

DEPARTMENT OF VISUAL ARTS			
SCHOOL OF PAINTING			
FIRST LEVEL ACADEMIC DIPLOMA			
Learning Outcomes	<p>The courses designed for the first level Academic Diploma at the School of Painting aim at providing students with artistic knowledge and professional skills in a variety of expressions and technical innovations to enable individual development in the field of painting through the use of traditional techniques and innovative experimentation.</p> <p>Graduates will:</p> <ul style="list-style-type: none"> <li>- master techniques, methods and content in the arts, as well as techniques and technologies in painting with the purpose of improving their individual autonomy and personal awareness in artistic production;</li> <li>- possess appropriate methodological tools and critical thinking to acquire competences in different forms of expression and in the relevant state-of-the-art techniques and technologies;</li> <li>- communicate effectively in at least one European Union language, in addition to their mother tongue, for general conversation and in their main field of competence;</li> <li>- be able to communicate and manage information effectively and possess adequate IT Skills</li> </ul>		
Career Prospects	<p>Graduates will operate as professionals in different fields, both in art-related professions and in the field of visual arts and creative production. According to their different domains, they will also collaborate in programming, designing and in painting-specific interventions, through the use of traditional tools, new technologies and new specific forms of linguistic expression in national and international venues.</p> <p>Operating with private and public partners, the Department will organize appropriate stages and internships, and define curricula-specific modules, in order to provide students with specific field-related expertise.</p>		
Type of learning activities	Code	Artistic - Scientific Sector	Total Credits
Basic learning activities	ABAV01	Artistic Anatomy	36/48
	ABST47	Style and the History of Art and Customs	
	ABST58	Perception Theory and the Psychology of Form	
	ABPR31	Photography	
	ABAV03	Drawing	
	ABST46	Aesthetics	
Subject-specific learning activities	ABAV05	Painting	60/72
	ABAV02	Engraving – Graphic Arts	
	ABAV06	Painting Techniques	
	ABPR36	Performing Techniques for the Visual Arts	
	ABST52	History and Methods of Art Criticism	
	ABST51	Phenomenology of Contemporary Arts	
	ABTEC38	Digital Applications for Visual Arts	
Integrated learning activities			
Additional learning activities		Additional language, IT and relationship skills, internships, etc.	
Electives			10
Learning activities for final exam preparation and language knowledge		Foreign language assessment test	
		Final test	
Required credits to be attained in the basic and subject-specific learning activities (60% out of 180)			108
Total credit required for the three-year period			180

DEPARTMENT OF VISUAL ARTS			
SCHOOL OF SCULPTURE			
FIRST LEVEL ACADEMIC DIPLOMA			
Learning Outcomes	<p>The courses designed for the first level Academic Diploma at the School of Sculpture aim at providing students with artistic knowledge and professional skills in a variety of expressions and technical innovations to enable individual development in the field of sculpting through the use of traditional techniques and innovative experimentation.</p> <p>Graduates will:</p> <ul style="list-style-type: none"> <li>- master techniques, methods and content in the arts, as well as techniques and technologies in sculpting with the purpose of improving their individual autonomy and personal awareness in artistic production;</li> <li>- possess appropriate methodological tools and critical thinking to acquire competences in different forms of expression and in the relevant state-of-the-art techniques and technologies;</li> <li>- communicate effectively in at least one European Union language, in addition to their mother tongue, for general conversation and in their main field of competence;</li> <li>- be able to communicate and manage information effectively and possess adequate IT skills</li> </ul>		
Career Prospects	<p>Graduates will operate as professionals in different fields, both in art-related professions and in the field of visual arts and creative production. According to their different domains, they will also collaborate in programming, designing and in painting-specific interventions, through the use of traditional tools, new technologies and new specific forms of linguistic expression in national and international venues. Operating with private and public partners, the Accademie will organize appropriate stages and internships, and define curricula-specific modules, in order to provide students with specific field-related expertise.</p>		
Type of learning activities	Code	Artistic - Scientific Sector	
Basic learning activities	ABAV01	Artistic Anatomy	36/48
	ABST47	Style and the History of Art and Customs	
	ABPR31	Photography	
	ABAV03	Drawing	
	ABST46	Aesthetics	
	ABAV09	Marble and Semi-precious Stone Techniques	60/72
	ABAV07	Sculpture	
	ABAV10	Metal Forging Techniques	
	ABST52	The History and Methods of Art Criticism	
	ABST58	Perception Theory and the Psychology of Form	
	ABTEC41	Digital Model-making Techniques	
	ABAV51	Sculpture Techniques	
	ABST51	Phenomenology of Contemporary Arts	
	ABAV02	Engraving – Graphic Arts	
Integrated learning activities			
Additional learning activities		Additional language, IT and relationship skills, internships, etc.	
Electives			10
Learning activities for final exam preparation and language knowledge		Foreign language assessment test	
		Final test	
Required credits to be attained in the basic and subject-specific learning activities (60% out of 180)			108
Total credit required for the three-year period			180

