master and apprentice, furthermore emphasizing the general art education being a base of creative development, the search for individual artistic form, understanding its purpose, basis for conditionality of different lines of activity in the field of digital media, or applied arts,
- on account of the general academic profile – the artistic-research activities carried under University staff in the field of visual arts and art conservation, resulted in development of work direction, reflections, look at the art confronted with the theoretical thoughts, art education and other fields of study
- modern technical and technological development allowing students to create medial complexed works and plastic projects, preparing them for functioning in complicated reality, in which various means of expression mix with each other creating phenomenon described as intermedia and multimedia,
- course placement in University allowing the pursuit of interdisciplinarity and cooperation with representatives of other disciplines and a scientific and artistic field, finally placing students in multicultural, complexed community, offering possibilities of cooperation and contribution to the university
- Świętokrzyskie regional needs, associated with necessity to deliver labour providing support for local creative industry, which are functioning on the basis of strategy for Kielce city and świętokrzyskie voivodship development, and show a big interest in our graduates still at the stage of education, for example: for. institution involved in the dissemination of culture and art, institutions, companies, organizations with promotional structures and companies working closely with advertising, publishing and exhibition design,
- internationalization being an important aspect of modern art, artistic exchange via student’s preparation – future graduates to readiness for changes including those based on place of residence, work, participation in international projects, artistic initiatives, the attitudes of openness toward different beliefs, traditions, cultures and nationalities.

Profile of the graduate:

Graduate has a knowledge, skills and social competencies of qualified visual artist - creator and modern culture organizer. Has ability to realize and promote various forms of contributions in the field of traditional media such as painting, drawing, printmaking, sculpture and new media such as: photography, intermedia, multimedia, interactive activities. Is prepared to creative work in art. and culture institutions mass-media, promotional and advertising structures and independent artistic work based on personal interests, predispositions and developed artistic workshop. Knows foreign language on the learning level. Is prepared to continue course of artistic study on master’s degree level.

Graduate finishing education within „Artistic creation” block is an interdisciplinary creator who is able to perform artistic statement in a field of personal interests and predispositions. Has additional knowledge, skills and competencies in the field of using workshop, visual art technology.

Graduate finishing education within „Advertising graphic design” block is a creator - designer of various advertising and media messages. Has ability to undertake employment in advertising graphic, publishing and media design studio.

Graduate finishing education within „Digital media” block is a creator - designer of various types of multimedia messages, including computer animation, graphic animation and video movies. A person is capable of working in a studio and interactive team, mass media.

Possibilities of continuing education:

Graduate has a possibility of continuing education on the second level degree (master’s completion programme) on the Visual arts course in the home University, as well as undertake master’s completion programme in the field of art and design courses in discipline: visual arts and art conservation, and also in other, including possibility of undertaking pedagogy qualification studies to work in primary education.

12. LEARNING OUTCOMES:

Symbols of Learning Outcomes for the field	Description of symbols: EDUP– course symbol A– General Academic Profile 1 – level of education W – Knowledge Category U – Skill Category K – Social Competence category	Reference to learning outcome to:		
		General characteristics for the given level of Polish Qualifications Framework (ZSK Regulations)	Characteristics of the second level for the given Polish Qualifications Framework (MNiSW Regulations)	characteristics of the second level of learning outcomes for qualifications at the level 6. Polish Qualifications Framework for the field of art (MNiSW Regulations)
After completing the Programme the graduate:				
In terms of KNOWLEDGE				
EDUP1A_W01	Has elementary knowledge of the artistic realizations in the field of traditional media as well as contemporary forms of expression, including digital media, selected design art and tools of expressions and workshop skills used within those forms.	P6U_W	P6S_WG	P6S_WG
EDUP1A_W02	Knows and understands lines of art history development and issues related publications	P6U_W	P6S_WG	P6S_WG
EDUP1A_W03	Has knowledge of artistic styles and artistic traditions in the field of visual arts and related with them creative and reproductive traditions and contemporary development tendencies	P6U_W	P6S_WG	P6S_WG
EDUP1A_W04	Has knowledge of issues related to the use and application of the technology in selected fields of visual arts including latest solutions and is aware of its progress.	P6U_W	P6S_WG	P6S_WG
EDUP1A_W05	Has knowledge of fundamental terms and principles in the field of protection of copyright, financial, marketing and law aspects relating to visual artist profession.	P6U_W	P6S_WK	P6S_WG
EDUP1A_W06	Knows interconnections and interplay within theoretical and practical aspects of artistic creation.	P6U_W	P6S_WG	P6S_WG
In terms of SKILLS				

EDUP1A_U01	Has ability to create and implement own artistic conceptions in selected fields of the visual arts, including traditional and contemporary art media, design art and has skills of expressing them.	P6U_U	P6S_UW	P6S_UW
EDUP1A_U02	Has ability to use art workshop tools in a conscious way in an art field	P6U_U	P6S_UW	P6S_UW
EDUP1A_U03	Has ability to use proper technique and technology in a conscious way while implementation of design or visual art.	P6U_U	P6S_UW	P6S_UW
EDUP1A_U04	Has ability to take independent actions regarding implementation and design of own plastic, artistic and design work	P6U_U	P6S_UW	P6S_UW
EDUP1A_U05	Is prepared to work as a part of a team	P6U_U	P6S_UK P6S_UO	
EDUP1A_U06	Has a wide range of workshop skills including traditional, classical, contemporary art media and graphic design	P6U_U	P6S_UW	P6S_UW
EDUP1A_U07	Uses the workshop skills enabling to implicate own artistic and design conceptions and use the techniques of exercising those skills, enabling their constant development by independent work.	P6U_U	P6S_UW	P6S_UW P6S_UU
EDUP1A_U08	Implements own artistic and design creations resulting from using imagination, intuition and emotions freely and independently	P6U_U	P6S_UW	P6S_UW
EDUP1A_U09	Has skills to prepare standard written works and public speeches, comprising specific issues in the field of artistic activity; knows how to use basic theoretical approaches and various sources	P6U_U	P6S_UW	P6S_UK
EDUP1A_U10	Knows a foreign language at level B2 of the Common European Framework of Reference of the Council of Europe.	P6U_U		
EDUP1A_U11	Applies forms of behavior related to public presentations of own artistic achievements, including organization of cultural events such as exhibitions, artistic workshops.	P6U_U	P6S_UK	P6S_UK
EDUP1A_U12	Understands and develops the need for lifelong learning, is able to organize and arrange conditions for learning for others.	P6U_U	P6S_UK P6S_UU	P6S_UW P6S_UU P6S_UK
EDUP1A_U13	Has communicative skills, presents own artistic and design achievements during self-organized or organized by artistic society presentations.	P6U_U	P6S_UK	P6S_UK
In terms of SOCIAL COMPETENCE				
EDUP1A_K01	Is able to undertake work independently, demonstrating a high capacity to collect, analyses and interpret information, developing ideas and critical arguments, internal motivation and work organization.	P6U_K	P6S_KK	P6S_KR
EDUP1A_K02	Uses with the greatest effectiveness imagination, intuition, emotionality, ability to think creatively and creative work when solving problems, flexible thinking, ability to adapt to new and changing circumstances, controlling own behaviors related to public presentations, has ability to effectively communicate and initiates action in society and presents own artistic achievements in an easily accessible form, including implementation of information technology.	P6U_K	P6S_KK	P6SKK P6S_KR

