

<b>AREA – PROGETTAZIONE ARTI VISIVE</b>			
<i>Codice</i>	<i>Settore disciplinare</i>	<i>Declaratoria</i>	<i>Campi disciplinari</i>
<b>ABAV1</b>	Artistic Anatomy		-Artistic Anatomy - Figurative anatomy - Elements of morphology and figure dynamics - Body phenomenology -Iconography and anatomic drawing -Scientific illustration -Semiology of the body
<b>ABAV2</b>	Engraving – Graphic Arts		-Engraving – Graphic Arts -Lithography -Serigraphy -Calcographic print techniques -Calcographic experimental techniques -Artistic printing -Xilography -Illustration -Art publishing
<b>ABAV3</b>	Drawing		-Drawing for engraving -Drawing for painting -Drawing for sculpture -Drawing for decoration
<b>ABAV4</b>	Special graphics techniques		-Special graphics techniques -Printing processing techniques - Graphics techniques and technologies
<b>ABAV5</b>	Painting		-Painting -Methods and techniques for contemporary sacred painting -Design for Painting -Fresco techniques and methods
<b>ABAV6</b>	Painting techniques		-Painting techniques -Painting techniques and technologies -Cromatology -Techniques and technologies of visual art -Extra-medial techniques
<b>ABAV7</b>	Sculpture		-Methods and techniques of contemporary sacred sculpture -Visual sculpture
<b>ABAV8</b>	Sculpting techniques		-Sculpture techniques -Mould making, technology and typology of materials
<b>ABAV9</b>	Marble and semi-precious stones techniques		-Marble and semi-precious stones techniques
<b>ABAV10</b>	Metal Forging techniques		-Metal Forging techniques

<b>ABAV11</b>	Decoration		-Decoration -Methods and techniques of contemporary sacred decoration
<b>ABAV12</b>	Decoration techniques		-Techniques and technologies of decoration -Materials techniques -Mosaics techniques -Pottery techniques -Glazing techniques -Gilding techniques
<b>ABAV13</b>	Decorative plastic Arts		-Decorative plastic Arts -Contemporary plastics techniques

**AREA – PROGETTAZIONE ARTI APPLICATE**

<i>Codice</i>	<i>Settore disciplinare</i>	<i>Declaratoria</i>	<i>Campi disciplinari</i>
<b>ABPR14</b>	Architecture and city planning Fundamentals		-Architecture and city planning -Land management Fundamentals and land design -Sacred architecture -Urban landscape design
<b>ABPR15</b>	Design methods		-Design methods -Style and décor architectural drawing - Interior architecture -City and land intervention design -Architecture representation -Space representation techniques
<b>ABPR16</b>	Drawing for design		-Drawing and relief of artistic heritage -Drafting -Drawing techniques and technologies -Theory and practice of perspective drawing -Fundamentals of CAD drawing
<b>ABPR17</b>	Design		-Design -Design and culture -Design for sacred arts -Design system

			-Product design -Jewelry design
<b>ABPR18</b>	Land design		-Landscape design -Light design
<b>ABPR19</b>	Graphic design		-Graphic design -Introduction to publishing design -Graphic planning -Design for publishing -Lettering -Layout and display techniques -Web design -Websites restyling
<b>ABPR20</b>	Comic art		-Comic art
<b>ABPR21</b>	Model Building		-Model Building
<b>ABPR22</b>	Scenography		-Scenography -Celebration theatre -Television scenography -Film scenography
<b>ABPR23</b>	Stagecraft		-Stagecraft -Lighting design -Architectural stage display - Scenography-applied technology and materials
<b>ABPR24</b>	Painting Restoration		-Painting restoration on canvas and board -Restoration of frescoes and murals
<b>ABPR25</b>	Sculpture Restoration		-Restoration of gravestones materials -Metals restoration -Wood restoration
<b>ABPR26</b>	Decorative Arts Restoration		-Pottery restoration -Earthenware, plasters, stuccos restoration
<b>ABPR27</b>	Restoration of works on paper		-Paper restoration
<b>ABPR28</b>	Conservation and restoration for audiovisual supports		-Cinema and video restoration -Photography restoration
<b>ABPR29</b>	Chemistry and Physics for restoration		-Chemistry for the restoration of contemporary art

