

COURSE OUTLINE

(1) GENERAL

SCHOOL	SCHOOL OF FINE ARTS		
ACADEMIC UNIT	DEPARTMENT OF FINE ARTS AND ART SCIENCES		
LEVEL OF STUDIES	UNDERGRADUATE		
COURSE CODE	ETEΠ630	SEMESTER	6 th ,8 th
COURSE TITLE	Illustration-Poster Design Studio		
INDEPENDENT TEACHING ACTIVITIES <i>if credits are awarded for separate components of the course, e.g. lectures, laboratory exercises, etc. If the credits are awarded for the whole of the course, give the weekly teaching hours and the total credits</i>		WEEKLY TEACHING HOURS	CREDITS
		3	3
<i>Add rows if necessary. The organisation of teaching and the teaching methods used are described in detail at (d).</i>			
COURSE TYPE <i>general background, special background, specialised general knowledge, skills development</i>	Skills development		
PREREQUISITE COURSES:	No		
LANGUAGE OF INSTRUCTION and EXAMINATIONS:	Greek		
IS THE COURSE OFFERED TO ERASMUS STUDENTS	YES, in English		
COURSE WEBSITE (URL)	https://ecourse.uoi.gr		

(2) LEARNING OUTCOMES

Learning outcomes

The course learning outcomes, specific knowledge, skills and competences of an appropriate level, which the students will acquire with the successful completion of the course are described.

Consult Appendix A

- *Description of the level of learning outcomes for each qualifications cycle, according to the Qualifications Framework of the European Higher Education Area*
- *Descriptors for Levels 6, 7 & 8 of the European Qualifications Framework for Lifelong Learning and Appendix B*
- *Guidelines for writing Learning Outcomes*

Upon completion of the workshop, participants will have developed their ability to analyze the process of developing visual concepts through the organization of research activities. In addition, they will manage a variety of digital and analog illustration techniques. They will be familiar with modern design forms and will deepen their knowledge of electronic design software as well as important analog design tools and methods such as ink drawing, pencil drawing, collage techniques and printmaking. They will be able to integrate digital techniques into their personal artistic work but also be able to cope with potential professional demands. They will acquire and develop a critical understanding of the aesthetic and functional value of the various versions of illustration and poster design as well as their many practical applications - in this case, for the needs of the course, in the creation and production of a poster for their individual exhibition.

General Competences <i>Taking into consideration the general competences that the degree-holder must acquire (as these appear in the Diploma Supplement and appear below), at which of the following does the course aim?</i>	
<i>Search for, analysis and synthesis of data and information, with the use of the necessary technology</i> <i>Adapting to new situations</i> <i>Decision-making</i> <i>Working independently</i> <i>Team work</i> <i>Working in an international environment</i> <i>Working in an interdisciplinary environment</i> <i>Production of new research ideas</i>	<i>Project planning and management</i> <i>Respect for difference and multiculturalism</i> <i>Respect for the natural environment</i> <i>Showing social, professional and ethical responsibility and sensitivity to gender issues</i> <i>Criticism and self-criticism</i> <i>Production of free, creative and inductive thinking</i> <i>Others...</i>
Independent work Group work Generation of research ideas Promotion of free, creative thinking. Development of skills.	

(3) SYLLABUS

The course "Illustration - Poster" seeks to cover the fundamentals of poster design, providing participants with practical experience with digital illustration tools, printmaking techniques, and collage techniques. The goal is to develop poster design skills, focusing on various aspects of illustration. Participants are taught how to integrate image and typographic elements coherently, exploring various techniques and styles. Posters are required to be created that reflect various thematic areas, including comics, printmaking, video game examples, and conceptual themes. The expected end result is that students will acquire the skills to design inspiring posters that combine various techniques, with an emphasis on originality and coherence of design. The course "Illustration - Poster" seeks to cover the fundamentals of poster design, providing participants with practical experience with digital illustration tools, printmaking techniques, and collage techniques. The goal is to develop poster design skills, focusing on various aspects of illustration. Participants are taught how to integrate image and typographic elements coherently, exploring various techniques and styles. Posters are required to be created that reflect various thematic areas, including comics, printmaking, video game examples, and conceptual themes. The expected end result is that students will acquire the skills to design inspiring posters that combine various techniques, with an emphasis on originality and coherence of design.
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(4) TEACHING and LEARNING METHODS - EVALUATION

DELIVERY <i>Face-to-face, Distance learning, etc.</i>	Face to face, physical presence	
	-Individual supervision of each student. -Lectures on specific topics and presentations/analyses of artists' works	
USE OF INFORMATION AND COMMUNICATIONS TECHNOLOGY <i>Use of ICT in teaching, laboratory education, communication with students</i>	Use of ICT in teaching Use of ICT in laboratory training and practice Use of ICT in communication with students	
	Use of ICT in assessment	
TEACHING METHODS <i>The manner and methods of teaching are described in detail.</i> <i>Lectures, seminars, laboratory practice, fieldwork, study and analysis of bibliography, tutorials, placements, clinical practice, art workshop, interactive teaching, educational visits, project, essay writing, artistic creativity, etc.</i> <i>The student's study hours for each learning activity are given as well as the hours of non-directed study according to the principles of the ECTS</i>	Activity	Semester workload
	Lectures	8
	Practical application, study, analysis and studio exercise	9
	Artistic workshop	22
	Independent study, project creation	36
	Course total	75 hours
STUDENT PERFORMANCE EVALUATION <i>Description of the evaluation procedure</i> <i>Language of evaluation, methods of evaluation, summative or conclusive, multiple choice questionnaires, short-answer questions, open-ended questions, problem solving, written work, essay/report, oral examination, public presentation, laboratory work, clinical examination of patient, art interpretation, other</i> <i>Specifically-defined evaluation criteria are given, and if and where they are accessible to students.</i>	The evaluation of student performance is carried out after the cumulative assessment of the following: 1. Laboratory performance, which consists of oral participation and contribution to the course, interest and awareness during the course, regular attendance of the courses (60%). 2. Project completion. Evaluation of personal effort through a produced project that must be completed within the given time frame. The application of what was taught is evaluated after the presentation as well as the further individual investigation of the topic (40%). Towards the end of the semester, a final	

	presentation of completed draft projects is held as well as a joint discussion of the course results.
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(5) ATTACHED BIBLIOGRAPHY

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