

Subject card

Subject name and code	World cinema - directions, canon and margins, PG_00166356						
Field of study	Film and Audio-Visual Culture Studies						
Date of commencement of studies	October 2025		Academic year of realisation of subject		2027/2028		
Education level	Bachelor's studies		Subject group		Obligatory subject group in the field of study Optional subject group Subject group related to practical vocational preparation		
Mode of study	part-time studies		Mode of delivery		at the university		
Year of study	3		Language of instruction		Polish		
Semester of study	6		ECTS credits		2.0		
Learning profile	practical		Assessment form		credit		
Conducting unit	Division of Film and Media -> Institute of Culture Studies -> Faculty of Languages -> Rector						
Name and surname of lecturer (lecturers)	Subject supervisor		dr Marta Maciejewska				
	Teachers						
Lesson types	Lesson type	Lecture	Tutorial	Laboratory	Project	Seminar	SUM
	Number of study hours	15.0	0.0	0.0	0.0	0.0	15
	E-learning hours included: 0.0						
Learning activity and number of study hours	Learning activity	Participation in didactic classes included in study plan		Participation in consultation hours		Self-study	SUM
	Number of study hours	15		2.0		33.0	50
Subject objectives	To familiarise students with the theory and practice of art made with digital tools and its origins and roots in the forms and directions of contemporary audiovisual arts.						
Learning outcomes	Course outcome		Subject outcome		Method of verification		
	[WOFKAL3_W03] He/she has a well-organized knowledge of the history and principles of functioning of new media and the history of cinema.		Has a structured knowledge of the history and principles of contemporary audiovisual culture.		[SW4] test/exam - oral or written [SW1] oral statement/ conversation/discussion [SW5] implementation of a problem task		
	[WOFKAL3_U01] He/she can search, analyze, evaluate, select and use information using modern technologies and in accordance with the guidance of the supervisor/lecturer.		Is able to search, analyse, evaluate, select and use information on contemporary audiovisual culture using modern technologies and according to the guidance of the tutor/lecturer.		[SU1] oral statement/conversation/ discussion [SU4] test/exam - oral or written [SU5] implementation of a problem task		
	[WOFKAL3_U06] He/she can search, analyze, critically evaluate and select information using spoken and written sources.		Is able to search, analyse, critically evaluate and select information on contemporary audiovisual culture using spoken and written sources.		[SU1] oral statement/conversation/ discussion [SU4] test/exam - oral or written [SU5] implementation of a problem task		
	[WOFKAL3_K09] He/she is aware of the responsibility for preserving the cultural heritage (especially film heritage) of the region, country and Europe.		Is aware of the responsibility for the preservation of the cultural heritage (especially film) of the region, the country and Europe in the field of contemporary audiovisual culture.		[SK1] oral statement/conversation/ discussion [SK5] implementation of a problem task		

Subject contents	Main transformations in contemporary art, which are partly the genesis of phenomena in recent art - main phenomena, currents and groundbreaking works (autothematic art; critical art; performance art and video-body-art; contemplation/meditation art); methodological issues - how to research new media art; multimedia and interactive art - basic parameters of description; virtual art and net art; old art in new media - literature, theatre, cinema in the new media space; art, science and technology - interdisciplinarity of new media in the context of 'third culture'.		
Prerequisites and co-requisites	Selection of the subject		
Assessment methods and criteria	Subject passing criteria	Passing threshold	Percentage of the final grade
	Systematic preparation of issues indicated by the instructor (in written and oral form)	51.0%	20.0%
	Written or oral credit test	51.0%	60.0%
	Attendance and active participation in classes	80.0%	20.0%
Recommended reading	Basic literature	R. Kluszczyński, Sztuka interaktywna, Warszawa 2010. M. Rush, New Media in Late 20th Century Art, Thames and Hudson, 2001. M. Ożóg, Krytyczny wymiar sztuki interaktywnej, [w:] Estetyka wirtualności, red. M. Ostrowicki, Kraków 2005, s. 195-210.	
	Supplementary literature	O. Grau, Nowe obrazy z życia. Rzeczywistość wirtualna, sztuka genetyczna i transgeniczna, Kwartalnik Filmowy 2001, nr 35-36, s. 108-119. E. Wójtowicz, Net art, Kraków 2008. T. Elsaesser, Kino cyfrowe: nośnik, wydarzenie, czas, Kwartalnik Filmowy 2001, nr 35-36, s. 55-74.	
	eResources addresses		
	Example issues/ example questions/ tasks being completed	Concept and historical-cultural context of net art The concept of virtual reality	
Work placement	Not applicable		

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