

SCHOOL	PAINTING
ACADEMIC YEAR	THREE-YEAR PROGRAM III - 2025/2026
SUBJECT	1145 Digital Video
TYPE OF SUBJECT	Theoretical-Practical
NUMBER OF HOURS PER LESSON	4
NUMBER OF ECTS CREDITS	4
DISTRIBUTION OVER THE ACADEMIC YEAR	I SEMESTER

EDUCATIONAL OBJECTIVES AND EXPECTED RESULTS

Among the many variations of the subject, the course is primarily dedicated to the interconnections between video, contemporary art, and the performing arts. From a theoretical perspective, the course addresses various aspects of video experimentation, ranging from video art to video clips, and encompassing video applications in theater and performance. Historical lectures are offered on the principal figures and movements within the audiovisual sector, with the aim of enabling students to comprehend the significant potential of this expressive medium and its diverse applications. From the outset of the course, in parallel with the theoretical sessions, the laboratory activities will be optimized to provide students with the fundamental principles for constructing a narrative structure and for the practical realization of an audiovisual product through all its phases, from conception to completion. Lecture notes will also be provided, offering a concise overview of the techniques, languages, and genres that define the myriad applications of the video medium. This will ensure that students are fully engaged with the subject matter throughout the course. The program also includes the completion of collective and individual projects designed to apply the acquired concepts. Finally, the course aims to provide the fundamentals of video editing through the use of Adobe Premiere software, which is supplied to students.

Knowledge and understanding	Students are required to acquire knowledge and understanding of audiovisual language, to be familiar with the various stages of production, and to possess at least a general understanding of how an audiovisual product is created.
Applying knowledge and understanding	Students must demonstrate proficiency in their specific field of reference by applying their knowledge. They must also demonstrate a comprehensive understanding of the subject matter and develop the requisite technical and linguistic skills to execute all project phases.
Making judgements	Students are expected to achieve a level of independent judgment that enables them to formulate reflections and insights on each topic related to the course subject matter, as well as to develop skills in synthesis and argumentation on topics related to the Digital Video sector.
Communication skills	Students must demonstrate the ability to communicate and present ideas, information, problems, and their corresponding solutions to both specialist and non-specialist audiences. They must also acquire technical and specific terminology of the audiovisual sector to be able to use it with proficiency in the presentation of their projects.
Learning skills	Students will be required to develop proficient audiovisual language learning skills, essential for addressing complex designs that necessitate both a theoretical cognitive background and a strong capacity for resolving technical issues.

CONTENTS	<p>The general course content, by the very definition of the subject, will oscillate in parallel between theoretical notions and practical exercises. In addition to a historical/theoretical framework, the course will focus on artists and movements, which will be explored in depth through the examination of archival images and films. The two courses, one theoretical and the other practical, will be addressed concurrently, alternating and continuously overlapping. For the sake of convenience, they will be listed separately below. The progression and learning level of the students will determine the alternating schedule, considering the three fundamental phases of the course: theoretical instruction, practical exercises, and a final project to be presented for examination. - An introduction to the subject of digital video, including its definition, technical specifications, and its place within the contemporary art history landscape. This will be achieved by referencing key milestones of this artistic discipline, which has evolved over the years into the most versatile expressive medium within the art scene. - Analysis of the diverse languages derived from the utilization of this medium will be conducted through the viewing and in-depth study of numerous works created by the faculty in the fields of video art, mapping, video installations, and performance. - A collective review and analysis of student portfolios will be conducted to assess their technical and expressive abilities, thereby identifying a personalized pathway for each individual. - Theoretical/historical pathway: an in-depth exploration of the authors and movements that, through experimentation, have transformed video into a medium with significant expressive potential, beginning in the 1980s and encompassing cinema, music videos, video installations, and the diverse applications of video within the performing arts (theater, dance, etc.). - Theoretical and practical concepts: lectures and handouts meticulously prepared by the instructor will address all phases of video production, from conceptualization to scriptwriting, from storyboard development to framing, from photography to camera movements, and concluding with digital editing. - A theoretical and practical exploration will be conducted through video conference presentations by artists and professionals, focusing on diverse production techniques and multiple design approaches. - Practical exercises are designed to foster the development of flexible and concrete design skills in students. These exercises will enable them to address the challenges inherent in the complexity of the subject matter. - Assignment of a final project for examination, which will demonstrate complete assimilation of the theoretical component and a proficient use of the expressive medium. The objective is to strengthen each student's awareness of their abilities, providing them with all the necessary tools to address the challenges of their work and artistic research.</p>
ADOPTED METHODOLOGY	<p><input checked="" type="checkbox"/> In Person The course methodology includes lectures for all theoretical and in-depth study, utilizing multimedia content prepared by the instructor and shared both in class and on the teaching support platforms. Practical and design activities will be conducted in the Academy's laboratories, utilizing a continuous and individualized collaborative approach with the instructor. Where feasible, visits to select prestigious art studios or exhibitions closely related to the discipline under study will be considered.</p>
ASSESSMENT METHODS	<p>The examination will include the presentation of an audiovisual product created during the course, accompanied by an oral presentation of approximately 10-15 minutes.</p>