Department of Digital Arts and Cinema of National and Kapodestrian University of Athens (NKUA)

CURRICULUM | LIST OF COURSES TAUGHT IN GREEK LANGUAGE

CORE COURSES (MANDATORY | 5 ECTS)

1. History of art I

2. Painting

3. Art and technology

4. History of world cinema I

5. Introduction to IT

6. Screenwriting I: Introduction

7. Optical Composition

8. Human-Computer Interaction

9. Cinematography I: Camera Operation

10. Editing I: Image and Sound Editing

11. Computer Programming I: Introduction

12. Sound I: Sound Technology

13. Video Art: Theory and Practice

14. 3D Modeling and Animation

15. History of Cinema II

16. Screenwriting II: Fiction

17. Editing II: Decoupage and Storyboarding

18. Art History II

19. Computer Programming II: Creative Programming

20. Plastic Art Composition I

21. Cinema Theory I: Introduction to Audiovisual Language

22. Physical Computing I

23. Computer Programming III: Design and Implementation for the Internet

24. Academic Research and Composition

25. Film Directing I: Documentary

26. Virtual Reality I: Interaction Programming in
Virtual Environments

27. Interactive Art

28. Virtual Reality II: Design and Production

ELECTIVE COURSES | 5 ECTS

1. Applied Mathematics and Computating

2. Digital Games Design

3. Theory and Practices of Animation: 2DAnimation

4. Multimedia Technologies

5. Theories of Communication and New Media

6. Cinematography II: Film Lighting

7. Production I: Organization and Production of Audiovisual Works

8. Sound II: Sound Design

9. Screenwriting III: Non-Linear and Medial Narrative

11. Lighting Technologies

12. Actors Direction in Film Production

13. Aesthetic Theories

14. Editing III - Post Production Techniques

15. Electroacoustic Music

16. History and Philosophy of Technology

17. Scenography - Costumes in Cinema

18. Ethnographic Cinema

19. Painting II

21. Film Directing II: Fiction

22. Film Theory II: Film Theories

23. Production II: Financing, Distribution and Legal Issues

25. Physical Computing II

26. Computer Programming IV

27. Cinema and Audiovisual Arts in Education: Pedagogical Approaches and Applications I

28. Film Directing III: Advertising

29. Immersive Cinematography - CinematicVR

30. Cinema Theory III: Audiovisual Genres and Narrative

34. Research Methodologies for Art and Science

35. Interactive Media: Implementation Design Methodologies and Evaluation

36. Production III: Television Production and Multi-Camera Systems

37. Plastic Art Composition II