			<ul style="list-style-type: none"> <li>-Preparatory chemistry</li> <li>-Physiochemical methodologies</li> <li>-Diagnostics techniques and technologies</li> </ul>
<b>ABPR30</b>	Materials Technology		<ul style="list-style-type: none"> <li>-Materials technology applied to graphics</li> <li>-Technology of new materials</li> <li>-Paper technologies</li> <li>-Applied arts and materials typology</li> </ul>
<b>ABPR31</b>	Photography		<ul style="list-style-type: none"> <li>-Photography</li> <li>-Photographic documentation</li> <li>-Digital photography</li> <li>-Heritage photography</li> <li>-Scientific photography</li> <li>-Photography direction</li> </ul>
<b>ABPR32</b>	Stage Costume		<ul style="list-style-type: none"> <li>-Stage Costume</li> <li>-Costume design</li> <li>-Costume construction techniques</li> <li>-Costume tailoring techniques</li> </ul>
<b>ABPR33</b>	Applied theatre production techniques		<ul style="list-style-type: none"> <li>-Stage make-up and mask</li> <li>-Puppetry</li> </ul>
<b>ABPR34</b>	Fashion design		<ul style="list-style-type: none"> <li>-Fashion design</li> <li>-Fashion studies: environment</li> <li>-Fashion studies: materials</li> <li>-Textiles studies</li> <li>-Fabrics design</li> <li>-Accessories design</li> <li>-Publishing for fashion design</li> </ul>
<b>ABPR35</b>	Direction		<ul style="list-style-type: none"> <li>-Direction</li> <li>-Theatre studies and practice</li> </ul>
<b>ABPR36</b>	Performing Techniques for the Visual Arts		Performing Techniques for the Visual Arts

			<ul style="list-style-type: none"> <li>-Video and theatre production techniques</li> <li>-Video installation arts</li> <li>-Multimedia installation arts</li> </ul>
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<b>ABTEC37</b>	<i>Design Methods for Visual Communication</i>		<ul style="list-style-type: none"> <li>-Art direction</li> <li>-Brand design</li> <li>-Design methods for visual communication</li> <li>-Packaging</li> </ul>
<b>ABTEC38</b>	<i>Digital Applications for visual arts</i>		<ul style="list-style-type: none"> <li>-Digital Applications for arts</li> <li>-Computer arts</li> <li>-Computer graphics</li> <li>-Digital animation techniques</li> <li>-Technologies and computer applications</li> <li>-Information technology for graphics</li> <li>-Digital image processing</li> <li>-Video graphics</li> <li>-Techniques and technologies of digital printing</li> <li>-Choreography and digital technology</li> <li>-Drama and multimedia</li> </ul>
<b>ABTEC39</b>	<i>Information technologies</i>		<ul style="list-style-type: none"> <li>-Fundamentals of informatics</li> <li>-Information technologies</li> </ul>
<b>ABTEC40</b>	<i>Multimedia Design</i>		<ul style="list-style-type: none"> <li>-Multimedia Design</li> <li>-Techniques and technologies for multimedia performance</li> <li>-Decoration and multimedia</li> <li>-Heritage and multimedia</li> </ul>

			<ul style="list-style-type: none"> <li>-Computer games direction</li> <li>-Computer games technologies: Computer games direction</li> <li>-Computer games technologies: video games set design</li> <li>-Multimedia software tools</li> </ul>
<b>ABTEC41</b>	<i>Digital Model-making Techniques</i>		<ul style="list-style-type: none"> <li>-Virtual architecture</li> <li>- 3D computer model-making techniques</li> <li>-3D Rendering technologies</li> </ul>
<b>ABTEC42</b>	<i>Interactive systems</i>		<ul style="list-style-type: none"> <li>-Cybernetics and information theory</li> <li>-Concept planning</li> <li>-Interface esthetics</li> <li>-Interaction design</li> <li>-Web art</li> <li>-Interactive software design</li> <li>-Web specific software design</li> <li>-Interactive systems</li> <li>-Software art</li> <li>-Web specific audiovisual techniques</li> <li>-Theory and practice of interaction</li> <li>-Computer games</li> <li>- Video games techniques and technologies</li> </ul>
<b>ABTEC43</b>	<i>Audiovisual languages and techniques</i>		<ul style="list-style-type: none"> <li>-Linear audiovisuals</li> <li>-Techniques of audiovisual documentation</li> <li>-Digital video</li> <li>-Filmmaking</li> <li>-Video editing</li> <li>-Editing techniques</li> <li>-Shooting techniques</li> <li>Fundamentals of video production</li> <li>- Integrated media techniques</li> </ul>
<b>ABTEC44</b>	<i>Sound design</i>		<ul style="list-style-type: none"> <li>-Sound design</li> <li>-Audio and mixing techniques for live sound</li> <li>-Sound sets design</li> <li>-Video music</li> </ul>
<b>ABST45</b>	<i>Theories of multimedia arts</i>		<ul style="list-style-type: none"> <li>-Digital cultures</li> <li>-Esthetics of the new media</li> <li>-Multi-media</li> </ul>