EDUP1A_K03	Engages in a reflection on the social, scientific and ethical aspects of own work, ethos of artist profession, acts social role of visual artist - graduate of artistic studies; is capable of self-evaluation, including constructive criticism of creative activity of other persons.	P6U_K	P6S_KO P6S_KR	P6S_KO P6S_KR
EDUP1A_K04	Knows and understands the basic concepts, rules in the field of protection of an industrial property and copyright law.	P6U_K		

13. CLASSES WITH THE ASSIGNED ECTS POINTS, LEARNING OUTCOMES AND SYLLABUS DETAILS:

Subjects		The minimum number of ECTS points	Details Syllabus	Relation to learning outcomes
1.	BLOCK OF GENERAL EDUCATION SUBJECTS			
1.	Polish Language B2+	9	<u>Lexical content:</u> Issues appearing in textbooks at the B2 level open to the public (eg university, subject of studies, education, work, media, technologies, environment, health, nutrition, sport, leisure, education, shopping, traveling, society, culture, social phenomena). <u>Grammatical content:</u> Compliant with the syllabus of textbooks provided for the B2 level for a given language and in accordance with the European requirements, Description of the Language Education System of the Council of Europe, <u>Language functions:</u> Compatible with the syllabus of B2 level textbooks and allowing students to communicate in a polish language (taking active part in discussions, expressing emotions and expressing opinions, arguing and formulating your point of view in an oral and written form, making presentations).	EDUP1A_U10
2.	Information and Communication Techniques	1	Computer and its construction. Peripherals: printer, scanner, multimedia projector - application, use. Windows operating system, Mac OS X. Office software. Graphic software. Multimedia software. Techniques and communication technologies - the Internet.	EDUP1A_W04 EDUP1A_U03 EDUP1A_U12 EDUP1A_K01 EDUP1A_K03
3.	Protection of Industrial Property and Copyright	1	The concept of a work, personal and property copyright. Permitted use. Related rights. The invention, the biotechnology invention and the patent. Trademarks and protection rights for trademarks. Industrial designs. Utility designs.	EDUP1A_W05 EDUP1A_U02 EDUP1A_K01
4.	Entrepreneurship		Entrepreneurship - concept, genesis of entrepreneurship, factors influencing the development of entrepreneurship, strengthening and weakening of entrepreneurial features. Innovations and their types. Basic economic concepts and their impact on running a business and household. Promotion as an element increasing the demand for the sale of goods and services. Business plan and SWOT analysis. Running a business - the concept of a business, entrepreneur and consumer; the procedure for starting an individual business activity; labor costs (including costs of remuneration). Internal and external sources of business financing. Discussion of selected forms of economic activity.	EDUP1A_W05 EDUP1A_U07

5.	Introduction to the Theory of Art	3	The course presents the most important theories and ways of thinking about art and its interpretation and is conceived as a general introduction to the issues of creation and reception of works of art, as well as the problems of artistic criticism and aesthetic attitudes towards nature.	EDUP1A_W02 EDUP1A_W03 EDUP1A_W06 EDUP1A_U09 EDUP1A_U12 EDUP1A_K01 EDUP1A_K03
6.	Introduction to the Philosophy	2	Classes are based on a broad and in-depth analysis of socio-historical philosophical theories. Introduction. Greek philosophy of nature. Plato. Aristotle. The Middle Ages - a dispute over universals. Descartes. British empiricism (from Bacon to Hume). Immanuel Kant. Hegel. Marx, Nietzsche, Freud. Phenomenology and hermeneutics. G. Lukacs - Frankfurt School, Lucien Goldmann, Louis Althusser, Lyotard, Badiou, Fredric Jameson, Kojève, Lacan, Žižek, Butler, Groys.	EDUP1A_W01 EDUP1A_W02 EDUP1A_W04 EDUP1A_W05 EDUP1A_U01 EDUP1A_U02 EDUP1A_U04
7.	Courses in the scope of students' support in the learning process - student enters optionally 1 subject: <i>Preparation for Artistic Studies, Basics of Art Techniques and Forms; Workshops of Creative Development</i>	1	<u>Preparation for artistic studies:</u> Jan Kochanowski University in Kielce - history, specifics, mission and strategy, the structure of the University, Pedagogical and Art Faculty and Institute of Fine Arts - history, specifics, mission and strategy, structure, the idea of the University - the idea of learning, learning all my life. Outline of the history of higher education with particular emphasis on higher artistic education, regulations, legal acts regulating studies at the UJK in Kielce, academic ethos, academic Savoir-Vivre, program of studies (plans, timetables, subjects, subject selection, specialty module, optional, graduation), programs supporting art studies at the Institute of Fine Arts and studies at the UJK in Kielce (national and foreign academic exchange, interinstitutional cooperation, internships and apprenticeships), supporting the student in studying (social and living matters, activities of student support units: Center for Science and Student Culture, Academic Careers Office, Academic Entrepreneurship Incubator, University Support and Rehabilitation Center, Ministry), independent science and arts studies. Artistic studies as a period of development of passion and creative personality, cultural and artistic surroundings of the individual, preparation for artistic and design classes: subject literature, tools and art materials, computer software, techniques and technologies used in the documentation of artistic and design works (necessary to pass individual subjects in the course of study). Student portfolio. <u>Basics of art: Techniques and Forms:</u> Painting techniques: watercolor, gouache, acrylic, oil - specificity, principles of use. Drawing techniques: pencil, charcoal (sanguine, sepia), ink (drawing with a stick, washing technique, dry brush), a marker (a pen, a pen, a pen). Graphic techniques: monotype, linocut. Painting template, painting with a roller. Painting, drawing and graphics tools. Equipment for artistic studios. Completing the necessary literature for studies and own work workshop (tools and art materials). Color properties. Types of colors. Mixing colors. Line and its types. The expressive potential of the line. <u>Workshops of Creative Development:</u> Discussing the subject card and ways to verify learning outcomes. Developing creative abilities - abstracting, making associations, metaphorizing,	EDUP1A_W01 EDUP1A_U1 EDUP1A_U12 EDUP1A_K01 EDUP1A_K03

			transforming, overcoming obstacles, weakening internal censorship, creative self-esteem. Techniques for developing and designing activities that develop creative thinking. Practical implementation of original workshops. Multimedia presentation with a critical analysis of undertaken activities.	
II.	BLOCK OF BASIC EDUCATION SUBJECTS			
8.	History of Art	11	The two-and-a-half-year course in art history is conceived as a presentation of key phenomena in European art from the Paleolithic period until the end of the 19th century. The topics of the individual classes, inscribed in the general chronological order, are based on the fundamental problems accompanying human artistic activity, such as: the meaning of art and its significance in individual and social life, the functions of art and their variability, the role of artists and their social position, representation of the world, visualization of things absent or non-existent, expression of human thoughts, feelings, intentions and character, beauty and other ways of ordering works of art, pictorial narration and other ways of communicating content through art, art as a tool of propaganda of power, religion, ideology, links between the visual arts, rhetorics, poetry and music, reception and experience of works of art, materials and techniques of art, methodologies of the history of art. The lectures focus on the interpretation of works of art and artistic phenomena based on theoretical, philosophical, theological, literary and critical texts accompanying the problems discussed.	EDUP1A_W02 EDUP1A_W03 EDUP1A_U09 EDUP1A_U12 EDUP1A_K01 EDUP1A_K03
9.	Psychology of Creativity and Visual Perception	2	Introduction to the psychology of perception. The role of image processing processes and stimuli as well as memory in visual perception. Perception of format, color, dynamics, depth, figure-background relationships). The problem of synergistic perception and synesthesia, the role in human creativity, the reception of various forms of art. Historical development of art in the face of the problem of the evolution of vision and perception. Psychoperative determinants of depth illusion, dynamics. Techniques for visualizing perspectives, movement, colors in contemporary arts and multimedia forms. Symbolic view - a sign, a symbol, a metaphor in artistic creativity and their psychological justification. Concepts and criteria of creativity, structure, and determinants of the creative process. Techniques for visualizing perspectives, movement, colors in contemporary arts and multimedia forms.	EDUP1A_W02 EDUP1A_W06 EDUP1A_U9 EDUP1A_U12 EDUP1A_K03

10.	Selected Issues of Contemporary Art	4	The course is conceived as a presentation of key phenomena in contemporary art. The topics of individual classes, inscribed in the general chronological order, are based on the fundamental problems accompanying human artistic activity in the 20th and 21st century, such as the following: the changing idea of modernity (modernism, avant-garde, postmodernism, neo-avant-garde), reformulation of traditional artistic concepts and formulas, absorption of non-European paradigms and globalization of art, social and political involvement of contemporary artists, the role of artistic criticism and exhibiting institutions in shaping contemporary art, reception and experience of contemporary art, new media and new ways of creation, commercialization of art, the classes focus on the interpretation of works of art and artistic phenomena based on theoretical, philosophical and critical texts accompanying the issues discussed.	EDUP1A_W02 EDUP1A_W03 EDUP1A_U09 EDUP1A_U12 EDUP1A_K01 EDUP1A_K03
11.	Current Culture and Art - Participation	2	Institutions for the dissemination of the culture and art of Kielce, the Świętokrzyskie region and the country. Cultural and artistic magazines of Kielce, the Świętokrzyskie region and the country. Obligatory participation in artistic events at the Jan Kochanowski University in Kielce including vernissages, lectures organized by the University Library, XS Gallery and XS Lab Art Laboratory of the Institute of Fine Arts. Systematic participation in artistic events organized in institutions promoting visual culture of Kielce (BWA in Kielce, Instytut Dizajnu in Kielce, Winda Gallery of the Kieleckie Centrum Kultury and others), the Świętokrzyskie region (BWA in Ostrowiec Świętokrzyski, BWA in Busko Zdrój, BWA in Sandomierz and other), Poland (Centrum Rzeźby Polskiej in Orońsko, Centrum Sztuki Współczesnej w Radomiu, Muzeum Sztuki in Łódź, Narodowa Galeria Sztuki Zachęta in Warsaw, Centrum Sztuki Współczesnej in Warsaw). Contemporary culture and art of my city, region, country - analysis (an essay with a multimedia presentation).	EDUP1A_W05 EDUP1A_U09 EDUP1A_U13 EDUP1A_U05 EDUP1A_U12 EDUP1A_K01 EDUP1A_K02 EDUP1A_K03 EDUP1A_K04
12.	Animation of Visual Culture	3	Definition and importance animation. Analysis of animation problems in the modern world. Sources of financing tasks in the area of animation - formal and non-formal. The project method. Good practices in the animation of social groups, analysis based on the literature of the subject - 3 groups: theoretical studies, documentaries, methodical. Techniques of plastic animation at work. Theoretical issues: the functions of popularizing cultural, the essence of the process of popularizing culture in the modern era, institutions promoting visual culture, characteristics and methods of operation, animator of culture in the work of environmental stimulation, free time as the basic condition for animation, the role of the media in the expansion and promotion of visual culture, a timeless dimension of animation and upbringing through art, an animation activities in defense against pathologization of social life, visual culture and its interpretations, multimedia in the promotion of visual arts - traditional museum, interactive museum	EDUP1A_W03 EDUP1A_W06 EDUP1A_U09 EDUP1A_U12 EDUP1A_U13 EDUP1A_K01 EDUP1A_K03 EDUP1A_K04
13.	Animation Workshops	3	The concept of animation. Factors conducive to creative development. Methods of cultural animation in the field of visual arts. Techniques and visual technologies used in plastic animation. Implementation of animation workshops taking into account the needs of target groups. Documenting the actions taken in the field of animation.	EDUP1A_W01 EDUP1A_U01 EDUP1A_U06 EDUP1A_U08

