



Course title: INFORMATION TECHNOLOGY

ECTS credit allocation (and other scores): 1

Semester: autumn and spring (2 semesters)

Level of study: leading to a Bachelor's degree (licencjat or inżynier): 3- to 4-year programmes which lead to a licencjat degree and 3.5- to 4-year programmes which lead to an inżynier degree, depending on the area of study

Branch of science: The arts

Language: English

Number of hours per semester: 15

Course coordinator/ Department and e-mail: Zbigniew Urbalewicz / Department of Arts, zbigbeat@wp.pl

Type of classes: classes

Substantive content

CLASSES: Editing text and image at an intermediate level, allowing later independent work including the use of various types of digital data. Text editing in programs typical of this type of activity. Text editing in graphic programs. Image editing in graphics programs. Combining graphics with text in design work in advanced projects. Scanning permeable (negatives, diapositives) and impermeable (photos, drawings) - advanced techniques. Digital image creation and processing in the field of bitmap and vector graphics. Combining these types of graphics. Printing materials from digital resources. Data archiving and building your own database. Expanding the arsenal of visual media based on new technologies. Color issues on the monitor and in printing. Printing digital materials. Color correction - advanced techniques. Saving and editing PDF.

On completion of the study programme the graduate will gain:

SYLLABUS

KNOWLEDGE

A student has general knowledge of art technologies and techniques and knows how to distinguish. A student knows of the specificity of the digital image and its application.

A student knows the basic concepts of fine arts at the basic level of artistic education.

A student knows the uniqueness and specificity of visual language.

A student demonstrates knowledge of the literature necessary to supplement and expand knowledge.

A student knows the areas of use of digital techniques. Is aware of necessity the use of digital technologies and modern tools.

SKILLS

A student can distinguish the effects of using digital techniques and traditional media.

A student can use the artist's modern tools such as computer and graphic applications, scanner, digital camera.

A student can create individualized work revealing the features of the creative personality.

SOCIAL COMPETENCE

A student is aware of the universal validity of the copyright and intellectual property protection and respect for other people's property, in particular in the use of digital media in the era of easy access to resources.

A student is aware of the possibility of using digital technologies in the future with potential use in further education and is aware of the rapid progress of technology.



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Contact hours with an academic teacher:15

Student's independent work: