Course description (topics)

Title of the course: Artistic Research				
Tutors of the course, contact details: Ágota Végső (agotavegso@gmail.com) , Anna Szöllősi (szollofurt@gmail.com)				
Code:	Related curriculum (programme/level):	Recommended semester within the curriculum:	Credit:	Number of class hours: Student working hours:
Related codes	Type: (seminar/lecture/class work/consultation, etc.)	Can it be an elective course?	In case of elective what are the specific prerequisites:	
Course connections (prerequisites, parallels):				
Aim and principles of the course: The primary goal of the course is to deepen the knowledge of the different tools and methods of artistic / design research. During the lectures, the students learn the designer's approach and prepare a complete project presentation while practicing presenting it. They create a one-pager material for their plans and 3 animated GIF materials for their projects (e.g.: short film, animated tutorial, presentation materials, interactive animation, infographics, gifs, video game teaser, trailer). They finish the course with a 10-minute-long presentation summarizing their new skills and a complete project plan that they can develop further in the following curriculum elements of the semester.				

Learning outcomes (professional and general competencies to be developed):

Knowledge:

- Get to know the main concepts and methodology of Artistic Research
- Get to know the different animation techniques and new immersive possibilities
- Get to know the tools and areas of animation with a design research approach
- Development of a design perspective in an interdisciplinary teaching-research environment
- Mastering the design of a complex, communication-supporting visual tool system

Ability:

- Students will be able to structure their ideas and messages more effectively
- Students will be able to choose the appropriate form of communication to convey scientific information and explain their project plans
- Practicing individual and group work, developing cooperation
- Using the knowledge of their own field in scientific visual dissemination
- Incorporating new skills into a long-term practice routine

Attitude:

- Able to view the same development process from different perspectives
- Developing a research approach and planning their timing
- Openness to a broader knowledge of the animated film medium

Recognizing the benefits of each collaborative process
Socially and culturally sensitive project planning

Autonomy and responsibility:

- Placing design work in a broader context, understanding the impact of design work on social inclusion
- Building trust through collaborative communication
- Development of scientific cooperation

Topics and themes to be covered in the course:

Artistic Research, Design Research, Research Approach, Development, Pitching, Presentation One-Pager, Visual storytelling, Cross-cultural communication, Science Visualization

Specificities of process organisation / organisation of learning:
Course structure, nature of the individual sessions and their timing (in case of several teachers' involvement, please indicate the distribution of their teaching input:

The planned semester material will be divided into two parts according to the presentations and exercises given by the two instructors. The semester begins with Anna Szöllősi's classes and ends with an intensive week with Ágota Végső. The two parts are organically built on each other and complement the project plans built by the students.

Students' tasks and responsibilities:

Students of the Animation major design animation materials individually and in teams in the following areas:

- Choosing the desired research area individually or in a group
- Creating a One-Pager
- Collection of graphic inspiration and techniques
- Practicing presentation techniques
- Graphics, animated graphics/infographics, design execution of gif animations
- Presentation of final work and documentation of the research process

Learning environment: (e.g. classroom, studio, off-site, online, in-company placement, etc.)

Classroom, studio.
Online: Zoom (by appointment)

Assessment:
(in case of more teachers are involved and they evaluate seperately, separate assessments per teacher needed)

Requirements to be met:

- Participation in classes
- Completing assigned tasks - developing the individual task to the level of gif animation and complete presentation
- Cooperation with the group and the teacher

Method of assessment: (what methods are used for assessment {test, oral question, practical demonstration, etc.})

- Observation of activity of the students in the class
- Assessment of the presentation of required tasks according to predesignated criteria
- Observation of the complexity of the overall work of the students and their final presentation
- Assessment of the communication of the students towards the teachers and towards the class members

Assessment criteria (what is taken into consideration in the assessment):

- Evaluation of practical demonstrations

How is the mark calculated (how is the result of each assessed requirement reflected in the final mark? {e.g. proportions, points, weights}):

- Participation in classes and activity - 25%
- Development of the individual task to gif animation level - 25%
- Implementation of presentation tasks - 25%
- Cooperation with the group and the teacher - 25%

Required Literature:

Depending on the dynamics of the group, the teachers will provide additional literature and video materials as deemed necessary during the course.

Other information:

Recognition of knowledge acquired elsewhere/previously/validation principle:
- No exemption from attending and completing the course will be granted,
- Exemptions from the acquisition of certain competences and the completion of certain tasks may be granted,
- some tasks may be replaced by other activities,
- full exemption may be granted.

Out-of-class consultation times and location

Teachers are available via e-mail to answer any questions students may have during the semester and to request zoom consultations as needed.