

Specification for the book of courses

Study program		Electrical Engineering and Computer Science		
Module		Electronics - Multimedia technologies		
Type and level of studies		Undergraduate Academic Studies		
The name of the course		Graphic Design		
Lecturer (for lectures)		Nikolić V. Saša		
Lecturer/associate (for exercises)		Nikolić V. Saša		
Lecturer/associate (for OFE)		Nikolić V. Saša		
Number of ECTS	5	Course status (obligatory/elective)	Elective	
Prerequisites				
Course objectives				
The main course objective is to introduce students to the graphical design and allow them to apply graphical design in photography, film and television, print, and web. Logo design in various formats.				
Course outcomes				
After successful completion of this course, students are expected to be able to independently perform a logo design in a specific format and to be able to use it of graphic design in film, television and the press and the web.				
Course outline				
Theoretical teaching		Designing graphics with and without photographs, graphics purpose, the design of the media as part of the total design. Marketing applications.		
Practical teaching (exercises, OFE, study and research)		Practical teaching will be executed consistently throughout the semester, students will work through practical creation. Graphic design and photography, television trailers, telops, posters, billboards, business cards etc.		
Textbooks/references				
1	Miroslav Fruht			
2	Ryan Hembree, Complete Graphic design, 2008.			
3				
4				
5				
Number of classes of active education per week during semester/trimester/year				
Lectures	Exercises	OFE	Study and research work	Other classes
2	1	1	0	0
Teaching methods		Lectures, exercises, laboratory exercises, homework, course project, consultations		
Grade (maximum number of points 100)				
Pre-exam duties		Points	Final exam	Points
Activity during lectures		10	Written exam	
Exercises		20	Oral exam	40
Colloquia				
Projects		30		