COURSE OUTLINE

(1) GENERAL

SCHOOL	SOCIAL SCIENCES		
ACADEMIC UNIT	CULTURAL TECHNOLOGY AND COMMUNICATION		
LEVEL OF STUDIES	UNDERGRADUATE		
COURSE CODE	EPI 321	**SEMESTER**	6th
COURSE TITLE	ADVANCED EDITING TECHNOLOGIES		

INDEPENDENT TEACHING ACTIVITIES *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*	**WEEKLY TEACHING HOURS**	**CREDITS**
Lectures	2	
Lab	2	
Add rows if necessary. The organisation of teaching and the teaching methods used are described in detail at (d).		5

COURSE TYPE *general background, special background, specialised general knowledge, skills development*	Optional / Specialised General Knowledge/ Skills Development
PREREQUISITE COURSES:	EDITING AUDIOVISUAL MATERIAL
LANGUAGE OF INSTRUCTION and EXAMINATIONS:	Greek
IS THE COURSE OFFERED TO ERASMUS STUDENTS	Yes
COURSE WEBSITE (URL)	https://eclass.aegean.gr/courses/131427/

(2) LEARNING OUTCOMES

Learning outcomes

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.

Consult Appendix A

- *Description of the level of learning outcomes for each qualifications cycle, according to the Qualifications Framework of the European Higher Education Area*
- *Descriptors for Levels 6, 7 & 8 of the European Qualifications Framework for Lifelong Learning and Appendix B*
- *Guidelines for writing Learning Outcomes*

At the end of the course, the students will have learnt (at the level of a professional user)

- the major elements of the advanced elaboration of audiovisual data at the stage of postproduction.
- the advanced technology of audiovisual data.
- how to use at least one software for image compositing and visual effects.
- the basic elements for colour correction and sound mixing.
- how to edit audiovisual films.
- 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 the editing continuity.
- 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	*Project planning and management*
Adapting to new situations	*Respect for difference and multiculturalism*
Decision-making	*Respect for the natural environment*
Working independently	*Showing social, professional and ethical responsibility and sensitivity to gender issues*
Team work	*Criticism and self-criticism*
Working in an international environment	*Production of free, creative and inductive thinking*
Working in an interdisciplinary environment	*……*
Production of new research ideas	*Others…*
	…….

- 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

This is the advanced approach to audiovisual editing based on the course EDITING AUDIOVISUAL MATERIAL. On one hand, it accomplishes the knowledge about audiovisual data at the level of a professional user, on the other it goes further on the special techniques of postproduction such as color correction sound mixing and visual effects with compositing. A full training on software for image compositing such as Black Magic Davinci Fusion is offered.

(4) TEACHING and LEARNING METHODS - EVALUATION

DELIVERY *Face-to-face, Distance learning, etc.*	Face-to-face
USE OF INFORMATION AND COMMUNICATIONS TECHNOLOGY *Use of ICT in teaching, laboratory education, communication with students*	Use of several software for editing and image compositing. Use of camera technology.
TEACHING METHODS *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*	
STUDENT PERFORMANCE EVALUATION *Description of the evaluation procedure*	Students are evaluated based on the exercises assigned during the semester and the practical exercise at the end of the semester. The evaluation criteria are made known during

Activity	*Semester workload*
Lectures	13 *2 = 26 hours
Laboratory Exercises	13 *2 = 26 hours
Exercise Preparation	40 hours
Fieldwork	50 hours
Study and Analysis of Bibliography	20 hours
Total	162 hours

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 *Specifically-defined evaluation criteria are given, and if and where they are accessible to students.*	the initial course lecture and are clearly stated in the material offered in the course's e-class.

(5) ATTACHED BIBLIOGRAPHY

Bibliography:

- Roberts Chris & Hall Simon *The Beginner's Guide to DaVinci Resolve 18,* Blackmagic Design Pty Ltd, 2023 Free e-book
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- 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.ne/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.
- Σολδάτος, Γιάννης (επ.) *Το μοντάζ*, Αιγόκερως, 2013.