			<p>communication</p> <ul style="list-style-type: none"> <li>-Theories of multi-media markets and arts</li> <li>-Virtual realities and paradigms of complexities</li> </ul>
<b>ABST46</b>	<i>Aesthetics</i>		<ul style="list-style-type: none"> <li>-Aesthetics</li> <li>-Fundamentals of contemporary philosophy</li> <li>-Esthetics of the visual arts</li> <li>-Phenomenology of the visual image</li> <li>-Arts philosophy</li> <li>-Esthetics and history of Islamic art</li> <li>-Esthetics and the sacred</li> <li>-Esthetics of eastern religions</li> </ul>
<b>ABST47</b>	<i>Style and History of arts and Customs</i>		<ul style="list-style-type: none"> <li>-Style and history of the arts and customs</li> <li>-Fundamentals of iconology and iconography</li> <li>-Ancient art history</li> <li>-History of contemporary art</li> <li>- History of medieval art</li> <li>-History of modern art</li> <li>-History of Christian orthodox art</li> <li>-History of modern and contemporary sacred art</li> <li>-History of costume</li> <li>-History of decoration</li> <li>-History of drawing and artistic design</li> </ul>
<b>ABST48</b>	<i>History of Applied Arts</i>		<ul style="list-style-type: none"> <li>-History of design</li> <li>-History of fashion</li> <li>-History of printing and publishing</li> <li>History of applied arts</li> <li>-History of artistic techniques</li> </ul>
<b>ABST49</b>	<i>Theory and History of Restoration</i>		<ul style="list-style-type: none"> <li>-Restoration methods</li> <li>- Restoration issues in contemporary art</li> <li>-History of restoration techniques</li> <li>-Theory and history of restoration</li> </ul>
<b>ABST50</b>	<i>History of architecture</i>		<ul style="list-style-type: none"> <li>-History of architecture and city planning</li> <li>-History of theatre</li> </ul>

			architecture -History of contemporary architecture
<b>ABST51</b>	<i>Phenomenology of Contemporary Arts</i>		-Phenomenology of contemporary arts -Phenomenology of the Style -Languages of contemporary arts -Expression issues in contemporary arts -Recent trends in the visual arts
<b>ABST52</b>	<i>History and methods of art criticism</i>		-History and methodology of art criticism -Theory and methodology of art history -Techniques and methodologies of contemporary matters -Theory and history of representation methods
<b>ABST53</b>	<i>History of performance</i>		-History of performance -Drama literature and philosophy -History and theory of Scenography
<b>ABST54</b>	<i>History of music</i>		-History of contemporary music -History of music and musical theatre
<b>ABST55</b>	<i>Cultural Anthropology</i>		-Anthropology -Art anthropology -Anthropology of complex societies -Archetypes of the imaginary -History of Religion and Popular Culture
<b>ABST56</b>	<i>Sociological Studies</i>		-Sociology of the new media -Sociology of Culture -Sociology of art -Sociology of communication
<b>ABST57</b>	<i>Phenomenology of Religion</i>		- Biblical iconography - Biblical studies - Liturgy
<b>ABST58</b>	<i>Perception theory and the</i>		- Perception theory and the psychology of form

