Multimedia Design

Faculty: Design Faculty

State Code: 6531PX011

The Scope of the Study Programme: 180 credits

Duration of Studies: 3 years

General Description:
Objective(s) of a study programme:
To develop creative and innovative professionals meeting the needs of a dynamic creative industries labour market and prepare a multimedia products developer being able to implement his/her own or others'creative multimedia project in practice working both individually and in a team.

Learning outcomes:
Knowledge and its application:
Will understand the history of media and aesthetic forms, will be able to analyse and evaluate them. Will be able to use foreign languages in professional activity. Will be able to apply techniques, technologies and safety standards in the media industry properly. Will be able to carry out research and apply its results.

Special skills:
Will be able to develop a concept of multimedia product, to plan and to organise multimedia project. Will be able to practically implement the idea for multimedia product with the use of all textual, visual and audio elements.

Social skills:
Will have entrepreneurship, market economics knowledge, understand professional ethics. Will be able to work in a team and present their own or team activity result.

Personal skills:
Will be able to deepen theirs knowledge individually and reflect the study process.
Activities of teaching and learning:
Lectures, consultations, practical tasks and course papers, individual work, practices of professional activities. Students accomplish practical tasks individually or in groups.
Methods of assessment of learning achievements:

The student's knowledge, skills and abilities acquired while studying subjects of a study programme are assessed after completing of individual assignments performed during the semester and exam session. The achieved learning outcomes after completion of subject/module studies are assessed attributing them to the levels of achievement: excellent, typical and threshold.

Framework:
Study subjects (modules), practical training:
General College Study Subjects:
Foreign Language, Contemporary Lithuanian, Environmental and Human Safety and alternatively optional subjects (Sociology, Psychology, Philosophy – selected one of them).

Subjects of the Study Field:
Culture and Art, Media Culture, Design Management, Applied Research, Basics of Programming, Artistic Expression, Basics of Digital Technologies, Fundamentals of Animation, Basics of Audio-visual Production, Fundamentals of Video Sounding, Advertising.

Options of students:
Specialisation – Interactive Design. These Subjects are Studied: Design Case Laboratory, Interaction modelling, Internet Applications, Games Design.
Specialisation – Animation. These Subjects are Studied: 2D Animation Technologies, 2D Animation, 3D Animation Technologies, 3D Animation.
Specialisation – Sound Design. These Subjects are Studied: Sound Creation Techniques, Sound Montage, Sound Directing.
Specialisation – Directing of Audio visual Editing. These Subjects are Studied: Audio visual Montage, Visual Languages of New Media, Montage Direction, Post-Production of Visual Work.
Special Study Subjects:
Optional subjects by choice of students (Motion Studio, Photography, Lighting, Creation of Interactive Prototypes, History of Modern Art, Rhetorical Communication, Animation History, Calligraphy, Esthetics – selected three of them).

Practices:
Cognitive Practice, Creative Practice 1, Creative Practice 2, Professional Practice, Final Practice.

Completion of Studies:
Studies are completed by defending the Final work individually prepared by a student.

Distinctive features of a study programme:
The study programme is implemented in modules, to be completed by planning of a real multimedia project and its implementation in teams. The execution of the programme is enforced by the newly established, provided with the necessary equipment and software specialized filming, sound recording, editing, animation studios, which can implement a realistic film, animation or interactive design project. Students have the opportunity to carry out actual projects in collaboration with the film, computer games and advertising production companies or to carry out the actual orders in multimedia design. Students' works participate in national and international competitions. Every year the programme invites guest lecturers from abroad, who prepare interactive design and animation workshops for students.

Access to professional activity or further study:
Having reached the learning outcomes, the graduate will be able to work in such areas of professional activities: advertising, cinema, television, computer games, internet, design and others. Also he/she will be able to create media art and participate in film festivals and contests. Graduate can continue his/her studies having chosen university study programmes in the field of Media Art studies.

VILNIUS COLLEGE OF TECHNOLOGIES AND DESIGN
Multimedia Design Study Program
Full-time studies
2021

Name	ECTS credits	Assessment form
1 semester (30 credits)		
Basics of Animation	5	E
Drawing	3	E
Composition	3	E
Colour Theory	3	E
Script Writing	3	E
Graphic Editing	4	W
Media Project Management	3	E
Introductory Practice	3	W
Optional subjects (choose one):		
Foreign Language (English)	3	W
Foreign Language (French)	3	W
Foreign Language (Russian)	3	W
Foreign Language (German)	3	W
2 semester (30 credits)		
Basics of Design	5	W
Culture and Art	4	E
Basics of Audiovisual Production	5	E
Sustainable Environment and Occupational Safety	3	W
Basics of Soundtrack	4	W
Photography Practice	6	W
Optional subjects (choose one):		
Foreign Language (English)	3	E
Foreign Language (French)	3	E
Foreign Language (Russian)	3	E
Foreign Language (German)	3	E
3 semester (30 credits)		
Applied Resarch	3	W
Creative Practice 1	6	W
Specialization subjects:		
Specialization A (Animation):		
Animation Technologies	5	E
2D Animation Pre-production	4	E
2D Animation Production and Post-production	9	E
Specialization B (Audiovisual Editing):		
Cinema Language	3	E
Production of Audiovisual Work	6	E
Audiovisual Editing	9	E
Optional subjects (choose one):		
Art Workshops	3	W
Form and Tectonics	3	W

Experimental Drawing	3	W
Painting Techniques	3	W
4 semester (30 credits)		
Professional Practice	5	W
Creative Practice 2	3	W
Specialization subjects:		
Specialization A (Animation):		
3D Animation Technologies	10	E
3D Animation Concept	4	E
3D Animation Production and Post-production	8	E
Specialization B (Audiovisual Editing):		
Audiovisual Project	12	E
Audiovisual Post-production	10	W
5 semester (30 credits)		
Media Business Management	3	W
Media Culture	6	E
Advertising Project	12	E
Optional subjects (choose one):		
Sociology	3	E
Psychology	3	E
Professional Ethics	3	E
Optional subjects (choose one):		
Aesthetics	3	W
Rhetorical Communication	3	W
Calligraphy	3	W
Motion Studio	3	W
6 semester (30 credits)		
Project Development	3	W
Project Communication	3	E
Contemporary Lithuanian	3	W
Law	3	W
Final Practice	7	W
Final Project	11	D

E - Exam
W - Independent work
D - Defence of the final project