

COURSE OUTLINE

(1) GENERAL

SCHOOL	SOCIAL SCIENCES		
ACADEMIC UNIT	DEPARTMENT OF CULTURAL TECHNOLOGY AND COMMUNICATION		
LEVEL OF STUDIES	UNDERGRADUATE		
COURSE CODE	1MO219	SEMESTER	8 th
COURSE TITLE	DIGITAL EXHIBITIONS		
INDEPENDENT TEACHING ACTIVITIES <i>if credits are awarded for separate components of the course, e.g. lectures, laboratory exercises, etc. If the credits are awarded for the whole of the course, give the weekly teaching hours and the total credits</i>		WEEKLY TEACHING HOURS	CREDITS
Lectures		3	5
<i>Add rows if necessary. The organisation of teaching and the teaching methods used are described in detail at (d).</i>			
COURSE TYPE <i>general background, special background, specialised general knowledge, skills development</i>	Specialised general knowledge		
PREREQUISITE COURSES:	None		
LANGUAGE OF INSTRUCTION and EXAMINATIONS:	Greek		
IS THE COURSE OFFERED TO ERASMUS STUDENTS	Yes		
COURSE WEBSITE (URL)	https://eclass.aegean.gr/courses/131422/		

(2) LEARNING OUTCOMES

<p>Learning outcomes</p> <p><i>The course learning outcomes, specific knowledge, skills and competences of an appropriate level, which the students will acquire with the successful completion of the course are described.</i></p> <p><i>Consult Appendix A</i></p> <ul style="list-style-type: none"> ● <i>Description of the level of learning outcomes for each qualifications cycle, according to the Qualifications Framework of the European Higher Education Area</i> ● <i>Descriptors for Levels 6, 7 & 8 of the European Qualifications Framework for Lifelong Learning and Appendix B</i> ● <i>Guidelines for writing Learning Outcomes</i> 								
<p>After the completion of the specific course students will be:</p> <ul style="list-style-type: none"> ● Familiar with the concept of virtuality ● Familiar with the concept of “virtual” exhibition ● Familiar with the general trends in the field of digital exhibitions worldwide ● Familiar with the theoretical and methodological issues concerning exhibitions that are planned exclusively for a digital environment and are communicated in such a frame 								
<p>General Competences</p> <p><i>Taking into consideration the general competences that the degree-holder must acquire (as these appear in the Diploma Supplement and appear below), at which of the following does the course aim?</i></p> <table style="width: 100%; border: none;"> <tr> <td style="width: 50%; border: none;"><i>Search for, analysis and synthesis of data and information, with the use of the necessary technology</i></td> <td style="width: 50%; border: none;"><i>Project planning and management</i></td> </tr> <tr> <td style="border: none;"><i>Adapting to new situations</i></td> <td style="border: none;"><i>Respect for difference and multiculturalism</i></td> </tr> <tr> <td style="border: none;"><i>Decision-making</i></td> <td style="border: none;"><i>Respect for the natural environment</i></td> </tr> <tr> <td style="border: none;"><i>Working independently</i></td> <td style="border: none;"><i>Showing social, professional and ethical responsibility and sensitivity to gender issues</i></td> </tr> </table>	<i>Search for, analysis and synthesis of data and information, with the use of the necessary technology</i>	<i>Project planning and management</i>	<i>Adapting to new situations</i>	<i>Respect for difference and multiculturalism</i>	<i>Decision-making</i>	<i>Respect for the natural environment</i>	<i>Working independently</i>	<i>Showing social, professional and ethical responsibility and sensitivity to gender issues</i>
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<i>Team work</i> <i>Working in an international environment</i> <i>Working in an interdisciplinary environment</i> <i>Production of new research ideas</i>	<i>Criticism and self-criticism</i> <i>Production of free, creative and inductive thinking</i> <i>Others....</i>
<ul style="list-style-type: none"> ● Search for, analysis and synthesis of data and information, with the use of the necessary technology ● Working in an interdisciplinary environment ● Production of free, creative and inductive thinking ● Transfer of know-how in other environments ● Working independently ● Practice Critical Thinking 	

(3) SYLLABUS

The course approaches digital exhibitions, starting from basic concepts such as virtuality and digitality.

Then, all the issues faced when we are planning or/and evaluate a physical exhibition will be discussed, taking into considerations the minor or major changes that the digital frame induces. Thus, it touches upon digital narrative, the exhibition management of digital objects, the use of digital narrative toolkit, the audience and community building in digital environment, etc.

The course will cover the following subjects:

- Virtuality and digitality
- Digital narrative
- The digital object
- Digital space
- Interaction in digital environments
- Digital sociality

