

COURSE OUTLINE

(1) GENERAL

SCHOOL	SOCIAL SCIENCES		
ACADEMIC UNIT	CULTURAL TECHNOLOGY AND COMMUNICATION		
LEVEL OF STUDIES	UNDERGRADUATE		
COURSE CODE	EPI 320	SEMESTER	2 nd
COURSE TITLE	EDITING AUDIOVISUAL MATERIAL		
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	6
<i>Add rows if necessary. The organisation of teaching and the teaching methods used are described in detail at (d).</i>		3	6
COURSE TYPE <i>general background, special background, specialised general knowledge, skills development</i>	Optional / Specialised General Knowledge/ Skills Development		
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/CT-PPS474/		

(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 able to:</p> <ul style="list-style-type: none"> • Know the basic theory and the history of the editing process and its impact in cinematic language. • Know the basics of some editing software and also understand their general function. • Understand basic rules of editing continuity. • Have basic editing skills for an audiovisual production and be able to edit simple and short audiovisual works like interviews, reportage YouTube clips, musical clips etc. • Develop critical thinking skills to analyse their own projects and of their colleagues.

General Competences

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?

Search for, analysis and synthesis of data and information, with the use of the necessary technology

Adapting to new situations

Decision-making

Working independently

Team work

Working in an international environment

Working in an interdisciplinary environment

Production of new research ideas

Project planning and management

Respect for difference and multiculturalism

Respect for the natural environment

Showing social, professional and ethical responsibility and sensitivity to gender issues

Criticism and self-criticism

Production of free, creative and inductive thinking

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Others...

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- Search for, analysis and synthesis of data and information, with the use of the necessary technology
- Working independently
- Team work
- Working in an interdisciplinary environment
- Production of new research ideas
- Production of free, creative and inductive thinking
- Criticism and self-criticism
- Decision-making
- Project planning and management

(3) SYLLABUS

The course is an introduction to the theory and practice of using editing software. In the theoretical part of the course, we will analyse the technology of digital video and audio files along with their contribution to the production process of an audiovisual work. Particular importance is given to understanding the role of technology not as a simple technical choice but as a mechanism that reorganizes and reshapes the content of an audiovisual work. In the practical part, emphasis is placed on learning the basics of an open access digital editing programmes with the aim of acquiring basic technical knowledge about the digital processing of audiovisual data.

(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 several software for editing and image compositing. Use of camera technology.	
TEACHING METHODS <i>The manner and methods of teaching are described in detail. 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. 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>	Activity	Semester workload
	Lectures	13 *3 = 39 hours
	Laboratory Exercises	
	Exercise Preparation	40 hours
	Fieldwork	40 hours
	Study and Analysis of Bibliography	20 hours
	Total	139 hours

<p style="text-align: center;">STUDENT PERFORMANCE EVALUATION</p> <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>	<p>Students are evaluated based on the exercises assigned during the semester and the written exams or/and practical exercise at the end of the semester. The evaluation criteria are made known during the initial course lecture and are clearly stated in the material offered in the course's e-class.</p>
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(5) ATTACHED BIBLIOGRAPHY

- Suggested bibliography:

- Bordwell David, Kristin Thompson, *Εισαγωγή στην τέχνη του κινηματογράφου*, Αθήνα, Μορφωτικό Ίδρυμα Εθνικής Τραπέζης, 2012.
- Barrett, Colin. Ψηφιακό βίντεο για αρχάριους, Κλειδάριθμος, 2007
- Hayward, S. 2017. *Οι Βασικές Εννοιες του Κινηματογράφου*, Αθήνα: Πατάκη.
- Κάρλος, Χρήστος *Βίντεο μοντάζ* Εναστρον, 2010
- Pinel, Vincent, *Το μοντάζ*, Πατάκης, 2003.
- Λαζαρίνης, Φώτιος. Πολυμέσα. [ηλεκτρ. βιβλ.], Αθήνα: Σύνδεσμος Ελληνικών Ακαδημαϊκών Βιβλιοθηκών, 2015. <http://hdl.handle.net/11419/2052>
- Κυριακουλάκος, Π. & Καλαμπάκας, Ε. (2015). *Η οπτικοακουστική κατασκευή* (ηλεκτρ. βιβλ.) Αθήνα: Σύνδεσμος Ελληνικών Ακαδημαϊκών Βιβλιοθηκών. Διαθέσιμο στο: <http://hdl.handle.net/11419/5709>
- Zettl Herbert, *Παραγωγή βίντεο: βασικές αρχές και τεχνικές*, μτφ, Αριστείδης Οικονομίδης, Αθήνα, Έλλην, 2004.