

WSB ACADEMY							
Field of study: Computer Science							
Subject: Team Project – Multimedia Technologies							
Educational profile: practical							
Level of education: second-cycle studies							
Number of hours 1 per semester			2		3		4
	I	II	III	IV	In	WE	VII
Full-time studies (lecture/exam/lab/prep/e)*			8h				
Part-time studies (lecture/exam/lab/prep/e)							
LANGUAGE OF SUBMISSION	Polish						
CLASSES							
LECTURER	Joanna Suchogórska, M.Sc., Eng.						
FORM OF CLASSES	Laboratory						
SUBJECT OBJECTIVES	This course introduces students to the multimedia design process, including planning project structure, integrating multimedia elements, and designing user interactions and flows. It develops the ability to create coherent visual concepts and organize them in design environments such as Figma, incorporating principles of user interface and experience (UX/UI) design.						
Reference to learning outcomes		Description of learning outcomes			Method of verifying the effect		
Directional effect	By-election					learning	
KNOWLEDGE							
INF_W03	P6S_WG	Knows and understands in depth the concepts of designing and modeling information systems, computer programming, software tools, network technologies and the application of computer networks.			Implementation of appropriate project tasks, group work.		
SKILLS							
INF_U03	P7S_UW	Can work individually and in a team; can estimate the time needed to complete an assigned task; can develop and implement a work schedule (also in English) ensuring that deadlines are met			Implementation of appropriate project tasks, group work.		
INF_U15	P6S_UW	The student is able to use image processing methods and tools and modify selected elements of a photo.			Implementation of appropriate project tasks, group work.		
INF2 _U14	P7S_UW	The student is able to prepare documentation in Polish and a foreign language regarding the implementation of an engineering task in accordance with applicable standards.			Implementation of appropriate project tasks and preparation of presentations and documentation.		
SOCIAL COMPETENCES							
Student workload (during teaching hours 1 hour = 45 minutes) **							
Stationary participation in lectures =				Part-time participation in lectures =			

participation in exercises = 8 preparation for exercises = preparation for the lecture = preparation for the exam = implementation of project tasks = e-learning = 4 pass/exam = other (specify what) = TOTAL: 8 Number of ECTS points: 1 including as part of practical classes:	participation in exercises = preparation for exercises = preparation for the lecture = preparation for the exam = implementation of project tasks = e-learning = pass/exam = other (specify what) = TOGETHER: Number of ECTS points: including as part of practical classes:
PREREQUISITES	The student knows the basic concepts of computer graphics and has elementary knowledge of visual design and the use of basic digital tools.
CONTENT SUBJECT (divided into face-to-face and e-learning classes)	Content delivered in person and e-learning: - Tools - Figma program and interface design environment. - Basics of Visual Design: Perception of Color, Brightness, Contrast, and Composition in digital projects. - Layers, grouping elements, and organizing the design structure in Figma. - Creating and editing graphical interface elements (layouts, components, icons). - Designing page and screen layouts using grids and composition principles. - Techniques for working with raster and vector graphics in interface designs. - Creating and managing components and component variants. - Text editing, typography and information hierarchy in UI designs. - Designing mockups and screen structures. - Creating interactive prototypes in Figma. - Integration of external graphic elements (e.g. illustrations, photos, icons) into the project interface. - Designing visual effects in the interface: shadows, gradients, styles and color systems. - Prototyping interactions and creating user flow.
LITERATURE MANDATORY	• Alan Cooper, Robert Reimann, David Cronin: <i>About Face: The Essentials of Interaction Design</i>, Wiley. • Jon Yablonski: UX Laws, Helion. • Dan Brown: <i>Communicating Design: Developing Web Site Documentation for Design and Planning</i>, New Riders. • Adrian Kuleszo: <i>Figma. User Interface Design</i>, Helion
LITERATURE SUPPLEMENTARY (including at least 2 items in English; book publications or articles)	• Don Norman: <i>The Design of Everyday Things</i>, Basic Books. • Dieter Schmalstieg, Tobias Hollerer: <i>Augmented Reality: Principles and Practice</i>. • Jesmond Allen, James Chudley: <i>Smashing UX Design</i>, Wiley • Tay Vaughan: <i>Multimedia: Making It Work</i>, McGraw-Hill.
PUBLICATIONS SCIENTIFIC PEOPLE LEADERS RELATED ACTIVITIES WITH THE MODULE TOPICS	

METHODS TEACHINGS (divided into face-to-face and e-learning classes)	Face-to-face: Classes are conducted through short theoretical introductions, using multimedia presentations and demonstrations of design tools. Students then complete practical tasks and a group project under the supervision of the instructor. Instructional materials prepared and provided by the instructor are used throughout the teaching process. In the form of e-learning: Classes conducted in the form of independent work of students on a group project using teaching and instructional materials and online consultations provided by the instructor on the e-learning platform.
LEARNING AIDS Multimedia	presentations, software for interface design and prototyping, materials instructional and sample projects provided by the instructor.
PROJECT (if it is implemented in within the course module)	Project goal: Project topic: Form project:
FORM AND CONDITIONS ASSESSMENTS (divided into face-to-face and e-learning classes)	The condition for passing the laboratory is the completion of a group project, preparation of a multimedia presentation presenting the project assumptions and results, and submission of a complete set of source files.

* *W-lecture, cl-exercises, lab-laboratory, pro-project, e-e-learning*