KULTURA/LITERATURA: MODUŁ DO WYBORU 3

Kultura/literatura: moduł do wyboru 3 (retoryka kultury)

Dr Anna Malinowska, prof. UŚ / 4kmtA

RHETORIC OF LOVE

This course will offer an analysis of "love" as a semiotic/rhetoric/aesthetic practice to explain technologies and technics of feeling in relation to many forms of loving. It provides an insight into the critical landscape of loving/feeling in late modernity, engaging with selected paradigms/theories of affective relationships and their rhetorics. Ley theoretical/rhetoric idioms of the analysis will be: *liquid love* (Baumann), *zero risk policy* (Badiou), *alone together* (Turkle), *philosophical cybersex* (Perniola), *creaturely love* (Pettman), *sensitive media* (Malinowska and Miller), *desire after affect* (Marie-Luise Angerer), *the agony of eros* (Byung Chul Han) and others.

The course will break down into five thematic blocks: CODES (Framing the Feeling), NARRATIVES (Romantic Fabulations), ANATOMIES (Semiotics of Kissing), CREATURELY LOVE (Post-human intimacy); AGONY OF EROS (the death of feeling). As such, it will rehearse the transience of affective discourses and their social-cultural dimensions.

Kultura/literatura: moduł do wyboru 3 (retoryka literatury)

Dr Agnieszka Kliś-Brodowska / 4kmtB

The course is dedicated to familiarizing students with the contemporary studies of the rhetorical dimension of literature. Its aim is to investigate first and foremost literary texts rooted in the context of the cultures of English speaking countries. It concentrates on rhetorical inflections as defining features of the literary genre as such, represented by chosen authors, as well as on the general analysis of the rhetoric of chosen individual literary text. The discussed texts belong to such literary areas as, above all, the fairy tale genre and Gothic fiction as well as examples of early Anglophone Canadian settler fiction, and Irish poetry.

Kultura/literatura: moduł do wyboru 3 (retoryka gier)

Dr Tomasz Gnat (wykład), mgr Magdalena Bednorz (ćwiczenia) / 4kmtC

The module's main purpose is to familiarize students with the tools of rhetorical analysis of digital games—or in other words, to discuss the ways in which games make persuasive, often ideologically-driven claims about the world, through the use of their narratives, visuals, as well as formal aspects. The lectures will focus on the theoretical approaches to digital game rhetoric in the field of games studies, while the classes will be oriented towards employment of those approaches in practice, in the detailed analysis of selected games.

MEDIA: MODUŁ DO WYBORU 2

Media: moduł do wyboru 2 (narracje medialne)

Dr Bartosz Stopel, prof. UŚ / 4kmtA

The course will offer theorization of the basic aspects of narrative patterns in social media pertaining to the use of cinematics, intermediality and conversational storytelling. We'll explore their formal features and methods of engaging cognition and attention and talk about how they depart from fiction film or literary narrative forms. Besides the theoretical background, students will be encouraged to prepare their own visual storytelling projects, first preparing a script halfway through the semester and then turning it into an actual film clip.

Media: moduł do wyboru 2 (narracje medialne)

Dr Tomasz Gnat / 4kmtB

The course aims to analyse the characteristics of new media narrations, including traditional methods of storytelling in new media contexts, as well as non linear and interactive narratives. The course explores various principles underlying non linear work, such as excess, fragmentation, multiplicity of points of view, repetition, erasure, interruption, dialogue. Drawing on theories developed to understand the structures, techniques, and impacts of new media narratives, we will consider how different media offer possibilities to creators and viewers to tap into the central human practice of storytelling. We will focus on works that challenge conventions in a variety of ways, centred on contemporary media and trends in narrative techniques.

Media: moduł do wyboru 2 (projektowanie gier)
Lic. Piotr Cieślak / 4kmtC

Basics of game design and Unreal Engine 4. During the course students will be taught what is required of them to get into the industry. They will learn generalist knowledge of Unreal Engine 4 game engine upon which they will be able to specialize further in the future. They will be shown the basics of blueprints, prototyping and portfolio building skills.

<mark>**TRANSLACJA: MODUŁ DO WYBORU 3**</mark>

Translacja: moduł do wyboru 3 (przekład na potrzeby mediów)
Mgr Dominika Pieczka / 4KMTA

Translation for the media (television, cinema or the Internet) refers to the translation of audiovisual material (e.g. films, series, theatre and opera performances, news programmes, commercials, computer games and related programmes, etc., but also animated films, comic and graphic books). This type of translation includes *subtitling* (the text of translation visible during a film screening on the screen in the form of captions), *voice-over* (the text of translation read out during the screening), *dubbing* (the text of translation delivered by actors, recorded as utterances of individual characters) and *audiodescription*, used in the translation of the above-mentioned materials for people with impaired vision.

