

ROK AKADEMICKI 2021/2022
SEMESTR LETNI
5 ROK KULTURA-MEDIA-TRANSLACJA

MEDIA: MODUŁ DO WYBORU 4

5kmtA Media: moduł do wyboru 4 (media)

mgr Dominika Pieczka, 5KMTA

The course focuses on the phenomenon of adaptation in selected media forms found in contemporary culture. The tutor's aim is to present selected theoretical and critical positions dealing with the issue of adaptation, which serves both to engage students in a critical and analytical discussion on the nature of adaptation in various media forms, and to compare the original with its adaptation, also in terms of their translations. Related to the latter issue is the second objective of the course, namely to translate excerpts from various adaptations and juxtapose them with translations of the works on which the adaptations are based. The course is designed to hone students' skills in creative analysis of media and cultural processes, also related to translation practices used in the media.

5kmtB Media: moduł do wyboru 4 (media)

dr Tomasz Burzyński, 5KMTB

The course aims to offer a crosscutting perspective on the basic paradigms and research methods typical of contemporary media studies. Consequently, this series of classes is predominately concerned with the dialectical relationship between the audiences and broadcasting corporations, which automatically paves the way for considerations referring to the degree to which individual recipients are structured by economic, social, and cultural processes implicit in late modern media markets. At the same time, the course aims to discuss a plethora of structural and systemic changes that come in the wake of the gradual dissemination of mass media technologies. On the other hand, the classes are also concerned with an investigation of microscale social and cultural changes that affect the individual social actor's agency.

5kmtC Media: moduł do wyboru 4 (projektowanie gier 4)

lic. Piotr Cieślak, 5KMTC

Continuation of game design and Unreal Engine 4. During the course students' basic knowledge will be expanded. 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 more advanced blueprints, animation state machines and more complex prototypes within the game engine.