DEPARTMENT OF VISUAL ARTS			
SCHOOL OF DECORATIVE ARTS			
FIRST LEVEL ACADEMIC DIPLOMA			
Learning Outcomes	<p>The courses designed for the first level Academic Diploma at the School of Decorative Arts aim at providing students with adequate command of artistic methods and techniques and subject-specific professional skills in a variety of expressions through the use of traditional techniques and innovative experimentation in the area of new technologies. The courses are planned to provide students with the general and technical knowledge necessary to realize projects, to work on-site, to create environmental works, and to carry out in-depth research on visual arts languages.</p> <p>Graduates will:</p> <ul style="list-style-type: none"> <li>- master techniques, methods and content in the domains that concern the visual and plastic arts as well as techniques and technologies for decoration;</li> <li>- possess appropriate methodological tools and critical thinking to acquire competences indifferent forms of expression and in the relevant state-of-the-art techniques and technologies;</li> <li>- communicate effectively in at least one European Union language, in addition to their mother tongue, for general conversation and in their main field of competence;</li> <li>- be able to communicate and manage information effectively and possess adequate IT skills</li> </ul>		
Career Prospects	<p>Graduates will operate as professionals in different fields, both in art-related professions and in the filed of visual arts and creative production. According to their different domains, they will also collaborate in programming, designing and in painting-specific interventions, through the use of traditional tools, new technologies and new specific forms of linguistic expression in national and international venues.</p>		
Type of learning activities	Code	Artistic - Scientific Sector	Total Credits
Basic learning activities	ABAV01	Artistic Anatomy	36/48
	ABST47	Style and History of Art and Customs	
	ABAV03	Drawing	
	ABPR15	Design Methods	
	ABST46	Aesthetics	
Subject-specific learning activities	ABST51	Phenomenology of Contemporary Arts	60/72
	ABAV11	Decoration	
	ABAV13	Decorative Plastic Art	
	ABPR17	Design	
	ABAV12	Decoration Techniques	
	ABST48	History of Applied Arts	
	ABST58	Perception Theory and The Psychology of Form	
ABPR31	Photography		
	ABAV02	Engraving – Graphic Arts	
Integrated learning activities			
Additional learning activities		Additional language, IT and relationship skills, internships, etc.	
Electives			10
Learning activities for final exam preparation and language knowledge		Foreign language assessment test	
		Final test	
Required credits to be attained in the basic and subject-specific learning activities (60% out of 180)			108
Total credit required for the three-year period			180

DEPARTMENT OF VISUAL ARTS			
SCHOOL OF SCENOGRAPHY			
FIRST LEVEL ACADEMIC DIPLOMA			
Learning Outcomes	<p>The courses designed for the first level Academic Diploma at the School of Graphic Design aim at providing students with artistic knowledge and professional skills in a variety of expressions and technical innovations characterizing the modern age, in order to enable individual development in the field of graphic arts and drawing through the use of traditional techniques and innovative experimentation.</p> <p>Traditional, contemporary and multimedia techniques will be studied, as well as the preservation and cataloguing of prints.</p> <p>Graduates will:</p> <ul style="list-style-type: none"> <li>- master the techniques of visual communication within the domains of engraving, woodcutting, serigraphy, photography, computer graphics, typography, and understand the history and the methods of graphic processes and printmaking;</li> <li>- possess appropriate methodological tools and critical thinking to acquire competences in different forms of expression and in the relevant state-of-the-art techniques and technologies;</li> <li>- communicate effectively in at least one European Union language, in addition to their mother tongue, for general conversation and in their main field of competence;</li> <li>- be able to communicate and manage information effectively and possess adequate IT skills</li> </ul>		
Career Prospects	<p>Graduates will operate as professionals in different fields, both in art-related professions and in the field of visual arts and creative production. According to their different domains, they will also collaborate in programming, designing and in painting-specific interventions, through the use of traditional tools, new technologies and new specific forms of linguistic expression in national and international venues.</p>		
Type of learning activities	Code	Artistic - Scientific Sector	
Basic learning activities	ABPR31	Photography	36/48
	ABST47	Style and History of Art and Customs	
	ABPR16	Drawing for Design	
	ABPR15	Design Methods	
	ABST46	Aesthetics	
	ABST48	History of Applied Arts	
	ABST54	History of Music	
Subject-specific learning activities	ABST53	History of Performance	60/72
	ABPR22	Scenography	
	ABPR14	Architecture and City Planning Fundamentals	
	ABPR23	Stagecraft	
	ABTEC41	Digital Model Building	
	ABPR21	Model Building	
Integrated learning activities	ABPR32	Stage Costume	
	ABPR35	Direction	
Additional learning activities		Additional language, IT and relationship skills, internships, etc.	
Electives			
Learning activities for final exam preparation and language knowledge		Foreign language assessment test	
		Final test	
Required credits to be attained in the basic and subject-specific learning activities (60% out of 180)			108
Total credit required for the three-year period			180

