MASTER OF ARTS IN "VISUAL ARTS"

LEARNING OUTCOMES

By the end of the programme the students will be able to:

- Demonstrate familiarity with the major and advanced theoretical and artistic concepts.
- Know and understand historical and visual trends in Visual Arts, TV-Multimedia.
- Acquire advanced artistic design skills and aesthetic principles, and learn the fundamental trends, movements, artists as well as their work.
- Apply different techniques respective to the goals and the requirements of the given task or project.
- Identify and analyze the different issues related to Multimedia, and Visual Arts projects.
- Demonstrate the ability to research for different creative solutions to artistic challenges.
- Use critical and creative thinking, as well as a holistic and inspirational approach to different artistic challenges.
- Analyze, decompose and interpret different works of art.
- Practice both core and advanced aesthetic principles and reflect other values that are the underpinnings of the field of Visual Arts.
- Demonstrate information competence and the ability to use computers and other technology for different purposes.
- Effectively communicate through the language of visual signs, color, graphical symbols and various mediums of visual communication and storytelling.

PROFILE: TV - MULTIMEDIA

- Acquire the necessary manual and computer artistic skills to practice, execute and create works in digital arts and design.
- Demonstrate the ability to independently conduct research, conceptualize, create, and execute different tasks pertinent to the field of Visual Arts and to the discipline of Multimedia.
- Effectively communicate ideas visually, by using the appropriate means and mediums in the field of Visual Arts and Multimedia.
- Utilize the respective Design software in order to effectively execute different multimedia projects.
- Operate on the various stages of the design process and the key elements of each stage to produce a successful design, taking into consideration the requirements of the project.
- Compose and create different multimedia deliverables such as video commercials, video art, music videos, animations, motion graphics, sound design projects, etc.
- Work on visual creation with mediums and theory in contemporary art based on Multimedia.

CURRICULUM

			MASTER OF ARTS "VISUAL ARTS" 120 ECTS	
No.	**Year**	**Term**	**Course Name**	**ECTS**
GENERAL KNOWLEDGE AND METHODOLOGICAL PREPARATION				
A - GENERAL COURSES/5-10% / 6 ECTS				
1	I	1	Advanced Research Methods	6
PREPARATION FOR SCIENTIFIC DISCIPLINE				
B - SPECIALIZATION COURSES/ 50-60%/66 ECTS				
1	I	1	Theories of Visual Arts	6
2	I	1	Fashion Design Atelier	6
3	I	1	Conceptual Art and Performance	6
4	I	1-2	Integrated Production: Theater, Cinema and TV	12
5	I	2	Animation	6
6	I	2	Theory and Techniques of Set Design	6
7	I	2	Practicum of Creative Writing	6
8	II	1	3D Graphics	6
9	II	1	Painting	6
10	II	1	Advertising Graphics	6
SUB-DISCIPLINE AND ELECTIVE COURSES				
C - INTERDISCIPLINARY AND INTEGRATIVE COURSES /12-20% / 18 ECTS				
PROFILE			**TV - MULTIMEDIA**	
1	I	2	3D Animation	6
2	II	1	Characters Digital Design	6
3	II	2	Audio and Video Media	6
4			Honors Course	6
D - ADDITIONAL COURSES/ 10% / 12 ECTS				
1	II	2	Practice / Internship	12
E - FINAL OBLIGATIONS / 10-15%/18 ECTS				
1	II	1-2	Diploma Thesis	18
			TOTAL	**120**