

Subject card

Subject name and code	VR Art, PG_00166816						
Field of study	Audiovisual Production						
Date of commencement of studies	October 2026		Academic year of realisation of subject		2026/2027		
Education level	Bachelor's studies		Subject group		Obligatory subject group in the field of study Subject group related to practical vocational preparation		
Mode of study	full-time studies		Mode of delivery		at the university		
Year of study	1		Language of instruction		Polish		
Semester of study	2		ECTS credits		1.0		
Learning profile	practical		Assessment form		credit		
Conducting unit	Division of Audiovisual Production -> Institute of Culture Studies -> Faculty of Languages -> Rector						
Name and surname of lecturer (lecturers)	Subject supervisor		dr Grzegorz Fortuna-Skowron				
	Teachers						
Lesson types	Lesson type	Lecture	Tutorial	Laboratory	Project	Seminar	SUM
	Number of study hours	10.0	0.0	0.0	0.0	0.0	10
	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	10		1.0		14.0	25
Subject objectives	The student learns about Virtual Reality tools, gaining knowledge about its origins, development and possibilities of use.						

Learning outcomes	Course outcome	Subject outcome	Method of verification
	[PFAL3_W03] He/she understands the language of audiovisual media and knows professional terminology, also in English.	Understands the language of audiovisual media and knows professional terminology, also in English.	[SW1] oral statement/ conversation/discussion [SW2] presentation/project/paper/ report
	[PFAL3_U14] He/she is able to create simple audiovisual forms using appropriate means of expression.	Can implement simple forms of VR using appropriate means of expression.	[SU2] presentation/project/paper/ report
	[PFAL3_U04] He/she has the ability to assess the value of an audiovisual project script from an aesthetic point of view.	Has the ability to assess the value of a VR project scenario from an aesthetic point of view.	[SU1] oral statement/conversation/ discussion
	[PFAL3_U03] He/she has the ability to evaluate audiovisual messages from an aesthetic point of view.	Has the ability to evaluate VR projects from an aesthetic point of view.	[SU1] oral statement/conversation/ discussion
	[PFAL3_U02] He/she can adapt the project to the specifics of the audiovisual market.	He is able to adapt the project to the specifics of the audiovisual market, especially in the field of VR.	[SU1] oral statement/conversation/ discussion
	[PFAL3_U01] He/she has the ability to recognize the specificity of an audiovisual project.	Has the ability to recognize the specifics of a project implemented within Virtual Reality.	[SU2] presentation/project/paper/ report
	[PFAL3_W04] He/she has knowledge of the types and genres of audiovisual activity as an artistic activity.	Has knowledge of the types and genres of VR projects as an artistic activity.	[SW1] oral statement/ conversation/discussion [SW2] presentation/project/paper/ report
[PFAL3_K01] Understands the need to constantly deepen and update professional qualifications in film production, especially actively following changes in this area.	Understands the need to constantly deepen and update professional qualifications in film production, especially in the field of VR.	[SK1] oral statement/conversation/ discussion	
Subject contents	Definition of Virtual Reality; history of VR; VR systems and forms; from 3D to VR; VR/AR; VR in the market of new technologies; VR as an artistic tool, narrative in VR production.		
Prerequisites and co-requisites			
Assessment methods and criteria	Subject passing criteria	Passing threshold	Percentage of the final grade
	summative assessment	51.0%	70.0%
	active participation in classes	80.0%	30.0%
Recommended reading	Basic literature	Film PRO, 4(36)/2018. J. Jerald, The VR Book: Human-Centered Design for Virtual Reality, Illinois 2016.	
	Supplementary literature	B. Mendiburu, Filming in 3D, Warszawa 2011. J. Bucher, Storytelling for Virtual Reality, New York 2018.	
	eResources addresses		
	Example issues/ example questions/ tasks being completed	Overview of VR technology. Overview of the development of VR technology. Evaluation of VR content from an aesthetic perspective. Implementation of simple VR forms.	
Work placement	Not applicable		

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