The course aims to familiarise its participants with the technical and theoretical arcana of audiovisual translation for the media, to help them develop and refine various techniques applied in this type of translation through practical exercises on original source materials and to search for appropriate terminology and media to produce functional, clear and correct translations.

4kmtB Translacja: moduł do wyboru 3 (tłumaczenie konsekutywne)
mgr Justyna Mężyk / 4KMTB

W trakcie zajęć zgłębimy tematykę tłumaczenia konsekutywnego, czyli typu tłumaczenia ustnego wykonywanego po tym, jak mówca zakończy swoje przemówienie (lub zrobi odpowiednią przerwę po danym fragmencie wypowiedzi). Zagadnienie to zostanie omówione z dokładnym

uwzględnieniem kompetencji, jakie musi posiadać tłumacz podchodząc do tego typu przekładu. W trakcie ćwiczeń paratłumaczeniowych skupimy się na odpowiednim przygotowaniu notatki konsekutywnej, a także na umiejętności parafrazowania i streszczania. Tłumaczenia wykonywane będą z języka angielskiego na język polski oraz z języka polskiego na język angielski, a teksty tłumaczone w trakcie zajęć będą zróżnicowane pod względem długości i tematyki. Studenci będą mieli okazję ponadto sprawdzić się w tłumaczeniu zdanie po zdaniu oraz w tłumaczeniu dialogów.

4kmtC Translacja: moduł do wyboru 3 (tłumaczenie symultaniczne)
mgr Justyna Mężyk / 4KMTC

W trakcie zajęć zgłębimy tematykę tłumaczenia symultanicznego, czyli typu tłumaczenia ustnego wykonywanego równocześnie z produkowanym tekstem źródłowym. Zagadnienie to zostanie omówione z dokładnym uwzględnieniem kompetencji, jakie musi posiadać tłumacz podchodząc do tego typu przekładu. W trakcie semestru czas zostanie poświęcony także ćwiczeniom dotyczącym tłumaczenia a vista, czyli ustnego przekładu tekstów pisanych. Dzięki ćwiczeniom paratłumaczeniowym takim jak parafrazy, wtórowanie i inne studenci odpowiednio przygotują się do procesu tłumaczenia, poznają też przeszkody, jakie mogą napotkać przy tłumaczeniu i dowiedzą się, w jaki sposób można sobie z nimi poradzić. Tłumaczenia wykonywane będą z języka angielskiego na język polski oraz z języka polskiego na język angielski.

KOMPETENCJE CYFROWE: MODUŁ DO WYBORU

Kompetencje cyfrowe: moduł do wyboru (tłumaczenie wspomagane komputerowo)
dr Joanna Sycz-Opoń / 4kmtA

Teaching plan:
- CAT tools - an introduction
- Wordfast Anywhere - practice
- MemoQ - practice
- Machine translation
- DeepL / Google Translate - practice
- Digital sources of information for translators

Course completion requirements:

- Performance test - practical use a CAT tool of student' choice (Wordfast Anywhere or MemoQ)
- Knowledge test - translator's tools (CAT, machine translation, information sources)

Kompetencje cyfrowe: moduł do wyboru (języki programowania)
dr Miłosław Chodacki / 4kmtB

The Digital Competence - Programming Languages subject course covers a wide range of computer programming languages. As part of the course, students dealing professionally with natural language issues will gain knowledge of formal and artificial languages, their alphabets and grammars, syntactic and semantics of languages, translation of expressions (compilation, interpretation and assembly), starting with abstract automaton languages (Turing Machine, mathematical machines), through machine and symbolic languages (assemblers), structural, procedural, high-level general-purpose languages (Pascal, C), object-oriented programming languages (C ++ / C # / Java), languages for specific, dedicated applications (SQL, VHDL) and scripting languages (Bash, HTML, CSS, Javascript), as well as modern, increasingly popular and widely used Python. Students of English philology will have the opportunity to improve their knowledge of artificial languages and their importance in the modern information society, moreover, they will acquire basic skills in using these languages and will use them to speak to digital machines and understand these machines, create works in their language ... Today there is an increasing need for the presence of humanities specialists in the world of modern technologies, engineering knowledge alone turns out to be insufficient to achieve market success. This subject is the first step that enables students to expand employment opportunities in the IT industry, especially in the field of so-called soft skills. The course content enriches the course participant and enables them to become an essential member of the digital culture of the modern world - thanks to information technology - the global village. Completing the course will require creating a draft of the paper on one of the selected topics, with the help of a lecturer at each stage of its implementation.