

**COURSE: GRAPHIC DESIGN
BACHELOR'S DEGREE PROGRAMME
STUDY PROFILE: GENERAL ACADEMIC
COURSE-SPECIFIC SUBJECTS**

YEAR I	ECTS	ASSESSMENT METHOD
Painting and Drawing I	2	pass
Computer Workshop I	3	pass
3D Graphics and Animation I	3	pass
Photography I	3	pass
Visual Structures I	3	pass
Fundamentals of Design I	3	pass
Art History I	3	pass
Foreign Language	4	pass
Elective: Fundamentals of Philosophy / History of Philosophy	3	pass
Intellectual Property Protection	1	pass
Communication and Relationship Building	1	pass
Art History II	3	pass
Fundamentals of Design II	3	pass
Visual Structures II	3	pass
Photography II	3	pass
3D Graphics and Animation II	3	pass
Computer Workshop II	4	pass
Painting and Drawing II	2	pass
Physical Education	0	pass
TOTAL	50	
YEAR II	ECTS	ASSESSMENT METHOD
Negotiation and Conflict Resolution	1	pass
Computer Workshop III	2	pass
The Art of Creative Thinking	1	pass
Photography III	3	pass
Art History III	2	pass
Multimedia and Digital Techniques I	2	pass
Typography I	3	pass
Elective: Printmaking I / Digital Graphics I	2	pass
Digital Painting III	3	pass
Elective: Popular Art / History of Printmaking and Photography	3	exam
Foreign Language	4	pass / exam
Digital Painting IV	3	pass
Elective: Printmaking II / Digital Graphics II	3	pass
Typography II	3	pass
Multimedia and Digital Techniques II	4	pass
History of Art IV	3	exam
Photography IV	3	pass
Computer Workshop IV	3	pass
TOTAL	48	
YEAR III	ECTS	ASSESSMENT METHOD
Computer Lab V	2	pass
Professional Internship	5	pass
Thesis Project I	5	pass
Thesis Seminar - Theoretical Work I	3	pass

Photography V	2	pass
Multimedia and Digital Techniques III	3	pass
Typography III	2	pass
Elective: Analysis of Art / History and Theory of Photography	2	pass
Computer Workshop VI	1	pass
Photography VI	1	pass
Multimedia and Digital Techniques IV	1	pass
Creative Development Project	3	pass
Diploma Seminar - Theoretical Work II	8	pass
Thesis Project II	10	pass
TOTAL	48	

Specialization: 3D Graphics and Game Art		
YEAR I	ECTS	ASSESSMENT METHOD
Storyboard & Concept Art I	3	pass
Digital Painting I	2	pass
Digital Painting II	2	pass
Storyboard & Concept Art II	3	pass
TOTAL	10	
YEAR II	ECTS	ASSESSMENT METHOD
Computer Game Design I	2	pass
Graphic Design in Games I	2	pass
Level Design I	2	pass
Level Design II	2	pass
Graphic Design in Games II	2	pass
Computer Game Design II	2	pass
TOTAL	12	
YEAR III	ECTS	ASSESSMENT METHOD
Computer Game Design III	2	pass
Graphic Design in Games III	2	pass
Level Design III	2	pass
Level Design IV	2	pass
Graphic Design in Games IV	2	pass
Computer Game Design IV	2	pass
TOTAL	12	

Specialization: Visual communication and multimedia		
YEAR I	ECTS	ASSESSMENT METHOD
Printing and Graphic Production	3	pass
Visual Communication I	2	pass
Visual Communication II	2	pass
Modern Image Reproduction Technologies	3	pass
TOTAL	10	
YEAR II	ECTS	ASSESSMENT METHOD
Visual Identity System Design I	2	pass
Publication Design and Microtypography I	2	pass
Visual Communication Design in Social Media I	2	pass
Visual Communication Design in Social Media II	2	pass
Publication Design and Microtypography II	2	pass
Visual Identity System Design II	2	pass
TOTAL	12	

YEAR III	ECTS	ASSESSMENT METHOD
Branding and Visual Communication I	2	pass
Publication Design and Microtypography III	2	pass
UX / UI Interface Design I	2	pass
UX / UI Interface Design II	2	pass
Publication Design and Microtypography IV	2	pass
Branding and Visual Brand Communication II	2	pass
TOTAL	12	