Collegium Da Vinci
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phone: +48 61 27 11 000, e-mail: info@cdv.pl

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COLLEGIUM DA VINCI

COURSE CATALOGUE

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Introduction:

Collegium da Vinci is a new generation university. It is a true 'career locomotive' that aims to shorten the road of every student from 'studies' to 'a professional career'. We hold to the principle of the 3 'P's: Practice, Practice and more Practice. As you well know, over 70% of classes at CDV is in fact of a practical nature and we do our utmost to ensure that classes are run by true experts in their field. All of this of course is complemented by a relevant dose of theory, which is part and parcel of hands-on learning. Every year we aim to offer something new, unique and value added. Innovative majors are being established as are workshops, apprenticeships and practice, which all provide students 'that extra something' they happen to be looking for – abilities and skills that have direct application in professional life.

Collegium Da Vinci offers modules on four courses with Bachelor Degree. At present the following Majors are being offered:

MEDIAWORKING

Module	Hours	ECTS
Methods of media research	20	5
Social media and Web advertising	30	10

Module Methods of media research **CREDITS: 20h/ 5 ECTS**
the course aims to discuss selected research methods and techniques (characteristics, objectives, effectiveness, advantages and disadvantages). During the course students will gain knowledge about the construction of a research project: research purpose, subject and a problem of research; research thesis and hypothesis; selection of research methods and techniques; collecting research material; implementation of a research project (applying the acquired knowledge in practice).

Module: Social media and Web advertising **CREDITS: 30h/ 10 ECTS**
the course aims to discuss Social media and Web advertising: links and sponsored articles; Google AdWords; characteristics of social media (Facebook, Twitter, Instagram etc.); content Marketing and SEO Copywriting; cooperation with bloggers; **word of mouth marketing;** You Tube and Mailing.

CONSULTANCY and COACHING

Module	Hours	ECTS
Introduction to psychology	50	10

Module ***Introduction to psychology*** **CREDITS:** 10 ECTS **Jakub Wierzbicki**

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Description **The aim of the module is to present basic information in the field of psychology: from the main approaches in psychology, through the most important sections of psychology, to topics related to mental disorders and psychotherapy. An additional goal of the module is to show how psychology explains everyday humans' functioning.**

CREATIVE MANAGEMENT

MODULE	Hours	ECTS
Business Practice Case	50	10

Module Business Practice Case **CREDITS: 10 ECTS**
Description – Business Practice Case (MDW) Basing creative solutions on the specific challenges and organization problems related to brand management. Students prepare projects regarding improvements at the level of brand management in terms of implementation possibilities. Solutions proposed by students should take into account the competitive context and the organization's resources.

GRAPHIC DESIGN

MODULE	Hours	ECTS
Motion graphic (part 1)	25 workshops	5
Studio of documentary photography (part 1)	25 workshops+free studio	5
Hand drawing	25 workshops	5
Basics of Printmaking	25 workshops	5
Drawing records	25 workshops	5
Contemporary architecture ENG /ESP	30 hours	5

Modules **Motion graphic (part 1), *Wojciech Hoffmann*, *sem. 3*** **CREDITS: 5**
Description: The advanced use of the language of the moving image and the ability to creatively use animation. Students create projects that use a variety of media and seamlessly navigate new areas of visual communication. As a result of the course students will be able to: create scripts, basic support for Adobe After Effects, Photoshop and Encoder, combining music with moving images, creative manipulation of compositing tools, tools, track, stabilization, video rotoscopy and tracking.

Module **Studio of photography (part 1), *Monika Pich*, *sem. 3*** **CREDITS: 5**
Description: Photography workshops based on practical work with elements of the theory of the basics of photography and documentary photography

Modules **Hand drawing, *Martyna Rzepecka*, *sem. 1*** **CREDITS: 5**
Description:

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During this course students get to know various of drawing tools. The way of this study will be observation the reality created by leading. This reality will be a still life or model with an emphasis on chose artistic issues.
Issues which are especially connected and introduction to graphic art and graphic design. Expanding the program is art presentations and visit the chosen exhibitions connected with drawing and graphic.

Modules **Basics of Printmaking, *Martyna Rzepecka*, *sem. 1 / 2 / 3***
CREDITS: 5

Description:
This course is introduction to art graphic (printmaking). Student will know such a printmaking techniques like: linocut, monotyphe, kolography, woodcut etc.. Students will be practise manual skills and work with a project. They will work with transferring the project on a matrix and prepare a graphic matrix and finally artwork.

Modules **Drawing records, *Iza Martyna Rzepecka*, *sem. 3 / 4 / 5***
CREDITS: 5

Description:
The basic tools of this course will be notebook. The aim of this course is to sensitize students to drawing, to note, to observe a reality and preparing a project. Projects which are the most important part of graphic design and printmaking. A work will be not only in art studio, and university, we will use different spaces.

Modules **Contemporary Architecture, *Weronika Bryl-Roman*, *sem. NA***
CREDITS: 5

Description: Historical and theoretical module devoted to the basic trends, works and creators of modern and contemporary architecture, presenting the subject in the context of the history of art theory as well as the dynamics of artistic and cultural changes from the 19th to the 21st century.
Recommended competences: general knowledge of modern and contemporary history; basic knowledge of art history and major aesthetic categories; ability to work with a scientific message (assimilation of content, synthesizing a message, making notes);
Learning objectives: knowledge of the main trends, the most important works, historical-cultural contexts of modern architecture and problems of contemporary architectural design; ability to identify iconic designs; recognition of architectural styles and inspirations in the environment.

Module **Arquitectura Contemporanea, *Weronika Bryl-Roman*, *sem. NA***
CREDITS: 5

Description: Módulo histórico y teórico dedicado a las tendencias básicas, obras y creadores de la arquitectura moderna y contemporánea, que presenta el tema en el contexto de la historia de la teoría del arte, así como la dinámica de los cambios artísticos y culturales del siglo XIX al XXI.
Competencias recomendadas: conocimiento general de la historia moderna y contemporánea; conocimientos básicos de historia del arte y principales categorías estéticas; capacidad para trabajar con un mensaje científico (asimilación de contenido, sintetizar un mensaje, tomar notas);
Objetivos de aprendizaje: conocimiento de las principales tendencias, las obras más importantes, contextos histórico-culturales de la arquitectura moderna y problemas del diseño arquitectónico contemporáneo; capacidad para identificar diseños icónicos; reconocimiento de estilos arquitectónicos e inspiraciones en el entorno.

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INFORMATION TECHNOLOGY

MODULE	Hours	ECTS
Introduction to Programming	50	5
Security Foundations	50	5
Introduction to ICT	50	5
Operating systems	100	10
Software engineering	50	5
GUI and Web Design	50	5
Data analysis with Python	50	5
Data mining	50	5
Databases Foundation	50	5

Module *Introduction to Programming* CREDITS: Tomasz Tyksiński
Description The module introduces the basic concepts and ideas in the field of algorithms designing, syntax of C/C++ programming languages, the definition and use of simple and complex data types and its representation. During the module students learn methods of writing algorithms and structural programs in high-level language. The language used during the course is C/C++. In addition, students acquire the skills to prepare a simple project as well as create software that runs in the Windows environment using complex data structures and mechanisms for file handling and practical application programming knowledge.

Module *Security Foundations* CREDITS: Tomasz Tyksiński
Description The module presents cryptographic protocols designed to ensure the confidentiality of information transmitted over the network. as well as authentication protocols for communicating parties. The second part of the lecture illustrates the practical network protocols securing the various layers of the network model, using symmetric and asymmetric cryptography.

Module *Introduction to ICT* CREDITS: Jerzy Weres
Description The module includes theoretical content presenting the individual fields of computer science, practical content extending knowledge and skills in operating systems and mathematics. In this module, the student will also learn the needs and principles of creating his own portfolio.

Module *Operating systems* CREDITS: Jerzy Weres
Description The aim of the module is to gain knowledge about concepts in the field of functions and architecture of operating systems, using Linux and Windows systems, programming in the Linux operating system. Organization of knowledge in programming in C language, with particular emphasis on

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low-level aspects and issues of access to Linux kernel services. Acquiring the skills of using and administering operating systems, creating software operating in the Linux environment that uses file handling mechanisms, processes and practical application of knowledge in the field of operating systems.

Module *Software engineering*
CREDITS: Jerzy Weres

Description

The aim of the module is to: provide students with knowledge covering basic concepts and methods in the field of software engineering at individual organizational levels of an IT project, in all phases of the software development process; organizing knowledge in the field of methods and systems of notation in the software design process, with particular emphasis on the analysis of the problem domain, testing methods and methods of IT project management; acquisition of the ability to prepare an IT system project in accordance with the principles of software engineering, through the practical application of the acquired knowledge; acquiring social competences in the field of team preparation of the project, taking into account the principles of organization of teamwork and skillful division of roles, including - the managerial role; developing the ability to communicate in the process of team-solving problems.

Module *GUI and Web Design*
CREDITS: Marek Wojciechowski

Description

The module includes courses devoted to designing web pages and the design and implementation of the user interface in web applications using basic web technologies: HTML, CSS and JavaScript as well as libraries and frameworks for Rich Internet Applications (RIA), mainly in the SPA architecture (Single-Page Application).

Module *Data analysis with Python*
CREDITS: Michał Żarnecki

Description

Python is a universal programming language that is becoming more and more popular in the field of data analysis and processing. Participant in the module
learns about efficient and effective storage methods and data manipulation, acquires knowledge about supporting tools processing of large data sets.
The course combines statistical techniques and algorithms in machine learning with programming in Python for analysis and interpretation complex data.

Module *Data mining*
CREDITS: Michał Żarnecki

Description

The module is an introductory course on data mining. It introduces the basic concepts, principles, methods, implementation techniques, and applications of data mining, with a focus on two major data mining functions: pattern discovery and cluster analysis.

Module *Databases Foundation*
CREDITS: Bartosz Bębel

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Description
The aim of the module is to familiarize students with the basic concepts and problems of the construction of database systems, design logical diagrams and physical databases, and to develop the ability to apply this knowledge in the use and design of database systems.

URBAN MANAGEMENT

Module	Hours	ECTS
Studio "Shaping the City" in English Courses: *Public space of the city*; *People shaping the city*; *Economy of the city*; *Complete city*	200	10

Module CREDITS:
Studio 'Shaping the City' provides an integrated and active learning environment for students, that stimulate their intellectual, practical and content learning about urban development. The module is aimed at acquiring by students basic understanding of important components and processes forming the worldwide cities and its society. It stress up the meaning of interaction between social, economic, spatial and technological development and challenges of the cities. Shows the multidimensionality of the public space and its ways of creating in accordance with the people's needs. The courses that are part of module stimulate students interest in obtaining more information and work on concrete case studies. It gives foundation of knowledge as well as basic skills of making conceptual drawings, sketching, spatial inventory and analyses. Students are encouraged to act free of barriers researching, mapping, drawing, discussing and presenting thoughts and ideas. They are not limited using their skills for creative solutions - graphical, creating movies, computer simulations etc. It helps getting lifelong skills. Students learn to work in cooperative way as a team. The module is supported by international practitioners who shares with students their knowledge and many years' experience.