

Subject card

Subject name and code	Computer Graphics, PG_00168262						
Field of study	History						
Date of commencement of studies	October 2025		Academic year of realisation of subject		2026/2027		
Education level	Bachelor's studies		Subject group		Obligatory subject group in the field of study Optional subject group		
Mode of study	full-time studies		Mode of delivery		at the university		
Year of study	2		Language of instruction		Polish		
Semester of study	3		ECTS credits		1.0		
Learning profile	academic		Assessment form		credit		
Conducting unit							
Name and surname of lecturer (lecturers)	Subject supervisor		dr Aleksandra Żukowska				
	Teachers						
Lesson types	Lesson type	Lecture	Tutorial	Laboratory	Project	Seminar	SUM
	Number of study hours	0.0	15.0	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		10.0	27
Subject objectives	Learning examples and principles of designing various graphic forms in contemporary visual communication. - Developing basic skills in the use of graphic design software (vector and raster). - Learning to design basic visual materials according to the principles of contemporary graphic design. - Learning the basic skills of editing digital photography. - Learning the basics of typographic culture.						

Learning outcomes	Course outcome	Subject outcome	Method of verification
	[HISTL3_W07] Demonstrates knowledge of comparative European history and understands the links between the history of European integration and current social, economic and political issues Knows and understands to an advanced degree the main theories, research methods and tools of the historian's workshop	student knows a variety of graphic tools for professional dissemination of historical knowledge	[SW2] presentation/project/paper/report
	[HISTL3_U02] Is able to correctly select and use appropriate methods and tools appropriate to the work of a historian (including advanced information and communication techniques)	the student is able to correctly select and use appropriate graphic tools for popularising history, including advanced information and communication techniques	[SU6] demonstration of practical skills
	[HISTL3_K01] Critically evaluates his/her knowledge, demonstrates a willingness to continually expand his/her knowledge and to seek expert advice if he/she has difficulty solving a problem on his/her own	student critically evaluates his/her knowledge, demonstrates a willingness to continually expand his/her knowledge and to seek expert advice if he/she has difficulty solving a graphics-related problem on his/her own	[SK8] observation of student's independent or team work
	[HISTL3_W11] Knows and understands the basic economic, legal, ethical and other conditions of various professional activities related to history including the basic concepts and principles of industrial property protection and copyright law	student knows and understands the basic concepts and principles of intellectual property law protection	[SW2] presentation/project/paper/report
Subject contents	- Introduction to the issues of the course, familiarisation of students with the requirements for passing the course and the assessment criteria. - Constructing visual messages in various types of graphic design. - Examples of contemporary trends in design - analysis and workshop exercises. - Basics of digital photo editing - workshop exercises. - Basics of vector graphic design - workshop exercises. - Basics of typography, the role of typography in graphic design - workshop exercises. - Combining typographic, photographic and vector elements in various projects - workshop exercises.		
Prerequisites and co-requisites			
Assessment methods and criteria	Subject passing criteria	Passing threshold	Percentage of the final grade
		51.0%	100.0%
Recommended reading	Basic literature	1.Bergstrom B., Komunikacja wizualna, Wyd. Naukowe PWN, Warszawa, 2010. 2.Faulkner A., Chavez C., Adobe Photoshop CC. Oficjalny podręcznik, Wydanie II, Wyd. Helion, Gliwice 2018. 3.Wood B., Adobe Illustrator CC. Oficjalny podręcznik, Wydanie II, Wyd. Helion, Gliwice 2018. 4.Eismann K., Porto J., Duggan S., Photoshop: maskowanie i komponowanie, Wyd. Helion, 2013. 5.Kolesar Z., Mrowczyk J., Historia projektowania graficznego, Kraków, 2018. 6.Willberg H. P., Forssman F., Pierwsza pomoc w typografii, Wyd. słowo/obraz/terytoria, Gdańsk, 2004. 7.Włoszczyński A. L., Po co Ci logo?, Wydawnictwo internetowe e-bookowo, 2015.	

	Supplementary literature	8.Ambrose G., Harris P., Pre-press. Poradnik dla grafików, Wyd. Naukowe PWN, Warszawa, 2010. 9.Arnheim R., Sztuka i percepcja wzrokowa, psychologia twórczego oka, Oficyna s.c., Warszawa, 2004. 10.Causse J-G., Niesamowita moc kolorów, Wyd. Sonia Draga, Katowice, 2015. 11.Dębowski P., Mrowczyk J., Widzieć/Wiedzieć, Wydawnictwo Karakter, Kraków, 2011. 12.Frutiger A., Człowiek i jego znaki, Wydawnictwo d2d, Kraków, 2015. 13.Itten J., Sztuka Barwy, Wyd. d2d, Kraków, 2015. 14.Lenk K., Krótkie teksty o sztuce projektowania, słowo/obraz/terytoria, Gdańsk, 2011. 15.Lenk K., Projekty i bazgroły, słowo/obraz/terytoria, Gdańsk, 2010. 16.Owczarz-Dadan A., Fotografia cyfrowa, Helion, Gliwice, 2010. 17.Rutkiewicz M., Dymna E., Polski outdoor, Wydawnictwo Klucze, Warszawa, 2009. 18.Stacy C., Simon A., Moughamian D., Photoshop CS4/CS4 PL. Biblia, Wydawnictwo: Helion, 2009. 19.Tyliszczak J.J., Włoszczyński A.L., Wizerunek miasta co, jak, dlaczego, Wydawnictwo internetowe e-bookowo, 2016.
	eResources addresses	
Example issues/ example questions/ tasks being completed		
Work placement	Not applicable	

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