DEPARTMENT OF VISUAL ARTS			
SCHOOL OF ART AND DESIGN FOR BUSINESS			
FIRST LEVEL ACADEMIC DIPLOMA			
Learning Outcomes	<p>The courses designed for the first level Academic Diploma at the School of Art and Design for Business aim at providing students with a mastery of artistic methods and techniques, as well as with field-specific skills and knowledge. Students will acquire competences and design techniques to use tools in the visual arts domain and learn their artistic applications, with special emphasis on advertising communication, industrial design, design, and fashion. The courses are planned to develop design abilities and know-how of traditional and modern instruments, with special attention placed on the use of space and the principles of visual communication and design.</p> <p>Graduates will:</p> <ul style="list-style-type: none"> <li>- master techniques, methods and content in the arts, as well as techniques and technologies in graphics, advertising, displays, sets, products and fashion design;</li> <li>- possess appropriate methodological tools and critical thinking to acquire competences in different forms of expression and in the relevant state-of-the-art techniques and technologies;</li> <li>- communicate effectively in at least one European Union language, in addition to their mother tongue, for general conversation and in their main field of competence;</li> <li>- be able to communicate and manage information effectively and possess adequate IT skills</li> </ul>		
Career Prospects	<p>Graduates will operate as professionals in different fields, both in art-related professions and in the field of visual arts and creative production. According to their different domains, they will also collaborate in programming, designing and in painting-specific interventions, through the use of traditional tools, new technologies and new specific forms of linguistic expression in national and international venues.</p>		
Type of learning activities	Code	Artistic - Scientific Sector	Total Credits
Basic learning activities	ABPR21	Model Building	36/48
	ABST47	Style and History of Art and Customs	
	ABST48	History of Applied Arts	
	ABST50	History of Architecture	
	ABPR15	Design Methods	
	ABPR16	Drawing for Design	
	ABTEC38	Digital Application for Visual Arts	
	ABPC65	Theory and Methods of Mass Media	
	ABPR30	Materials Technology	60/72
	ABPR17	Design	
	ABPR19	Graphic Design	
	ABPR18	Land Design	
	ABPR34	Fashion Design	
	ABTEC41	Digital Model Building	
	ABPR14	Architecture and City Planning Fundamentals	
	ABPR31	Photography	
	ABST51	Phenomenology of Contemporary Arts	
	ABTEC37	Design for Visual Communications	
	ABPC67	Communication Techniques and Methods	
ABTEC43	Audio-Visual Languages and Techniques		
Integrated learning activities	ABAV11	Decoration	
Additional learning activities		Additional language, IT and relationship skills, internships, etc.	
Electives			10
Learning activities for final exam preparation and language knowledge		Foreign language assessment test	
		Final test	
Required credits to be attained in the basic and subject-specific learning activities (60% out of 180)			108
Total credit required for the three-year period			180

