

Course/Subject/Unit Description

1. General Information			
School		School of Design Studies	
Department		INTERIOR ARCHITECTURE	
STUDY LEVEL		Undergraduate	
CODE OF SUBJECT	EA413	SEMESTER	4th
SUBJECT TITLE		Special Visual Art Themes	
Teaching Content	Weekly (Hrs)	Credis	
Lectures, Essays, Design Workshops/Excercises, Design Project – Portfolio of work.	3	3	
Type of Subject	optional		
PREREQUIRED COURSES	No		
Teaching and Exams Language	Greek		
THE COURSE IS OFFERED TO ERASMUS STUDENTS	Yes (English or French)		
Course website (URL)			

2. Aims and Objectives – Methods – Skills
<i>a. Learning Outcomes</i>
<p>After guiding the topic, students begin to record and present the evolution of a synthetic idea - script using exclusively digital data formats and video capture. The recording focuses on capturing the environment in which the subject of the subject is included, on the activity of evolution of its form and on the presentation of the audiovisual characteristics of the object. Students use digital multimedia design and recording as a creative tool for studying form and composition. What is required is a single organized visual presentation. This work will also greatly help students in their further development in digital media management and in improving their future presentations with audiovisual media.</p> <p>After the end of the course, students will be able to create videos through a variety of digital media at their disposal, resulting in being able to fully express the expected topic. Interaction, script - idea, atmosphere, sound, color and even emotion are issues that merge smoothly into the final result to be considered even.</p>
<i>β. Skills</i>
<ul style="list-style-type: none"> • Creative script and design process - Decision making • Problem solving by applying known data in new conditions • Synthetic ability • Analysis and re-synthesis of data into new content. • Recognition and utilization of possibilities in known and new skills. • Individual work and self-criticism • Search, analyze and synthesize data and information, using and of the necessary technologies • Production of new research ideas • Exercise criticism and self-criticism • Promoting free, creative and inductive thinking • Application of knowledge in practice

3. Subject Context

Introduction to the aesthetic, technical and cognitive possibilities of digital animation (different forms of video), through theoretical documentation - analyzes and examples from around the world. The search for personal, experimental ways of using and editing digital video is sought. Basic concepts of the language of animation are discussed as well as works from the history of video art, photography, animation and cinema.

The topics of the course include the development of linear and non-linear scenarios, video and audio capture, digital editing, the internet as a distribution and exhibition space.

The course is conducted with lectures, presentations and work reviews.

In the course presentations reference is made to: Historical development, types and applications of multimedia.

Stages of production process from the initial idea to the final product. Interactive storytelling. Scenario, design of hyperlinks and communication environment (interface). Creative use of iconographic and audio elements. Data management and file processing. Modern trends in multimedia configuration. Also during the courses are presented various programs such as Adobe Premiere, movie maker, video recorder, Photoshop, Decoders etc. for the immediate practice of the students in the above subjects but also for the parallel correction of their subjects.

4. Teaching and learning methods – Evaluation and assessment

<ul style="list-style-type: none"> - Theory and Design Workshops – Main Project Brief/ Site visits - Group Appraisal /Site Analysis - Theory Essay and Design Exercises - Interim Reviews - Project Final Pin Up - Portfolio Hand In. 	<p>Delivery of work in printed form Delivery of work in electronic form</p>															
Use of Information and Communication Technologies	<p>Lectures with video projections. Learning process support through electronic platform e-class (informational and teaching materials, hyperlinks, academic libraries, etc.)</p>															
Teaching organization	<table border="1"> <thead> <tr> <th>Activity</th> <th>Semester Credits</th> </tr> </thead> <tbody> <tr> <td>Lectures</td> <td>20</td> </tr> <tr> <td>Theory Essay</td> <td>10</td> </tr> <tr> <td>Design Workshop and Exercises</td> <td>20</td> </tr> <tr> <td>Main Design Project</td> <td>15</td> </tr> <tr> <td>Research and Analysis of Bibliography</td> <td>10</td> </tr> <tr> <td>Total</td> <td>75</td> </tr> </tbody> </table>	Activity	Semester Credits	Lectures	20	Theory Essay	10	Design Workshop and Exercises	20	Main Design Project	15	Research and Analysis of Bibliography	10	Total	75	
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Total	75															
<i>Student assesment</i>	<p>Evaluated:</p> <p>I. The theoretical work Evaluation criterias:</p> <ul style="list-style-type: none"> • Completeness • Critical Thinking 															

	<ul style="list-style-type: none"> • Scientific writing <p>II. The study (project)</p> <p>Evaluation criterias - Artistic evaluation :</p> <ul style="list-style-type: none"> • The original idea (concept), originality of the idea • The consistency of the initial idea with the final form of the object (Clarity of subject with object) •The Wealth of composition (formalistic performance, shape, motion, balance, harmony) •The Expression (degree of freedom, emphasis and its performance) • Depth of research and utilization of data of • Experimentation of new methods • Creativity and originality • Personal expression and its correctness illustration • Quality and completeness of the design • Application of theoretical knowledge in practice • Consistency in its implementation schedule • Presentation
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5. Recommended/ Bibliography

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