14.	Basics of Drawing	8	Acquiring general information about drawing as a field of visual arts, its technical and artistic possibilities. Studying nature and preparation for treating drawing as the basis for the development of creative awareness and the starting point of each artistic creation of the base of artistic drawing. Two-dimensionality of the drawing, the concept of composition, its types and the meaning of the outline in the composition, linear values in the drawing and meaning of the line, chiaroscuro in the drawing. Black and white as the primary means of expression, the construction of the third dimension, the issue of perspective in drawing, the issue of value; the meaning of the plan and the value in the drawing, graphic contrast in the drawing. Opposition: light-dark, canon of the human head, the principle of the human figure and basic knowledge about the proportions of man, its structure and the form in motion as a whole and organic unity. Drawing workshop various drawing techniques; choice of technique depending on the plastic problem that is the subject of the exercises.	EDUP1A_W01 EDUP1A_W04 EDUP1A_U01 EDUP1A_U02 EDUP1A_U07 EDUP1A_U12 EDUP1A_K01
15.	Basics of Painting	8	The content of the program covers issues in the field of artistic theory and practice supported by individual attempts, and is included as follows. Issues and tasks: Acquainting with the principles and specificity of basic painting techniques: gouache, watercolor, acrylic, mixed techniques (collage and derivatives). Improvement of formal awareness - compositional tasks. Painting studies based on a closed central composition, open rhythmic, balanced (harmonic), opposition - contrast of elements (plastic dominant), chromatic order, mono-chromatic, statics and dynamics. Shaping the understanding of colour, defining the real and intentional space by it. Shaping the image matter - gesture, invoice. Painter's study of still life. A painterly study of the interior and open space. Painting of a human figure, portrait and self-portrait. A study of a fragment of reality as an inspiration for one's own painting quest. Sketch of a painting and study of nature. Creating compositions on the surface, - still life, landscape, character study, self-portrait, interior. Painting interpretations based on visual materials that constitute an individual student collection.	EDUP1A_W01 EDUP1A_W02 EDUP1A_W04 EDUP1A_U03 EDUP1A_U06 EDUP1A_U11 EDUP1A_K02 EDUP1A_K03 EDUP1A_K01
16.	Basics of Printmaking	8	The technology of graphic image recording and its transformation, procedures of preparing the form for printing, methods of applying paints with various physical features, printing on substrates with different properties. Selected issues from history, graphics theory, learning about convex, concave, flat printing techniques and new methods of graphics imaging based on originals and reproductions. The specificity of graphics recording, transposing images from nature, imagination into the language of lines, invoice surfaces. Principles of composition on the plane, connections of formal elements: lines, planes, color patches. The means of building the structure: line, stain, value, texture, size, and proportions, issues of light and space. The use of different methods of expression of individual techniques and the possibilities of combining them to achieve the intended artistic effects. Execution of the project in the technique of convex printing - linocut. Project implementation in gravure printing - dry needle. Project implementation in the gravure printing technique - etching. Preparation of graphic material for printing on T-shirts.	EDUP1A_W01 EDUP1A_W02 EDUP1A_W03 EDUP1A_U01 EDUP1A_U02 EDUP1A_U03 EDUP1A_U04 EDUP1A_U06 EDUP1A_K01 EDUP1A_K02
17.	Basics of Graphic Design	7	Composing the plane: graphic and text projects. Synthesis of shapes - exercises in simplifying shapes and their readability on a scale. Design of the basic elements of visual identification.	EDUP1A_W01 EDUP1A_W02

			Use of the sign in the visual identification system (business cards, company papers, branding of company cars and other elements adequate to the company profile). Coding information with an image - individuality and expression expression.	EDUP1A_W03 EDUP1A_W04 EDUP1A_U01 EDUP1A_U02 EDUP1A_U03 EDUP1A_U04 EDUP1A_K01 EDUP1A_K03
18.	Basics of Sculpture	8	Designing compositional arrangements in space based on observations of nature using elements taken from the natural world. - Modeling in clay, cast in a cast. Building a spatial composition as a personal interpretation of a selected literary quote - modeling in clay, gypsum overlay. From light to shadow. Making own composition arrangements. Any scale, cycle or autonomous work, relief or spatial form. Drawing and spatial drafts on a smaller size in any material. Mutual portrait. Building a sculptural body based on constructions, maintaining the correct order of growing the phases of the modeling process of the spatial form, sculptural study. Modeling in clay, fixation in a cast. Sculptural studies of a hand and feet. Building a sculptural body based on constructions, maintaining the correct order of growing the phases of the modeling process of the spatial form, sculptural study. Modeling in clay, fixation in a cast. Concepts, passwords. Paying attention to such an interpretation of the topic, so that the solution would fully reflect the content contained in the exercise while meeting all the requirements of artistic assumptions. Landscape with an architectural motif. Designing, searching and building own composition layouts on the plane. Own inspirations, observation, and analysis. Modeling in clay, fixation in a cast.	EDUP1A_W01 EDUP1A_W04 EDUP1A_U01 EDUP1A_U02 EDUP1A_U03 EDUP1A_U08 EDUP1A_U12 EDUP1A_K01
19.	Visual Structures	4	Selected main principles of composition, structure and form. Selected topics of techniques and technologies of visual arts.	EDUP1A_W01 EDUP1A_W04 EDUP1A_U01 EDUP1A_U02 EDUP1A_U12 EDUP1A_K01
20.	Intermedia	6	Discussion of the area of intermedia art and its manifold manifestations - outstanding intermedia art forms, stylistics and creative strategies: the phenomenon of visual music, visual poetry, sound poetry, the art of happening and performance, in-situ activities, site-specific, intermedia collage, assemblage, environment, etc., works of FLUXUS group artists, Film Form Workshop, Viennese actionists and others. Building spatial and space-time structures located in various spatial, space-time and semantic contexts. Building time and space-time structures - video etude, performative and happening action. Students self-defining - searching for inspiration, his own language of expression. Conducting searches and formal experiments in the field of intermedia. Documentation and presentation of activities, intermedia searches.	EDUP1A_W01 EDUP1A_W03 EDUP1A_W06 EDUP1A_U01 EDUP1A_U02 EDUP1A_U03 EDUP1A_U04 EDUP1A_U08 EDUP1A_U11