DEPARTMENT OF VISUAL ARTS			
SCHOOL OF RESTORATION			
FIRST LEVEL ACADEMIC DIPLOMA			
Learning Outcomes	<p>The courses designed for the first level Academic Diploma at the School of Restoration aim at developing qualified professionals in the domain of the preservation, maintenance and restoration of artistic patrimony, to provide for the safeguarding and improvement of cultural heritage.</p> <p>Graduates will:</p> <ul style="list-style-type: none"> <li>- master techniques, methods and content in preservation and restoration techniques and technologies;</li> <li>- possess methodologies, intervention and diagnostic tools for specific professional competences;</li> <li>- be able to operate in institutions responsible for management and maintenance of artistic heritage and in private professional organizations operating in the area of conservation and of landscape restoration</li> <li>- communicate effectively in at least one European Union language, in addition to their mother tongue, for general conversation and in their main field of competence;</li> <li>- be able to communicate and manage information effectively and possess adequate IT skills</li> </ul>		
Career Prospects	<p>Graduates will operate as professionals in different fields, both in art-related professions and in the field of visual arts and creative production. According to their different domains, they will also collaborate in programming, designing and in painting-specific interventions, through the use of traditional tools, new technologies and new specific forms of linguistic expression in national and international venues.</p>		
Type of learning activities	Code	Artistic - Scientific Sector	
Basic learning activities	ABPR31	Photography	36/48
	ABAV01	Artistic Anatomy	
	ABST47	Style and History of Art and Customs	
	ABST48	History of Applied Arts	
	ABPR29	Chemistry and Physics for Restoration	
	ABST49	Theory and History of Restoration	
	ABAV06	Painting Techniques	
	ABAV08	Sculpting Techniques	
	ABAV12	Decoration Techniques	
Subject-specific learning activities	ABLE70	Legislation and Economics of the Arts and Performance	60/72
	ABPR24	Painting Restoration	
	ABPR25	Sculpture Restoration	
	ABPR26	Decoration Restoration	
	ABPR27	Restoration of Works on Paper	
	ABVPA62	Theory and Practices of Cultural Heritage Promotion	
	ABPR30	Materials Technologies	
	ABVPA63	Museology	
	ABVPA61	Cultural and Environmental Heritage	
Integrated learning activities			
Additional learning activities		Additional language, IT and relationship skills, internships, etc.	
Electives			10
Learning activities for final exam preparation and language knowledge		Foreign language assessment test	
		Final test	
Required credits to be attained in the basic and subject-specific learning activities (60% out of 180)			108
Total credit required for the three-year period			180

DEPARTMENT OF VISUAL ARTS			
SCHOOL OF NEW TECHNOLOGIES FOR ART			
FIRST LEVEL ACADEMIC DIPLOMA			
Learning Outcomes	<p>The courses designed for the first level academic diploma of the School of New Technologies for Art aim at providing students with a mastery of field-specific skills in new forms of media communication for the arts.</p> <p>Graduates will:</p> <ul style="list-style-type: none"> <li>- possess suitable technical and practical training in the methods and topics related to the artistic use of new technologies and learn about multimedia and digital processes that allow for artistic production and information processing;</li> <li>- possess appropriate methodological tools and critical thinking to acquire competences in the languages of expression and in the relevant state-of-the-art techniques and technologies, conducting artistic experimentation in the technological and multimedia languages in the sectors of digital, multimedia, interactive and performing visual arts for video, cinema and the Web;</li> <li>- communicate effectively in at least one European Union language, in addition to their mother tongue, for general conversation and in their main field of competence;</li> <li>- be able to communicate and manage information effectively and possess adequate IT skills</li> </ul>		
Career Prospects	<p>Graduates will operate as professionals in different fields, both in art-related professions and in the field of visual arts and creative production. According to their different domains, they will also collaborate in programming, designing and in painting-specific interventions, through the use of traditional tools, new technologies and new specific forms of linguistic expression in national and international venues.</p>		
Type of learning activities	Code	Artistic - Scientific Sector	Total Credits
Basic learning activities	ABTEC38	Digital Applications for the Visual Arts	36/48
	ABPC65	Theories and Methods of Mass Media	
	ABPC67	Communication Methods and Techniques	
	ABST58	Perception Theory and the Psychology of Form	
	ABPR31	Photography	
	ABST47	Style and the History of Art and Customs	
Subject-specific learning activities	ABTEC37	Design Methods for Visual Communication	60/72
	ABTEC40	Multimedia Design	
	ABPR35	Direction	
	ABTEC44	Sound Design	
	ABTEC42	Interactive Systems	
	ABST45	Theories of Multimedia Arts	
	ABTEC43	Audiovisual Language and Techniques	
	ABST51	Phenomenology of Contemporary Arts	
	ABST55	Cultural Anthropology	
Integrated learning activities			
Additional learning activities		Additional language, IT and relationship skills, internships, etc.	
Electives			10
Learning activities for final exam preparation and language knowledge		Foreign language assessment test	
		Final test	
Required credits to be attained in the basic and subject-specific learning activities (60% out of 180)			108
Total credit required for the three-year period			180

