

Subject card

Subject name and code	Animated film - theory and practice, PG_00144170						
Field of study	Film and Audio-Visual Culture Studies						
Date of commencement of studies	October 2026		Academic year of realisation of subject		2026/2027		
Education level	Master'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		5.0		
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 hab. Paweł Sitkiewicz				
	Teachers						
Lesson types	Lesson type	Lecture	Tutorial	Laboratory	Project	Seminar	SUM
	Number of study hours	0.0	30.0	0.0	0.0	0.0	30
	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	30		15.0		80.0	125
Subject objectives	The purpose of the workshop is: - to acquire the student's knowledge of the correspondence of various artistic arts (especially fine arts) with audiovisual and digital media - to become familiar with the specifics of animated film and various stop-motion techniques - practical use of the acquired knowledge to prepare a short animated film						

Learning outcomes	Course outcome	Subject outcome	Method of verification
	[WOFKAMU2_K03] He/she is responsible for the audiovisual equipment entrusted to him and for work safety.	The student responsibly uses the equipment entrusted to him and takes care of work safety.	[SK8] observation of student's independent or team work
	[WOFKAMU2_W03] He/she knows the current stylistic and workshop trends in the production and implementation of audiovisual forms.	The student knows the directions of development of contemporary animation and is able to translate them into workshop tasks in the course of filmmaking.	[SW2] presentation/project/paper/report
	[WOFKAMU2_W08] He/she understands the evolution of the language of film and new media against the background of other artistic disciplines.	The student knows the evolution of the language of film, especially animated, in the context of other arts and under the influence of new media.	[SW1] oral statement/conversation/discussion [SW5] implementation of a problem task
	[WOFKAMU2_U08] He/she can independently prepare a project, scientific, artistic or organizational, commissioned by the supervisor.	The student has the practical and workshop skills necessary to produce a short animated film.	[SU6] demonstration of practical skills
	[WOFKAMU2_U05] He/she has in-depth technical skills needed to make short films and other audiovisual forms.	The student has the practical and workshop skills necessary to produce a short animated film.	[SU6] demonstration of practical skills
	[WOFKAMU2_K02] Understands the responsibility that comes with leading a production group.	The student is able to work together in a group on a practical project, taking on a variety of roles in the group and reviewing knowledge and skills on an ongoing basis.	[SK1] oral statement/conversation/discussion [SK8] observation of student's independent or team work
	[WOFKAMU2_U03] Can manage a group, choosing the right procedures, methods of action and tools leading to the implementation of the task.	The student is able to work together in a group on a practical project (making a short animated film).	[SU8] observation of student's independent or team work
	[WOFKAMU2_U04] In the implementation of practical tasks, the student is able to use modern information technologies and professional audiovisual equipment.	The student has the practical and workshop skills necessary to produce a short animated film.	[SU6] demonstration of practical skills
	[WOFKAMU2_W06] He/she characterizes the relationship between the theory of film and new media and the possibility of their use in professional practice related to the production of short audiovisual forms.	The student knows the directions of development of contemporary animation and is able to translate them into workshop tasks in the course of filmmaking.	[SW2] presentation/project/paper/report
	[WOFKAMU2_K01] Critically evaluates his/her activity in the group and the results of teamwork related to audiovisual production.	The student is able to work together in a group on a practical project (shooting a short animated film), taking on a variety of roles in the group and reviewing knowledge and skills on an ongoing basis.	[SK1] oral statement/conversation/discussion [SK8] observation of student's independent or team work
	[WOFKAMU2_U09] In contacts with film experts and audiovisual creators, he/she uses scientific or professional vocabulary.	The student uses professional terminology and is able to use it competently during the production of an animated film, both from the side of content, aesthetics, and workshop problems, including script and explication.	[SU1] oral statement/conversation/discussion [SU6] demonstration of practical skills [SU8] observation of student's independent or team work
	[WOFKAMU2_U02] He/she is able to independently acquire knowledge, plan activities and solve problems related to the production of short audiovisual forms.	The student is able to formulate theoretical problems related to the production of an animated film.	[SU1] oral statement/conversation/discussion [SU8] observation of student's independent or team work
	[WOFKAMU2_K05] Is aware of the importance of intellectual integrity and respect for production copyright.	The student understands the ethical dilemmas associated with filmmaking, including the problems of copyright ownership.	[SK1] oral statement/conversation/discussion [SK8] observation of student's independent or team work
	[WOFKAMU2_K04] She/he can work in a production group and, regardless of their function, they can show initiative and willingness to solve common problems.	The student is able to work together in a group on a practical project, taking on a variety of roles in the group and reviewing knowledge and skills on an ongoing basis.	[SK1] oral statement/conversation/discussion [SK8] observation of student's independent or team work

Subject contents	Correspondence of arts (especially fine arts) with audiovisual and digital media.Techniques of animated film.Traditional and computer animation.Production of animated film.		
Prerequisites and co-requisites			
Assessment methods and criteria	Subject passing criteria	Passing threshold	Percentage of the final grade
	following the lecturer's instructions before making the film	100.0%	20.0%
	short animated film	100.0%	60.0%
	Attendance and active participation in classes	70.0%	20.0%
Recommended reading	Basic literature	Mike Wellins, Myśleć animacją, przeł. Andrzej Wojnach, Warszawa 2015. Paul Wells, Animacja, przeł. Aleksander Grabiński, Warszawa 2009.	
	Supplementary literature	Julian Shapiro, Tworzenie animacji z użyciem języka JavaScript. Wprowadzenie do technik animacji, przeł. Mirosław Gołda, Gliwice 2016. Tony Parisi, Aplikacje 3D. Przewodnik po HTML5, WebGL i CSS3, przeł. Łukasz Piwko, Gliwice 2015. or other textbooks selected by the instructor.	
	eResources addresses		
Example issues/ example questions/ tasks being completed			
Work placement	Not applicable		

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