				EDUP1A_U06 EDUP1A_U05 EDUP1A_U13 EDUP1A_K01 EDUP1A_K02 EDUP1A_K03
21.	Photography	6	Basics of using a digital camera / cam on a smartphone. Basics of digital photography post-production. The basics of working in a professional lighting studio (classes / exercises). Basics of photographic composition and framing. Selection of adequate photographic means for the implementation of simple tasks, both in a professional lighting studio and outside it. Artificial and natural light, arranged and existing - as the elements of creation in black and white and color photography (classes / exercises). Public presentation of the implemented tasks in progress and ready photographic projects. Explanation discussing and argue the used means of photographic workshop as well as inspiration and reflection related to the presentations. Preparation of the photographic show (classes / exercises).	EDUP1A_W01 EDUP1A_W04 EDUP1A_U02 EDUP1A_U03 EDUP1A_U04 EDUP1A_U05 EDUP1A_U11 EDUP1A_K01 EDUP1A_K03
22.	Multimedia	6	Multimedia in contemporary art. Presentation of the specifics of current technological and multimedia forms of communication. Presentation of a variety of artistic forms of multimedia works and their meaning in art and culture. Independent and team-oriented implementation of advanced multimedia problems such as: sound with film, in-situ projection, sound projection, video wall, video fresco, environment with digital images and sound, internet art. Including: Designing, creating, analyzing and presenting own multimedia works. The use of advanced methods of working with devices and programs for recording, editing, and editing of image and sound. Combining image and sound into coherent structures. Research and design of new technological possibilities. Creating advanced audiovisual and multimedia structures. Documentation and archiving of creative achievements. Distribution and publication in the media of own multimedia artistic achievements.	EDUP1A_W01 EDUP1A_W04 EDUP1A_U01 EDUP1A_U02 EDUP1A_U03 EDUP1A_U04 EDUP1A_U05 EDUP1A_U07 EDUP1A_K01 EDUP1A_K03
23.	Interdisciplinary Plein-Air	2	Analysis of fixed and ephemeral phenomena in open space - observations, sketches, notes, problem studies. Space in the image: colour relativism, perspective, ambiguity of forms and structures, differentiation of the means of expression. Creative work based on previously made observations, collected material including drawings, paintings, photographs and others, processing of defined visual phenomena based on individual observations, emotional and intellectual sphere of the student.	EDUP1A_W01 EDUP1A_U01 EDUP1A_U02 EDUP1A_U04 EDUP1A_U06 EDUP1A_U07 EDUP1A_U12 EDUP1A_K01 EDUP1A_K02 EDUP1A_K03
III.	BLOCK OF ELECTION SUBJECTS: ARTISTIC CREATIONS			
24.	Unique Techniques	9	Technological issues related to the process of creating artistic objects in traditionally graphics	EDUP1A_W01

			as well as new forms of imaging. Search for the so-called techniques its own being the result of individual experiences and experiments. Creative process based on the analysis of known techniques and technologies, reactivation of stencil and base functions. Image reproduction techniques on a variety of flat and spatial substrates. Methods and procedures colour printing. Experiments in combining the means of artistic expression and used material and tools. Paper as a material - experimenting with material, form, colour. Dyeing and printing techniques paper and fabrics using ecological materials. Building an individual language of communication based on the skills of the workshop, imagination and inventiveness creative.	EDUP1A_W06 EDUP1A_U01 EDUP1A_U02 EDUP1A_U03 EDUP1A_U07 EDUP1A_U08 EDUP1A_K01
25.	Wall Painting	9	Tasks in the field of <i>wet fresco</i> , <i>mosaic</i> and <i>sgraffito</i> . Design. Preparation of the cardboard in a 1: 1 scale. Preparation of the mortar. Selection of materials. Realization in the day-time system.	EDUP1A_W01 EDUP1A_U01 EDUP1A_U02 EDUP1A_U03 EDUP1A_U07 EDUP1A_U08 EDUP1A_K01
26.	Mixmedia	6	Defining analogies and differences in the specificity, application of painting, drawing, graphic and sculpting techniques. Extending technical and technological boundaries in painting, drawing, graphics and sculpting practice. Materials, traditional and non-traditional tools. Technical and technological experiments based on the free use and connection of media, conventions. Collage as a painting technique. Collage as a visual methahore. symbolic and allegorical narratives in the picture. Assemblage as a starting point into space. Ready-made as an artistic object. Found footage - a film collage, remix art - quote and travesty in the picture. Creating and developing original concepts using complex techniques and art technologies.	EDUP1A_W01 EDUP1A_U01 EDUP1A_U02 EDUP1A_U03 EDUP1A_U07 EDUP1A_U08 EDUP1A_K01
27.	Activities in Space	6	Micro and macro actions in open and closed space - analysis of the phenomenon based on selected examples (invermont, land - art, streat - art.). A record of the concept of selected activities. Activities in selected open and closed spaces. Documentation of activities in multimedia techniques	EDUP1A_W01 EDUP1A_U01 EDUP1A_U02 EDUP1A_U03 EDUP1A_U07 EDUP1A_K01
III.	BLOCK OF ELECTION SUBJECTS: ADVERTISING GRAPHIC DESIGN			
28.	Outdoor Advertising Design	9	The issue of outdoor advertising - definition, types of outdoor advertising. Defining the contexts of the functioning of outdoor advertising. Advertising - structure, functions and its impact. Poster as a medium - the definition of a poster and the description of its specificity, types of posters. Methods for developing graphic designs of advertisements. The design process and its evaluation (mood board, visual key, layout). Advertising poster, placard. System poster. The spatial context in graphic design. A time-space context in graphic design. Infographics: pictogram, data visualization (diagrams, ideograms), mapping. Ambient	EDUP1A_W01 EDUP1A_W02 EDUP1A_W03 EDUP1A_W04 EDUP1A_W06 EDUP1A_U01 EDUP1A_U02