(4) TEACHING and LEARNING METHODS - EVALUATION

DELIVERY <i>Face-to-face, Distance learning, etc.</i>	Face-to-face														
USE OF INFORMATION AND COMMUNICATIONS TECHNOLOGY <i>Use of ICT in teaching, laboratory education, communication with students</i>	Use of ICT in teaching, communication with students and for laboratory education.														
TEACHING METHODS <i>The manner and methods of teaching are described in detail.</i> <i>Lectures, seminars, laboratory practice, fieldwork, study and analysis of bibliography, tutorials, placements, clinical practice, art workshop, interactive teaching, educational visits, project, essay writing, artistic creativity, etc.</i> <i>The student's study hours for each learning activity are given as well as the hours of non-directed study according to the principles of the ECTS</i>	<table border="1" style="width: 100%;"> <thead> <tr> <th style="background-color: #e0e0e0;">Activity</th> <th style="background-color: #e0e0e0;">Semester workload</th> </tr> </thead> <tbody> <tr> <td>Lectures</td> <td>13 *3 hours = 39 hours</td> </tr> <tr> <td>Lectures' study</td> <td>13*1 hours = 13 hours</td> </tr> <tr> <td>Preparation of Semester Project</td> <td>5*15 hours = 75 hours</td> </tr> <tr> <td> </td> <td> </td> </tr> <tr> <td> </td> <td> </td> </tr> <tr> <td>Course total</td> <td>127 hours</td> </tr> </tbody> </table>	Activity	Semester workload	Lectures	13 *3 hours = 39 hours	Lectures' study	13*1 hours = 13 hours	Preparation of Semester Project	5*15 hours = 75 hours					Course total	127 hours
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STUDENT PERFORMANCE EVALUATION	The students' evaluation is based on five small assignments during the semester.
<p><i>Description of the evaluation procedure</i></p> <p><i>Language of evaluation, methods of evaluation, summative or conclusive, multiple choice questionnaires, short-answer questions, open-ended questions, problem solving, written work, essay/report, oral examination, public presentation, laboratory work, clinical examination of patient, art interpretation, other</i></p> <p><i>Specifically-defined evaluation criteria are given, and if and where they are accessible to students.</i></p>	

(5) ATTACHED BIBLIOGRAPHY

<ul style="list-style-type: none"> • Χουρμουζιάδη, Α., 2017. «1+5 μουσειακές εικόνες και εικονικότητες». University Studio Press, Θεσσαλονίκη. • Καταπότη, Δ. & Μπούνια, Αλ. 2021. «Αναδυόμενες τεχνολογίες και πολιτισμική κληρονομιά». Εκδόσεις Αλεξάνδρεια, Αθήνα. • Σαντοριναίος, Μ., Ζώη, Σ., Δημητριάδη, Ν., Διαμαντόπουλος, Τ., Μπαρδάκος, Γ., 2015. «Από τις σύνθετες τέχνες στα υπερμέσα και τους νέους εικονικούς-δυναμικούς χώρους. Ένα εγχειρίδιο για τον καλλιτέχνη που ασχολείται με την ψηφιακή τέχνη». [ηλεκτρ. βιβλ.] Αθήνα, Σύνδεσμος Ελληνικών Ακαδημαϊκών Βιβλιοθηκών. Διαθέσιμο στο: http://hdl.handle.net/11419/6076 • Μουστάκας, Κ., Παλιόκας, Ι., Τζοβάρας, Δ., Τσακίρης, Α. 2015. Επαυξημένη Πραγματικότητα. Στο Μουστάκας, Κ., Παλιόκας, Ι., Τζοβάρας, Δ., Τσακίρης, Α. 2015. «Γραφικά και εικονική πραγματικότητα». [ηλεκτρ. βιβλ.] Αθήνα, Σύνδεσμος Ελληνικών Ακαδημαϊκών Βιβλιοθηκών. κεφ 10. Διαθέσιμο στο: http://hdl.handle.net/11419/4489 • Μουστάκας, Κ., Παλιόκας, Ι., Τζοβάρας, Δ., Τσακίρης, Α. 2015. Εικονική Πραγματικότητα. Στο Μουστάκας, Κ., Παλιόκας, Ι., Τζοβάρας, Δ., Τσακίρης, Α. 2015. «Γραφικά και εικονική πραγματικότητα». [ηλεκτρ. βιβλ.] Αθήνα, Σύνδεσμος Ελληνικών Ακαδημαϊκών Βιβλιοθηκών. κεφ 9. Διαθέσιμο στο: http://hdl.handle.net/11419/4490 • Levy Pierre, 1999. «Η φιλοσοφία του πολιτισμού και του κυβερνοχώρου». Εκδόσεις Κριτική, Αθήνα. • Πεντάζου, Ι., 2019. «Ιστορία σε έκθεση». Αθήνα, Ελληνικό Ανοικτό Πανεπιστήμιο. • Συλαίου, Στ. 2020. «Μουσείο και Μουσειακή εκπαίδευση στην ψηφιακή εποχή». Εκδόσεις Μπαρμπουνάκη, Θεσσαλονίκη. • Μπραΐλας, Αλ., 2018. «Η μάθηση στο χρονοτόπο του διαδικτύου. Κοινότητες, ψηφιακή κουλτούρα, Wikipedia, moocs». Εκδόσεις Γρηγόρη • Πατηνιώτης, Μ. (επιμ.), 2020. «Εισαγωγή στις ψηφιακές σπουδές». Εκδόσεις Ροπή, Αθήνα. • Γιαννούτσου, Ν., Μπούνια, Α., Ρούσσου, Μ. & Αβούρης, Ν., 2011 Αξιοποίηση των ψηφιακών τεχνολογιών με στόχο τη μάθηση σε χώρους πολιτισμού: μία κριτική θεώρηση επιλεγμένων παραδειγμάτων. <i>Θέματα Επιστημών και Τεχνολογίας στην Εκπαίδευση</i>, 4(1-3), 131-149. • Λέπουρας, Γ., Αντωνίου, Α., Πλατής, Ν., Χαρίτος, Δ. 2015. Εισαγωγή στην Εικονική Πραγματικότητα. Στο Λέπουρας, Γ., Αντωνίου, Α., Πλατής, Ν., Χαρίτος, Δ. 2015. «Ανάπτυξη συστημάτων εικονικής πραγματικότητας». [ηλεκτρ. βιβλ.] Αθήνα, Σύνδεσμος Ελληνικών Ακαδημαϊκών Βιβλιοθηκών. Διαθέσιμο στο: http://hdl.handle.net/11419/2547