	<i>psychology of form</i>		<ul style="list-style-type: none"> <li>- Psychology of the arts</li> <li>- Psychosociology of cultural consumerism</li> </ul>
<b>ABST59</b>	<i>Art Education</i>		<ul style="list-style-type: none"> <li>- Art Education</li> <li>- Multi-media education</li> <li>- Museum Education</li> <li>- Children literature and illustration</li> <li>- Methods in Audiovisual languages Education</li> <li>- Arts Education</li> <li>- Games and activities for Children</li> <li>- History of education</li> <li>- Technology of education</li> </ul>
<b>ABST60</b>	<i>Art Therapy Methods and Techniques</i>		<ul style="list-style-type: none"> <li>- Arts and crafts for children</li> <li>- Principles and techniques of art therapy</li> <li>- History and models of art therapy</li> <li>- Integrated self-expression techniques</li> </ul>
<b>ABVPA61</b>	<i>Cultural and environmental Heritage</i>		<ul style="list-style-type: none"> <li>-Cultural Heritage of the contemporary age</li> <li>-Cultural and environmental assets</li> <li>-Cataloguing and archival management</li> <li>-History and documentation of architectural heritage</li> <li>-Theory and history of cultural heritage</li> <li>-Landscape studies</li> </ul>
<b>ABVPA62</b>	<i>Theory and practice of Cultural Heritage Promotion</i>		<ul style="list-style-type: none"> <li>-Communication and Promotion of archival heritage</li> <li>-Communication and enhancing of museum collections</li> <li>-Improvement of architectural and landscape heritage</li> </ul>

			<ul style="list-style-type: none"> <li>-Conservation and management of the archeological sites</li> <li>-Registration and conservation methods in the digital era.</li> </ul>
<b>ABVPA63</b>	<i>M useum studies</i>		<ul style="list-style-type: none"> <li>-Museum studies in the contemporary age</li> <li>-Museology and management of exhibition systems</li> <li>-Museology and collectionism</li> </ul>
<b>ABVPA64</b>	<i>Museography and exposition design</i>		<ul style="list-style-type: none"> <li>-Exposition settings</li> <li>-Exposition communication</li> <li>-Ergonomics of expositions</li> <li>- Museography</li> <li>-Set design</li> </ul>

<b>AREA – PROCESSI COMUNICATIVI</b>			
<i>Codice</i>	<i>Settore disciplinare</i>	<i>Declaratoria</i>	<i>Campi disciplinari</i>
<b>ABPC65</b>	<i>Theory and Methods of Mass Media</i>		<ul style="list-style-type: none"> <li>-Phenomenology of the mass media</li> <li>-Audiovisual studies</li> <li>-Ethics of communication</li> <li>-Theory and analysis of film and audiovisual presentations</li> </ul>
<b>ABPC66</b>	<i>History of the new media</i>		<ul style="list-style-type: none"> <li>History of cinema and video</li> <li>-History of photography</li> <li>-History of photography criticism</li> <li>-history of the television and television show</li> <li>-History and theory of the new media</li> </ul>

			-History of illustration and advertising
<b>ABPC67</b>	<i>Communication Methods and Techniques</i>		-Advertising Communication -Copy writing -Arts Publishing Systems -Fundamentals of Communication and Journalism -Creative Writing -Information and the Arts: means and methods
<b>ABPC68</b>	<i>Analysis of the Communication Processes</i>		-Basic History of social communication -Semiology and rethoric of exposition systems -Arts semiotics
<b>ABLE69</b>	<i>Marketing and management</i>		-Management for the arts sector -Introduction to cultural Marketing -Net marketing -Design marketing -Project management for the Sculpture sector -Planning and Production of Media Arts -Publishing management -Expertise work planning -Public relations -Events management -Business thinking and management
<b>ABLE70</b>	Legislation and Economics of the Arts and Performance		- Legislation and Economics of the Arts and Performance - Arts Economics and Market -Computer Graphics Economics -Cultural heritage

			<ul style="list-style-type: none"> <li>Law</li> <li>-Arts market Law</li> <li>-Performance Policy</li> <li>- Information and Digital Communication Law</li> </ul>
<b>ABLE71</b>	Modern Languages		<ul style="list-style-type: none"> <li>-English</li> <li>-English for the Arts communication</li> <li>-English Language and Literature</li> </ul>