			advertising (going beyond the boundaries of the visual medium, interactive graphics, multimedia, kinetics in the image, site-specific activities).	EDUP1A_U03 EDUP1A_U04 EDUP1A_U06 EDUP1A_U07 EDUP1A_U12 EDUP1A_U13 EDUP1A_K01 EDUP1A_K02 EDUP1A_K03
29.	Visual Identity Systems Design	9	The classes are based on a broad and in-depth analysis of the visual identity system design, and learning methods that allow the problem to be captured in a plastic form, as a result, transforming it into a finite project. During the course, the student learns to use different variants of graphic language and use of traditional techniques (drawing, painting) with techniques of image digitization (support for graphics software, digital tools) to create a system that carries the form and content. The analysis will cover different graphical language structures, signs, pictograms, letter and image entries, visual identification systems. Practical tasks involving the creation of visual identity systems with individual and original features will address the following topics: Abbreviation and metaphor in the context of concepts and in giving meanings. Means of graphic language - word and picture. Using visual associations, symbols, and metaphors in designing visual identification. Spatial and flat graphic layouts - striving for the author's graphic form. Creating visual identity systems using proprietary methods - combining different implementation means (digital and analogue).	EDUP1A_W01 EDUP1A_W04 EDUP1A_W06 EDUP1A_W02 EDUP1A_U01 EDUP1A_U02 EDUP1A_U03 EDUP1A_U04 EDUP1A_U06 EDUP1A_U07 EDUP1A_U08 EDUP1A_K01 EDUP1A_K03 EDUP1A_K02
30.	Advertising Photography	6	The student learns the theory and practice of advertising photography. Familiarize with selected achievements of advertising photography. It analyzes them and concludes. Consciously teaching theoretical and practical implementation of the concept in the photography of advertising photography. During the classes are themed, the purpose of which, acquiring photographic knowledge. During the course of the first and second semesters, the student makes a series of photographs on a chooses topic. The workshop themed motifs to learn about the workshop and elements beyond photographs, the realization of photo sessions. Graduate portfolio classes on the basis of performed tasks, the implementation of which is continuously consulted.	EDUP1A_W01 EDUP1A_W03 EDUP1A_W04 EDUP1A_U01 EDUP1A_U02 EDUP1A_U03 EDUP1A_U04 EDUP1A_U06 EDUP1A_U05 EDUP1A_U13 EDUP1A_K01 EDUP1A_K03
31.	Typography Design	6	Getting to know the subject card and pass criteria. Historical determinants of the art of typography, typographic design. Latin letter and its construction. Creating built and tool letters. Typefaces and their types. Rules and rules for the use of typography in graphic design due to the function, purpose, specificity of the medium. The method of typefaces template	EDUP1A_W01 EDUP1A_W03 EDUP1A_W04 EDUP1A_U01

			magazines in the design of original typographic solutions. Typefaces used in graphic design. Lettering: constructing a sans-serif and serif types, original types.	EDUP1A_U02 EDUP1A_U03 EDUP1A_U04 EDUP1A_U06 EDUP1A_U05 EDUP1A_U13 EDUP1A_K01 EDUP1A_K03
III.	BLOCK OF ELECTION SUBJECT DIGITAL MEDIA			
32.	Digital Animation	9	Fundamental issues in the field of digital animation: - speed and smoothness of animation (FPS - the number of frames per second), - keyframes. Advanced problems in the field of digital animation: - easing, - object physics animation, - particle systems, - special effects. Supplementary issues in the field of digital animation: - procedural animation. Realizations of short animated forms.	EDUP1A_W01 EDUP1A_W04 EDUP1A_U02 EDUP1A_U03 EDUP1A_U06 EDUP1A_K01 EDUP1A_K03
33.	Image and Sound Editing	9	Genesis and development of graphic video and multimedia techniques. Basics of video composition and editing. Primary video effects - routes. The basics of audio editing. Video and sound editing. Advanced audio and video effects using specialized software.	EDUP1A_W01 EDUP1A_W04 EDUP1A_U02 EDUP1A_U03 EDUP1A_U05 EDUP1A_U06 EDUP1A_K01 EDUP1A_K03
34.	Storyboard	6	Genesis and development of picture communication. Basic knowledge of the composition of the film and comic frames. The symbolism of picture communication in a comic book and a storyboard. Characteristic elements in the scenario and story. Screenplay, storyboard, storyboard. Logic and continuity of the plot in the storyboard. Storyboard drawings for existing film forms, animated and original student concepts.	EDUP1A_W01 EDUP1A_W04 EDUP1A_U02 EDUP1A_U03 EDUP1A_U05 EDUP1A_U06 EDUP1A_K01
35.	Concept Art	6	Genesis and development of conceptual graphics. Drawing and painting techniques in concept graphics. Specialized tools, digital and computer software for creating conceptual graphics (digital painting). Stylistics and basic digital techniques in concept graphics. The graphic concept of objects and vehicles. The character of graphic concept. Graphic concept of space and virtual environments. Advanced techniques in concept graphics: - <i>animatic</i> , - <i>matte painting</i> .	EDUP1A_W01 EDUP1A_W04 EDUP1A_U02 EDUP1A_U03 EDUP1A_U05 EDUP1A_U06 EDUP1A_K01 EDUP1A_K03
IV.	BLOCK OF OPTIONAL SUBJECTS			
36.	Optional subjects: <i>Painting, Printmaking,</i>	9	<u>Painting:</u> The program focuses on creating the foundation of creative activity and developing	EDUP1A_W01

	<p><i>Sculpture</i>– students enters optionally one subject :</p>		<p>artistic awareness of students. It assumes the education of the basic skills of expressing the intended content and based on painting media. The content of the program includes issues in the field of artistic theory and practice supported by individual attempts, are included as follows: Issues and tasks: Getting to know the principles and specificity of basic painting techniques: gouache, watercolor, acrylic, mixed techniques (collage and derivatives). Improving formal awareness - compositional tasks. Painting studies based on a closed center composition, open rhythmic, balanced (harmonic), opposition - a contrast of elements (plastic dominant), chromatic order, monochrome, statics, and dynamics. Shaping the understanding of color, defining the real space, intentional space, Shaping the matter of the image - gesture, invoice. A painterly study of still life. A painterly study of the interior and open space. A pictorial study of a human figure, portrait, and self-portrait. A study of a fragment of reality as an inspiration for one's own painting quest. Sketch of painting and study of nature. Creating compositions on the surface - still life, landscape, character study, self-portrait, interior. Painting interpretations based on visual materials that constitute an individual student collection.</p> <p><u>Printmaking</u>: Designing, recording the concept of work using various tools and technologies: drawing, collage, photography, digital techniques - subject exercises. Procedures for developing a matrix in selected workshop graphics techniques. Improving printing methods. Techniques of image reproduction on substrates with different properties, flat and spatial issues of multi-colored printing: workshop presentations, workshop exercises. Experiments in combining convex, concave, digital printing techniques, materials, and tools used - workshop exercises. Selection, use of different means of expression of individual techniques and the possibilities of combining them to achieve the intended artistic effects. Individualization of the creative process.</p> <p><u>Sculpture</u>: Developing skills in applying sculpting techniques and technologies (wet and dry techniques, digital technologies used in visualization and documentation of spatial objects), skills in shaping spatial objects, mainly based on original nature study: bust / human figure sitting / lying, in motion / figural group. Individual artistic form, creative consciousness: an aspect of proportions, directions, scale, diversity of the means of artistic expression of constructed sculptural objects. The role of an individual view, analysis of spatial phenomena, methods of transformation, searching for sources of inspiration in the creative process, original artistic activity. Forms of documentation of sculpting activities. An individual sculptural project. Outdoor sculpture.</p>	<p>EDUP1A_W04 EDUP1A_W06 EDUP1A_U01 EDUP1A_U02 EDUP1A_U03 EDUP1A_U04 EDUP1A_U06 EDUP1A_U07 EDUP1A_U08 EDUP1A_U11 EDUP1A_U12 EDUP1A_K01 EDUP1A_K02 EDUP1A_K03</p>
37.	Study drawing	9	<p>Developing the use of drawing techniques and technologies. Improving the ability to analyze visual phenomena and the appropriate use of drawing formal means. A study drawing of still life. A study drawing of the interior. A study drawing of open space (outdoor activities). A study drawing a figure (a nude). A study drawing of a figure in the interior (a nude in the interior). Multifocal group (sketches in public space).</p>	<p>EDUP1A_W01 EDUP1A_W06 EDUP1A_U01 EDUP1A_U02 EDUP1A_U03 EDUP1A_U04 EDUP1A_U06</p>

