## **Course Thematics**

Title: Spherical Histories				
Tutors of the course, conta Pálfalusi Attila (palfal	ct: usi@g.mom	ne.hu)		
Erhardt Miklós (miklos	serhardt@y	ahoo.com)		
Code: ER-MEDI-BA-212202-02	Curriculu m place:	Recommend ed semester:	Credit: 5	Number of Lessons: 44 Student working hours: -
Related Codes:	Туре:	Can I add as custom? No.	In case of free choice, special prerequisites:	
Course relations (prerequis	ites, paralle	els):		
The aim and princi During the course, so of Budapest that exp these stories with th Students get an ins projects as well as developing technolo At the end of the pro accounts will be sho district.	tudents collo press their ro e means ar ight as to h work with, gy of VR. pcess, the 3	ect stories from elationship to th nd tools of medi now to conceive and learn abo 60° renderings	neir environr a design. e and realiz ut current is of the partic	ment, and process e participatory art ssues of, the fast cipants' subjective
Learning outcomes (professional and g Knowledge: - Overall knowled design, and of their periods and trends, i future developments	general con dge of the v historical fo ts current s	wider artistic ar prmation; of me tate and tenden	nd cultural o edia design'	contexts of media s relevant historic
profession, furthern professional require	nore they ment in a va and artistic ize data and	aply their kno ariety of institut activity, they a	owledge ac ional circum utonomousl	stances. ly collect, critically

econd	hey are aware of the social, cultural, communal, environmental an omical embeddedness of their work, and they observe the ethical norm ir field.
- Tł	ney are tolerant, inclusive and emphathetic towards various social ar al groups and communities.
- T	<b>nomy and responsibility:</b> They recognize the social, cultural and environmental impact of the ssional activity.
-	<b>cs to be processed within the course:</b> history, cultural heritage, VR, 360° content, public art, participatory ar
Pecu	liarities of learning organization / process organization:
Stude	ents' tasks:
•	lar attending to classes and tutorials, keeping up with the deadlines, nenting the design process, realizing and presenting the assignment.
Learr	ning environment:
	n suitable for 15 students, beamer, speakers, screen, Wi-Fi and uter access
Evalu	lation:
Stude which conce reflec respo	<b>irements to be met / Presentation showing:</b> ents are expected to pursue a coherent design process, at the end of works of discrete professional quality, based on autonomou epts, shall be presented. The works delivered by the students sha t the goals of the course. Students are expected to participat insibly both in the processing and the production phases of the nment, be it individual or team working methods.
Evalu	ation method:
Evalı –	<b>iation criteria:</b> keeping deadlines
_	transparent work process realization of practical assignments
_	concept, content, form and professional quality of the finished works

## Calculation of grade:

keeping deadlines: max 10% transparent work process: max 10% realization of practical assignments: max 30% concept, content, form and professional quality of the finished works: max 25% professional quality of the presentation: max 25%

91-100% = 5 (A) 81-90% = 4 (B) 66-80% = 3 (C) 51-65% = 2 (D) 0-50% = 1 (insufficient)

## **Required reading:**

Further information:

Recognition validation of knowledge acquired previously: No exemption from participation and delivery at the course

Extracurricular consultation dates and locations: