Course Title	**Digital Production**				
Course Code	**DPR323**				
Course Type	Compulsory				
Level	Bachelor				
Year / Semester	3rd / Spring				
Teacher's Name	Thomas Photiadis				
ECTS	6	Lectures / week	3	Laboratories / week	0
Course Purpose and Objectives	Aim of the course and core objectives are to: ● Provide with the knowledge and skills to utilize the appropriate tools in order to manage certain projects efficiently and creatively. ● Provide with the fundamental knowledge and technical capability to prepare and produce the appropriate visual and other material for the mediums to be intended. ● Provide with the ability to competently use appropriate media and resources, gain technical awareness and develop a combination of skills acquired to create and prepare visual imagery for the screen.				
Learning Outcomes	Students should be able to: 1. Identify and describe various creative methods & production techniques. 2. Integrate sketchbook development/experimentation and produce final work ready for distribution for various mediums such as digital video, motion graphics and the web content. 3. Employ technical knowledge that involves designing, developing and forwarding creative material to the final production line. 4. Develop and convert various sketches, work in progress and final work to different color systems and formats appropriate to the medium to be reproduced on. 5. Assess project work development through comments and discussions on a group presentation.				
Prerequisites	-		Required		-

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Course Content	**Production for screen media:** students are introduced to various image production methods through a series of multimedia presentations.
	Format selection: students get familiarized with various video and image formats and their individual properties.
	Production techniques: students explore production methods in various forms of visual practice and learn how to develop, produce or transform media for screen based applications
Teaching Methodology	Illustrated lectures, practical workshops, exercise, and group critiques. Student centered practical work, personal research, realization and manipulation in project work. Rendering workshops and studio based facilities. Visual research and reading/viewing list. Library guide and slide/video screenings.
Bibliography	Visual contemporary references on magazines like: Etapes, Creative Review, IdN, +design, Computer arts.
	www.watchthetitles.com
	Adobe Online Help tv.adobe.com
	www.creativecow.com www.videocopilot.net
	http://www.webbyawards.com
	International website honoring excellence on the Internet including websites, interactive advertising and online film and video.
	http://www.iacaward.org
	Internet Advertising Competition (IAC) Awards that produced by the Web Marketing Association to honor excellence in online advertising.
	http://www.w3schools.com/
Assessment	Knowledge and Understanding - 20%
	Research and Analytical Skills - 20%
	Production competency and solution - 40%
	Presentation and Communication - 20%
Language	English

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