STUDY MULTIMEDIA AT UITM WHERE CREATIVE ARTS MEET MODERN DIGITAL TECHNOLOGIES

THIS GLOBALLY RECOGNIZED DEGREE PROGRAMME WILL EQUIP YOU FOR THE INTERNATIONAL JOB MARKET

UNIVERSITY of INFORMATION TECHNOLOGY and MANAGEMENT
in Rzeszow, POLAND

6 REASONS TO STUDY MULTIMEDIA

- Develop your creative skills and think outside the box
- Become a professional - practical classes with real-life business projects
- Work with advanced software and hardware programs to boost your employability
- Exciting job opportunities - in the media, cultural and creative industries.
- Multimedia integrates many different types of art, including audio, video, animation, 3D modelling, imaging, interactivity and text.
- No two days are the same when studying multimedia - every day is a new creative challenge.

NAME OF THE PROGRAMME:
BACHELOR OF ARTS IN GRAPHIC DESIGN

MAJOR: Computer graphics and multimedia production

STUDY DURATION: 3 years (6 semesters)

LANGUAGE OF INSTRUCTION: English

STUDY MODES: Full-time

WINTER INTAKE: Recruitment starts April 26th 2021 and will last until 30th September 2021

TUITION FEE: EUR 2250 per semester (EUR 4500 payable upfront for the first year of study)

THE APPLICATION FEE: The application fee including postage of the original documents (non-refundable) EUR 200

APPLY HERE: LINK

ABOUT THE PROGRAMME

The Bachelor of Science (BSc) in Multimedia gives you the opportunity to gain expert skills, competences and knowledge to start a career on the path of a Multimedia Artist. The aim of the programme is to teach you how to deal with motion graphics as well as planning the production from concept to execution. At UITM we use teaching programmes and techniques which are reflective of real-world pipelines used in many studios around the world. Our classes are led by practitioners and professional who are already working in the business. By studying Multimedia, you open up prospects for your professional development in this rapidly evolving global economy. The Multimedia-connected professions give you freedom of choice and a wide range of employment opportunities.

TEACHING AND LEARNING

The programme focuses on a practical approach to teaching, reflected in the practice-oriented coursework. You will have the opportunity to attend seminars, workshops, lectures, problem-based projects as well as meetings with tutors - all designed to engage your interest and enable you to become a multimedia artist. Classes are held on weekdays in small cohorts to ensure that you receive full support to get the best out of the programme and increase the effectiveness of the educational process. You will work with high class software – Adobe CC, Autodesk product suit, Unity and UnrealEngine, using them to raise your creative potential and employability. UITM is equipped with a TV Studio, Photography studio, 3D printing laboratory, Virtual reality laboratory and Radio Studio. Assessment methods include projects, reports, presentations and case studies, as well as time-constrained in-class tests and exams.

PROGRAMME STRUCTURE

YEAR 1

- Basic Graphics Software
- Graphic Design Studio
- Introduction to Typography
- Basics of 3D Graphics
- Sound Processing
- Drawing and Composition
- Design and Transmission Technicians Studio
- Fundamentals of Marketing Communication
- History of Art
- Information Management
- Contemporary Media
- Media Market Research
- Social Science Elective Course I
- Philosophy
- Information Technology
- Poland and the World
- Tutorial
- English Language
- Physical education
- Health and Safety while studying
- Vocational Apprenticeship
- Foreign Language: Polish

YEAR 2

- Project Management
- Digital Painting
- DTP
- Marketing in the Media
- Typography
- Animation Studio
- Video Studio
- Digital Photography Studio
- Modelling I
- Rigging I
- 2D Animation
- Basics of Compositing
- Fundamentals of Law
- Social Science Elective Course
- Information Technology
- English Language
- Physical Education
- Proseminar
- Diploma Seminar
- Vocational Apprenticeship

YEAR 3

- Packaging Design
- Advertising Law
- Multimedia Graphics
- Lightning and rendering
- Composition of motion material
- Motion and motion capture techniques
- Modelling II
- Rigging II
- 3D Animation
- DTP2
- Copyright
- Fundamentals of Economics
- English Language
- Diploma Seminar
- Vocational Apprenticeship

CAREER OPPORTUNITIES

THE BA IN MULTIMEDIA WILL ENABLE YOU TO TAKE A HUGE STEP TOWARDS FINDING YOUR DREAM JOB, FOR EXAMPLE:

- Multimedia Artist
- Postproduction Artist
- Rigging Specialist
- Lightning Specialist
- 3D animation specialist
- 2D animation specialist
- Motion Capture Specialist

ENTRY REQUIREMENTS

- Secondary School certificate (original document and sworn translation into English or Polish) with Apostille or legalized by the Polish Embassy (check the list of members of Hague Convention Abolishing the Requirement of Legalisation for Foreign Public Documents).

- English Certificate (which confirms the knowledge of the English language at least at B1 level or higher in accordance with the Common European Framework).

ABOUT UITM

Quality Education
affordable tuition fees

Diploma
recognised worldwide

Cisco, Apple, Microsoft
training programmes

Ringier Axel Springer, VERASHAPE, PeopleCanFly, Juice.pl
strategic business partners for each programme

Prestigious Certificates
free for our best students

Internship at
International Companies

Great job opportunities
in global industries

Mobility
with EU Universities

Internationalisation
students from 50 countries

Unique students experience
in Europe