				EDUP1A_U07 EDUP1A_U08 EDUP1A_K01 EDUP1A_K02 EDUP1A_K03
V.	INTERNSHIPS (duration, rules and form)			
38.	Internship	3	<p>The student is obliged to complete a continuous professional practice of 80 hours during the studies. The first one is implemented during the summer break and counted in semester VI, the second during the semester VI. Each internship ends with an assessment, from the Employer's Practice opinion, of the submitted documentation (Practice Journal with work documentation).</p> <p>The implementation of continuous apprenticeship takes place in institutions, companies, organizations directly related to the art area in the country and abroad. Their goal is to apply in practice the knowledge, skills, and competencies acquired in the course of study, obtaining specific professional experience. It includes learning the principles of health and safety, job-related instruction, participation in work related to the performance of plastic surgery. Professional apprenticeship is carried out concerning an individual program prepared in consultation with the Company's Practice Supervisor and the Institute's Practice Keeper. The role of the latter is to ensure the substantive coincidence of the practice with the scope of the field of study and the chosen specialty. The student's work progress, its evaluation is carried out regularly in the Journal of Practice. It is also possible to pass the student's internship or internships on the professional internship. Besides, the student may pursue internships abroad based on the Erasmus + exchange program offer, or domestic and foreign programs financed from external programs.</p>	EDUP1A_W05 EDUP1A_U02 EDUP1A_U04 EDUP1A_U05 EDUP1A_U06 EDUP1A_U13 EDUP1A_K01 EDUP1A_K02 EDUP1A_K03 EDUP1A_K04
39.	Interim internships	2	<p>The interim internships are implemented during the last, sixth semester of study at 45 hours, at the institute's XS Gallery, and is based on active participation of the student in creating and supervising the implementation of the exhibition program. The internship takes place under the supervision of a lecturer who currently acts as curator of the XS Gallery, directly responsible for the exhibition program in a given academic year based on active participation in the Gallery's works, documentation of the exhibition / artistic project. The purpose of the interim practice is to acquire valuable knowledge, skills and social competencies related to the graduate's functioning on the labor market as an artist capable of cooperating with</p>	EDUP1A_W05 EDUP1A_W06 EDUP1A_U04 EDUP1A_U05 EDUP1A_U09 EDUP1A_U11 EDUP1A_U13 EDUP1A_K01 EDUP1A_K02 EDUP1A_K03 EDUP1A_K04
VI.	BLOCK OF DIPLOMA SUBJECTS			
40.	Bachelor Art Studio	13	<p>Recapitulation of knowledge, skills and social competencies in the field of previous studies. Searching for and defining an artistic problem as the topic of a future diploma thesis concerning individual predispositions and student's interests and deepening the knowledge,</p>	EDUP1A_W01 EDUP1A_U01 EDUP1A_U02

			skills, and competencies allowing for the preparation of the diploma thesis. Implementation of the diploma thesis. Preparation of photographic documentation and technical description of the works included in the diploma collection. Preparations for the exhibition and public defense of bachelor's artistic work.	EDUP1A_U06 EDUP1A_U07 EDUP1A_U08 EDUP1A_U11 EDUP1A_U12 EDUP1A_K01 EDUP1A_K02 EDUP1A_K03 EDUP1A_K04
41.	Bachelor Optional Studio	4	Recapitulation of knowledge, skills and social competencies acquired during the course of studies, especially within the selected optional module in the area of Exploration and defining of the artistic problem, as the subject of the annex of the thesis concerning individual predispositions and interests of the student. Deepening knowledge, skills and competencies are allowing for the preparation of an annex to the diploma thesis. Implementation of the dissertation annex. Preparation of photographic documentation and technical description of the works included in the collection of the diploma annex. Preparations for the exhibition and public defense of the annex to bachelor's artistic work.	EDUP1A_W01 EDUP1A_U01 EDUP1A_U02 EDUP1A_U06 EDUP1A_U07 EDUP1A_U08 EDUP1A_U11 EDUP1A_U12 EDUP1A_K01 EDUP1A_K02 EDUP1A_K03 EDUP1A_K04
42.	Proseminary	1	A methodology of research - analysis of an artwork. Identification of a research/project problem in the form of a preliminary scientific inquiry - supported by an individual multimedia presentation. Preparation of a work plan.	EDUP1A_W03 EDUP1A_W06 EDUP1A_U09 EDUP1A_U12 EDUP1A_U13 EDUP1A_K01 EDUP1A_K03 EDUP1A_K04
43.	Diploma Seminar	4	Development of the written work structure. Selection of literature for the analyzed artistic or design problem. Collection and verification of materials used to analyze an artistic or design problem adopted in the diploma thesis. Preparation of the description of the work using the principles of writing scientific texts with respect for copyright and the culture of the Polish language. Preparation for public presentation the results of artistic or design activities.	EDUP1A_W03 EDUP1A_W06 EDUP1A_U09 EDUP1A_U12 EDUP1A_U13 EDUP1A_K01 EDUP1A_K03 EDUP1A_K04
VII.				
44.	Physical Education		It is improving motor skills useful in health, utilitarian, recreational and sports activities through participation in any practical physical education classes. The development of fitness	

