Jan Kochanowski University of Kielce

Academic year 2022/2023

Faculty of Art

Institute of Visual Arts

Field of study: Design

Academic coordinator: dr Maciej Zdanowicz

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| Design |
| Course unit | Przedmiot | Type | ECTS | Completion requirements  | Academic hours per semester |
| WINTER SEMESTER 2022/2023 |
| Basics of Graphic Design | Podstawy grafiki projektowej | classes | 3 | graded credit | 45 |
| Basics of Design with Modelling | Podstawy projektowania z modelowaniem | classes | 4 | graded credit | 60 |
| Psychology of creativity and visual perception | Psychologia twórczości i percepcja wizualna | lecture | 2 | graded credit | 24 |
| Visual Structures | Struktury wizualne | classes | 2 | graded credit | 30 |
| Ergonomical Design | Projektowanie ergonomiczne | classes | 3 | graded credit | 45 |
| Designing of Utility Forms | Projektowanie form użytkowych | classes | 3 | graded credit | 45 |
| Computer Aided Design | Komputerowe wspomaganie projektowania | classes | 3 | graded credit | 45 |
| Game Design | Game Design | classes | 4 | graded credit | 60 |
| Fundamentals of Programming | Podstawy programowania | classes | 2 | graded credit | 30 |
| Digital Animation in Games | Animacja cyfrowa w grach | classes | 4 | graded credit | 60 |
| Concept Art | Concept Art | classes | 2 | graded credit | 30 |
| Visual Information Design | Projektowanie informacji wizualnej | classes | 4 | graded credit | 60 |
| Interfaces Design | Projektowanie interfejsów | classes | 4 | graded credit | 60 |
| Packaging Design | Projektowanie opakowań | classes | 2 | graded credit | 30 |
| Typography Design | Projektowanie typografii | classes | 2 | graded credit | 30 |
| SUMMER SEMESTER 2022/2023 |
| Basics of Graphic Design | Podstawy grafiki projektowej | classes | 3 | examination | 45 |
| Basics of Design with Modelling | Podstawy projektowania z modelowaniem | classes | 4 | graded credit | 60 |
| Visual Structures | Struktury wizualne | classes | 2 | graded credit | 30 |
| Ergonomical Design | Projektowanie ergonomiczne | classes | 3 | graded credit | 45 |
| Designing of Utility Forms | Projektowanie form użytkowych | classes | 3 | graded credit | 45 |
| Multitask Design | Projektowanie wieloaspektowe | classes | 3 | graded credit | 45 |
| Game Design | Game Design | classes | 4 | graded credit | 60 |
| Fundamentals of Programming | Podstawy programowania | classes | 2 | graded credit | 30 |
| Digital Animation in Games | Animacja cyfrowa w grach | classes | 4 | graded credit | 60 |
| Concept Art | Concept Art | classes | 2 | graded credit | 30 |
| Visual Information Design | Projektowanie informacji wizualnej | classes | 4 | graded credit | 60 |
| Interfaces Design | Projektowanie interfejsów | classes | 4 | graded credit | 60 |
| Packaging Design | Projektowanie opakowań | classes | 2 | graded credit | 30 |
| Typography Design | Projektowanie typografii | classes | 2 | graded credit | 30 |
| Game Design | Game Design | classes | 4 | graded credit | 60 |