DEPARTMENT OF COMMUNICATION AND ART EDUCATION			
SCHOOL OF COMMUNICATION AND PROMOTION OF CONTEMPORARY ARTISTIC HERITAGE			
FIRST LEVEL ACADEMIC DIPLOMA			
Learning Outcomes	<p>The courses designed for the first level Academic Diploma of the School of Communication and Promotion of Contemporary Artistic Heritage aim at providing students with the communication and promotion techniques to improve the use and understanding of contemporary cultural resources.</p> <p>Graduates will:</p> <ul style="list-style-type: none"> <li>- possess suitable technical – practical training regarding the methods and topics related to the field of contemporary art and its promotion;</li> <li>possess appropriate methodological tools and critical thinking to acquire competences in different forms of expression and in the relevant state-of-the-art techniques and technologies;</li> <li>- communicate effectively in at least one European Union language, in addition to their mother tongue, for general conversation and in their main field of competence;</li> <li>- be able to communicate and manage information effectively and possess adequate IT skills</li> </ul>		
Career Prospects	<p>Graduates will operate as professionals in different fields, both in art-related professions and in the field of visual arts and creative production. According to their different domains, they will also collaborate in programming, designing and in painting-specific interventions, through the use of traditional tools, new technologies and new specific forms of linguistic expression in national and international venues.</p>		
Type of learning activities	Code	Artistic - Scientific Sector	Total credits
Basic learning activities	ABPR16	Drawing for Design	36/48
	ABST47	Style and History of Art and Costume	
	ABPR31	Photography	
	ABST50	History of Architecture	
	ABPR14	Architecture and City Planning Fundamentals	
	ABST46	Aesthetics	
Subject-specific learning activities	ABVPA61	Cultural and Landscape Heritage	60/72
	ABVPA62	Theories and Practices of Cultural Heritage Promotion	
	ABVPA63	Museology	
	ABVPA64	Museography and Exposition Design	
	ABTEC37	Design Methods for Visual Communication	
	ABST55	Cultural Anthropology	
	ABTEC42	Interactive Systems	
	ABLE70	Legislation and Economics of the Arts and Performance	
Integrated learning activities			
Additional learning activities		Additional language, IT and relationship skills, internships, etc	
Electives			10
Learning activities for final exam preparation and language knowledge		Foreign language assessment test	
		Final test	
Required credits to be attained in the basic and subject-specific learning activities (60% out of 180)			108
Total credit required for the three-year period			180



DEPARTMENT OF COMMUNICATION AND ART EDUCATION			
SCHOOL OF ART EDUCATION			
FIRST LEVEL ACADEMIC DIPLOMA			
Learning Outcomes	<p>The courses designed for the first level Academic Diploma of the School of Art Education aim at providing students with a mastery of artistic methods and techniques, as well as with specific professional skills to acquire the knowledge and methods required to teach creation, interpretation and appreciation of art. The courses also aim at providing students with the skills needed to manage the spaces and tools for the dissemination of the cultural heritage, using both traditional and modern means, with special attention paid to museums and exhibition spaces, both for artistic and scientific/technological purposes.</p> <p>Graduates will:</p> <ul style="list-style-type: none"> <li>- possess suitable technical – practical training regarding the methods and topics related to the fields of communication, exhibitions, museology and museography, and art education;</li> <li>- possess appropriate methodological tools and critical thinking to acquire competences in different forms of expression and in the relevant state-of-the-art techniques and technologies;</li> <li>- communicate effectively in at least one European Union language, in addition to their mother tongue, for general conversation and in their main field of competence;</li> <li>- be able to communicate and manage information effectively and possess adequate IT skills</li> </ul>		
Career Prospects	<p>Graduates will operate as professionals in different fields, both in art-related professions and in the field of visual arts and creative production. According to their different domains, they will also collaborate in programming, designing and in painting-specific interventions, through the use of traditional tools, new technologies and new specific forms of linguistic expression in national and international venues.</p>		
Type of learning activities	Code	Artistic - Scientific Sector	Total credits
Basic learning activities	ABTEC37	Design Methods for Visual Communication	36/48
	ABST46	Aesthetics	
	ABST47	Style and History of Art and Costume	
	ABST51	Phenomenology of Contemporary Arts	
	ABST55	Cultural Anthropology	
	ABST58	Perception Theory and the Psychology of Form	
	ABPC66	History of the New Media	
Subject-specific learning activities	ABPVA61	Cultural and Landscape Heritage	60/72
	ABTEC40	Multimedia Design	
	ABPC65	Theories and Methods of Mass Media	
	ABST52	History and Methodology of Art Criticism	
	ABST59	Art Education	
	ABST60	Art Therapy Methods and Techniques	
Integrated learning activities	ABAV06	Painting Techniques	
	ABVPA63	Museology	
Additional learning activities		Additional language, IT and relationship skills, internships, etc	
Electives			10
Learning activities for final exam preparation and language knowledge		Foreign language assessment test	
		Final test	
Required credits to be attained in the basic and subject-specific learning activities (60% out of 180)			108
Total credit required for the three-year period			180