			and coordination skills and providing students with knowledge and skills that enable self-control and self-evaluation and independent action in this area. Shaping the attitudes of conscious participation of students in various forms of sport and recreational activities during their studies and after finishing their education for physical and mental health.	
45.	Elements of Health and Safety with Ergonomics		The essence of regulations regarding health and safety at work. Responsibilities of the organizers of work processes and contractors (cooperation as a condition of success). Causes of accidents (technical area - material work environment, an organization of work processes, human behavior). Prevention as a health and safety priority.	EDUP1A_W05 EDUP1A_U02 EDUP1A_U12 EDUP1A_K01
46.	Library Training		University Library (history, location, tasks and mission, organizational structure, collections). Explanation of library procedures related to writing to BU. Discussing the principles of using the BU collections and services, with particular reference to the rules for access to collections. Discussion of the contents of the BU website. Analysis of databases available in the network of the Jan Kochanowski University. Practical search and order in the following electronic catalogs: ALEPH, traditional (card)	EDUP1A_W02 EDUP1A_U12 EDUP1A_K01
47.	Polish Language Obligatory subject for foreigners (4 ECTS credits for the subject are given to foreigners only who study in Polish language)*	4	<u>Lexical content:</u> Issues appearing in textbooks at the B2 level open to the public (eg university, subject of studies, education, work, media, technologies, environment, health, nutrition, sport, leisure, education, shopping, traveling, society, culture, social phenomena). <u>Grammatical content:</u> Compliant with the syllabus of textbooks provided for the B2 level for a given language and in accordance with the European requirements, Description of the Language Education System of the Council of Europe, <u>Language functions:</u> Compatible with the syllabus of B2 level textbooks and allowing students to communicate in a polish language (taking active part in discussions, expressing emotions and expressing opinions, arguing and formulating your point of view in an oral and written form, making presentations).	EDUP1A_U10 EDUP1A_K01

60 hours of physical education classes are mandatory for all full-time students, those classes do not have ECTS points assigned.

Students are obligated to participation in training Elements of Health and Safety Ergonomics, of not less than 4 hours, with regard to specificity of education at university and existing technical equipment used in the process of education.

Students are obligated to participation in training The Library Information Training number, of not less than 2 hours.

*Foreign students implementing a studies program in Polish attend the Center of Polish Language and Culture for additional Polish Language classes within 4 ECTS

14. METHODS AND MEANS FOR VERIFICATION OF LEARNING OUTCOMES ACHIEVED BY THE STUDENT DURING A FULL CYCLE OF STUDY

Evaluation of the effectiveness of achieved learning outcomes is carried out in accordance with the WSZJK-U/2 procedure at the Jan Kochanowski University.

Tutor lays down the detailed rules for learning outcomes and verification procedure, then places them in the syllabus. The achievement of all learning outcomes specified for individual classes means meeting the implementation of assumptions of the educational concept on the field of study and achievement of learning outcomes (achieving graduate profile). Assessment and verification of learning outcomes achieved by student during a full cycle of study is performed by:

- 1) **Procedure for a dissertation** – whose subject is being a work of art developed within the Bachelor's art studio, Bachelor's optional studio and theoretical work developed within Diploma Seminars and Proseminars, being independent development of a research issue in the field of visual arts. Completion of diploma verifies specified learning outcomes and is being evaluated by promoter and reviewer.
- 2) **International student exchange** – obtaining information's from students regarding gained knowledge, skills and social competencies in the context of visiting partner university
- 3) **scientific circles achievements**- feedback information through an obtained external review (scientific publications, presentations from conferences, Rector's and Minister's scholarship),
- 4) **art and design students achievements** – obtaining feedback information regarding gained knowledge, skills and social competencies while participating, organizing, co-organizing exhibitions, various artistic projects such as workshops, summer and winter art academy, shows, competitions, art and design reviews
- 5) **monitoring the fate of graduates** - obtaining feedback information regarding gained knowledge, skills and social competencies and their efficiency and relevance to labour market
- 6) **Surveys of opinion of employers**- Surveys of opinion of employers regarding study programme, including specified learning outcomes and method of verification, especially regarding practical education.

Additionally, the assessment of the implementation of the learning outcomes are:

- 1) **Phased work** - undertaken by students during their studies, such as:
- 2) – in case of theoretical classes (lectures and classes): *tests, examinations, course-work, papers, presentations, case studies*. Tests, examinations, course-work, project – as instructed provided by the tutor. All additional ways of passing the subject needs further instructions.
- in case of practical classes (classes): *course-work – artistic course-work – design including wide range of artistic media, such as painting, drawing, sculpture, print making, digital graphic, graphic design, movie and animation, intermedia and multimedia forms, construction works presented as completed art or design realizations appropriate documentation (photographic, descriptive) saved on print and digital media*. Those forms require additional information:
- 3) **examination of subjects**. Prepared examination questions should not go beyond what is included in syllabus carried out within lectures. The student has the right to know the reasons for the scores awarded by tutor.
The form of an examination: oral, written, test or practical is determined by tutor and included in syllabus.
 - a) **Oral examination** should be carried out in the presence of other students or workers.
 - b) **Written examination** can be organized in test or written form. The examination is performer in the didactic room, where the appropriate student arrangement is possible, comfort and independence of work is assured. The examiner has a right to stop or revoke examination process, in a case of dependence of a student's work (student uses nonapproved materials, device or help of other persons).
- 4) **Test and test with credit**. Tutor defines the criteria of credit, gives the components and written justification of the mark awarded to a student.

The form and methods of teaching and detailed criteria for the evaluation are reported in the syllabus.

All verification procedure of student's achievement obtained during selected semester are reported in the student's periodic achievement form.

43	Diploma Seminar	0213.3.EDUP1.37.SD	6																			60		4	60	100	4
	total																								285	550	22
	RAZEM					72	373	30	24	389	30	48	369	50	30	24	414	30	24	399	30	404	50	30	2640	5090	180

Student is obliged to have a 4-hour Health and Safety at Work and Ergonomics training in the first semester.

Student is obliged to have a 60-hour Physical Education in the second and third semester.

Student is obliged to have a 2-hour Library Information training in the first semester.

* Subject is continuation of one elective subject from Block of Optional Classes: Painting, Printmaking, Sculpture

** Subject execute as part of the whole programme of studies, to pass in the last semester

*** Student must enter during the studies one of the block of election classes from: "Artistic Creations" or "Advertising Graphic Design" or "Digital Media" to obtain the required number of ECTS credits (180).