

COURSE OUTLINE

(1) GENERAL

SCHOOL	SCHOOL OF FINE ARTS		
ACADEMIC UNIT	DEPARTMENT OF FINE ARTS AND ART SCIENCES		
LEVEL OF STUDIES	UNDERGRADUATE		
COURSE CODE	ETEΠ636	SEMESTER	6th,8th
COURSE TITLE	Augmented Reality in Art		
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
Add rows if necessary. The organisation of teaching and the teaching methods used are described in detail at (d).			
COURSE TYPE <i>general background, special background, specialised general knowledge, skills development</i>	Specialised General Knowledge 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/enrol/index.php?id=4160		

(2) LEARNING OUTCOMES

Learning outcomes <i>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.</i> 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
After successful completion of the course students will demonstrate an: • understanding of augmented reality technology • ability to design and create augmented reality applications • critical thinking about the use of digital technologies
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> Search for, analysis and synthesis of data and information, with the use of the necessary technology Adapting to new situations Decision-making Working independently Team work Working in an international environment Working in an interdisciplinary environment Production of new research ideas Project planning and management Respect for difference and multiculturalism Respect for the natural environment Showing social, professional and ethical responsibility and sensitivity to gender issues Criticism and self-criticism Production of free, creative and inductive thinking Others...
Search for, analysis and synthesis of data and information, with the use of the necessary technology. Decision-making. Working independently. Working in an interdisciplinary environment. Project planning and management. Production of free, creative and inductive thinking.

(3) SYLLABUS

The course focuses on the technology of augmented reality and its applications in the field of arts as a contemporary media of visual expression and creation. Initially, course modules examine the main features, hardware and software, historical overview of the development of augmented reality, and applications of augmented reality in the field of arts. Then the design principles, guidelines, tools, implementation platforms for mobile devices (smartphones, tablets) and creation-production of content for augmented reality applications are studied.

(4) TEACHING and LEARNING METHODS - EVALUATION

DELIVERY <i>Face-to-face, Distance learning, etc.</i>	Face-to-face	
USE OF INFORMATION AND COMMUNICATIONS TECHNOLOGY <i>Use of ICT in teaching, laboratory education, communication with students</i>	Use of ICT in teaching, laboratory education, communication with students and in the exams.	
TEACHING METHODS <i>The manner and methods of teaching are described in detail. 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. 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 – Lab Exercises	39
	Self-directed study	26
	Study and analysis of bibliography	10
	Course total	75
STUDENT PERFORMANCE EVALUATION <i>Description of the evaluation procedure 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. Specifically-defined evaluation criteria are given, and if and where they are accessible to students.</i>	Student performance evaluation is based on a) active participation and regular attendance of the course (60% of the final grade) and b) final project (40% of the final grade). Summative Evaluation is achieved through the presentation of the final project and Formative Evaluation is conducted during the semester through laboratory exercises. Language of evaluation: Greek or English Evaluation criteria are accessible to the students via the course website.	

(5) ATTACHED BIBLIOGRAPHY

- Suggested bibliography:

- Tzortzoglou, F. (2023). Augmented reality [Chapter]. In Sofos, A., Kostas, A., Paraschou, B., Spanos, D., Giasiranis, S., Tzortzoglou, F., & Vratsali, N. 2023. Educational material design & technologies for digital education [Undergraduate textbook]. Kallipos, Open Academic Editions. <https://hdl.handle.net/11419/9748>
- Στυλιάρης, Γ. , Δήμου, Β., & Ζευγώλης, Δ.(2019). Τεχνολογία Πολυμέσων, Σύγχρονα πολυμεσικά εργαλεία. Εκδόσεις: Τζιόλας
- Γαβαλάς, Δ., Κασαπάκης, Β., & Χατζηδημήτρης, Θ. (2015). Κινητές Τεχνολογίες, Κινητός Ιστός - Κινητές Εφαρμογές στην Πλατφόρμα Android – Επαυξημένη Πραγματικότητα, Αθήνα: Εκδόσεις Νέων Τεχνολογιών, 2015
- Vosinakis, S. (2015). Virtual worlds [Undergraduate textbook]. Kallipos, Open Academic Editions. <https://dx.doi.org/10.57713/kallipos-678>
- Moustakas, K., Paliokas, I., Tzovaras, D., & Tsakiris, A. (2015). Augmented Reality [Chapter]. In Moustakas, K., Paliokas, I., Tsakiris, A., & Tzovaras, D. 2015. Computer Graphics and Virtual Reality [Undergraduate textbook]. Kallipos, Open Academic Editions. <https://hdl.handle.net/11419/4489>

- Lepouras, G., Antoniou, A., Platis, N., & Charitos, D. (2015). Development of virtual reality systems [Undergraduate textbook]. Kallipos, Open Academic Editions. <https://dx.doi.org/10.57713/kallipos-767>
- Moira, M., & Makris, D. (2024). Augmenting Spatiality and Content [Chapter]. In Moira, M., & Makris, D. 2024. Space and Narrative - Narrative and Space [Undergraduate textbook]. Kallipos, Open Academic Editions. <https://hdl.handle.net/11419/12933>
- Vladimir Geroimenko. (2018). Augmented Reality Art From an Emerging Technology to a Novel Creative Medium Second Edition. Springer <https://doi.org/10.1007/978-3-319-69932-5>