

COURSE OUTLINE

(1) GENERAL

SCHOOL	SOCIAL SCIENCES		
ACADEMIC UNIT	DEP. OF CULTURAL TECHNOLOGY AND COMMUNICATION		
LEVEL OF STUDIES	UNDERGRADUATE		
COURSE CODE	EPI320	SEMESTER	4
COURSE TITLE	TECHNOLOGY OF AUDIOVISUAL EDITING I		
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>	Compulsory optional/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/131428/		

(2) LEARNING OUTCOMES

<p>Learning outcomes <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 style="text-align: center;">At the end of the course, the students will have learnt (at the level of a professional user)</p> <ul style="list-style-type: none"> ● the main theory about digital audiovisual data ● the major elements of any software for editing ● how to professionally use at least one software for editing ● how to edit simple audiovisual films 			
<p>General Competences <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> <i>Adapting to new situations</i> <i>Decision-making</i> <i>Working independently</i> <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> </td> <td style="width: 50%; border: none;"> <i>Project planning and management</i> <i>Respect for difference and multiculturalism</i> <i>Respect for the natural environment</i> <i>Showing social, professional and ethical responsibility and sensitivity to gender issues</i> <i>Criticism and self-criticism</i> <i>Production of free, creative and inductive thinking</i> <i>.....</i> <i>Others...</i> </td> </tr> </table>		<i>Search for, analysis and synthesis of data and information, with the use of the necessary technology</i> <i>Adapting to new situations</i> <i>Decision-making</i> <i>Working independently</i> <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>Project planning and management</i> <i>Respect for difference and multiculturalism</i> <i>Respect for the natural environment</i> <i>Showing social, professional and ethical responsibility and sensitivity to gender issues</i> <i>Criticism and self-criticism</i> <i>Production of free, creative and inductive thinking</i> <i>.....</i> <i>Others...</i>
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- Search for analysis and synthesis of data and information, with the use of the necessary technology
- Decision-making
- Working independently
- Project planning and management
- Production of new research ideas
- Production of free, creative and inductive thinking

(3) SYLLABUS

This is an introduction to the theory and practice of the software dedicated to audiovisual editing. In the theoretical part, the technology of digital audiovisual data is described concerning the needs of the professional user. In the practical laboratory part, there is full training in a major editing software such as Black Magic Davinci Resolve or Adobe Premiere or Lightworks aiming at the full understanding of the professional skills needed for the digital elaboration 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.</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="text-align: center;"><i>Activity</i></th> <th style="text-align: center;"><i>Semester workload</i></th> </tr> </thead> <tbody> <tr> <td>lectures</td> <td style="text-align: center;">13X3 hours= 39</td> </tr> <tr> <td>Homework, exercises in practice</td> <td style="text-align: center;">100 hours</td> </tr> <tr> <td> </td> <td> </td> </tr> <tr> <td> </td> <td> </td> </tr> <tr> <td> </td> <td> </td> </tr> <tr> <td> </td> <td> </td> </tr> <tr> <td> </td> <td> </td> </tr> <tr> <td> </td> <td> </td> </tr> <tr> <td> </td> <td> </td> </tr> <tr> <td>Course total</td> <td style="text-align: center;">139 hours</td> </tr> </tbody> </table>		<i>Activity</i>	<i>Semester workload</i>	lectures	13X3 hours= 39	Homework, exercises in practice	100 hours															Course total	139 hours
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STUDENT PERFORMANCE EVALUATION <i>Description of the evaluation procedure</i> <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>	The evaluation takes place via practical exercises during the semester and written exams or a multi level exercise at the end of it. The evaluation criteria are announced together with the exercises.																							

Specifically-defined evaluation criteria are given, and if and where they are accessible to students.	
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(5) ATTACHED BIBLIOGRAPHY

- Κάρλος, Χρήστος. *Βίντεο μοντάζ*. Εναστρον, 2010
- Scoppettuolo, Dion. *The beginners guide to Davinci Resolve*. Australia: Black Magic Design, 2021. Free e-book
- Roberts Chris. *The editor' s guide the Davinci Resolve*. Australia: Black Magic Design, 2021. Free e-book
- Pinel, Vincent, *Το μοντάζ*, Πατάκης, 2003.
- Barrett, Colin. *Ψηφιακό βίντεο για αρχάριους*, Κλειδάριθμος, 2007
- Bordwell, David - Thompson Kristin. *Εισαγωγή στην τέχνη του κινηματογράφου*, Μορφωτικό Ίδρυμα Εθνικής Τραπέζης, 2011.
- Λαζαρίνης, Φώτιος. *Πολυμέσα*. [ηλεκτρ. βιβλ.], Αθήνα: Σύνδεσμος Ελληνικών Ακαδημαϊκών Βιβλιοθηκών, 2015. <http://hdl.handle.net/11419/2052>
- Zettl, Herbert. *Τηλεοπτική παραγωγή* (ειδική ελληνική έκδοση), Έλλην, 2002.
- Μποντίνας, Θωμάς. *Η κρυφή γοητεία του κινηματογράφου*, Παρασκήνιο, 1993.