LABORATORY MODULE OUTLINE ATM2

1. GENERAL INFORMATION

SCHOOL	OF APPLIED ARTS AND SUSTAINABLE DESIGN				
PROGRAM COURSE	Documentation and modeling of Monuments and Archaeological				
	Sites (ATM)				
LEVEL OF STUDY	POSTGRADUATE				
MODULE CODE	ATM2	SEMESTER OF STUDY 1st			
MODULE TITLE	INTRODUCTION TO DIGITAL DESIGN				
INDEPENDENT TEACHING ACTIVITIES					
in case credits are awarded for sepa			CDEDIC		
course, e.g. in lectures, laboratory exer for the entire course, give the	HOURS		CREDIS		
and the total					
Weekly teaching hours 19-20 hours x 13 weeks			250		10 ECTS
COURSE TYPE					
Compulsory, Optional, Optional	Compulsory				
mandatory					
PREREQUISITE MODULES:	None				
LANGUAGE OF INSTRUCTION	Greek				
AND EXAMS					
THE MODULE IS OFFERED TO	No				
ERASMUS STUDENTS					
MODULE WEBSITE (URL)	https://www.eap.gr/en/documentation-and-modeling-of-				
	monuments-and-archaeological-sites-atm-thematics/#atm2				
	Each laboratory module has its own space in the Learning				
	Management System of HOU				
	(https://courses.eap.gr/login/index.php), with controlled access				
	(use of code) for students and teaching staff.				

2. LEARNING OUTCOMES

Learning Outcomes

The course learning outcomes, specific knowledge, skills and competences of an appropriate (certain) level, which students will acquire upon successful completion of the course, are described in detail. It is necessary to consult:

Upon successful completion of the Thematic Unit, students will be able to:

- Understand and perceive real space through theory and comparison with digital space.
- Design and Process two-dimensional objects in digital space.
- Represent digitally objects and sets.
- Have a basic knowledge of image processing rules and practice through software learning.
- Understand the basic rules of three-dimensional design.

General Competences

Adapting to new situations

Taking into consideration the general competences that students/graduates must acquire (as those are described in the Diploma Supplement and are mentioned below), at which of the following does the course attendance aim?

Search for, analysis and synthesis of data and information by the use of appropriate technologies,

Project planning and management Respect for diversity and multiculturalism **Environmental awareness**

Social, professional and ethical responsibility and

Decision-making sensitivity to gender issues
Individual/Independent work Critical thinking

Group/Team work Development of free, creative and inductive thinking

Working in an international environment

Working in an interdisciplinary environment (Other......citizenship, spiritual freedom, social Introduction of innovative research awareness, altruism etc.)

- Search for, analysis and synthesis of data and information by the use of appropriate technologies
- Environmental awareness
- Adapting to new situations
- Decision-making
- Individual/Independent work
- Group/Team work
- Working in an interdisciplinary environment
- Critical thinking
- Development of free, creative and inductive thinking

3. MODULE CONTENT

The Laboratory Course Module "Introduction to digital design" covers the processes of two-dimensional design on a computer by describing the relevant theories for the analysis and synthesis of two-dimensional digital space. Along the way it introduces students to the environment of three-dimensional design. The aim of the Laboratory Thematic Unit is the perception and creation of space and objects within the digital environment. Upon successful completion of the Laboratory module, students will have acquired the necessary knowledge to design and perceive objects and sets in the digital space.

4. TEACHING METHODS--ASSESSMENT

STUDENT PERFORMANCE

METHODS

EVALUATION/ASSESSMENT

MODES OF DELIVERY	Distance education with three Group Counseling Meetings				
Face-to-face, in-class lecturing, distance	(OSS) during the academic semester, held on weekends.				
teaching and distance learning etc.	Personal contact and feedback when needed (consulting)				
USE OF INFORMATION AND	We use:				
COMMUNICATION	Remote meetings tools (cisco webex),				
TECHNOLOGY	Presentation software (e.g. power point),				
Use of ICT in teaching, Laboratory	Image processing software (i.e. Gimp)				
Education, Communication with students	2d drafting software (i.e. AutoCAD)				
MODULE DESIGN					
Description of teaching techniques, practices and methods: Lectures, seminars, laboratory practice, fieldwork, study and analysis of	Activity	Annual Workload			
	3 OSS (x 3 hours)	9			
bibliography, tutorials, Internship, Art	3 tutorial	60			
Workshop, Interactive teaching, Educational visits, projects, Essay writing, Artistic creativity, etc The study hours for each learning activity as well as the hours of selfdirected study are given following the principles of the ECTS.	exercises/projects				
	Final Project	40			
	Individual study (11 hours x	143			
	13 weeks)				
	Total laboratory module workload (hours)	250			

Completion of assignments during the academic semester, and

final project. Assignments/projects consist of a theory part, and

an applied one. Final oral exam as part of the project

Detailed description of the evaluation procedures.

Language of evaluation, assessment methods, formative or summative (conclusive), multiple choice tests, short- answer questions, openended questions, problem solving, written work, essay/report, oral exam, presentation, laboratory work, other.....etc.

Specifically defined evaluation criteria are stated, as well as if and where they are accessible by the students submission to verify authorship of projects and establishment of the level of knowledge of those taking part in the exams. For further information go to the **EAP Study Guide**.

5. SUGGESTED BIBLIOGRAPHY

- 1 Bachelard, Gaston (1994). The Poetics of Space. Trans. Maria Jolas. Boston: Beacon Press.
- 2 Buci-Glucksmann, Christine (2002). La folie du voir: Une esthétique du virtuel. Paris: Galilée
- 3 Žižek, Slavoj (2002): Žižek, Slavoj, Welcome to the Desert of the Real. London-New York: Verso.
- 4 Deleuze, Gilles (1994), Difference and Repetition, New York: Columbia University Press.
- 5 Felluga, Dino (2015), 'Modules on Lacan: On the gaze: Introductory guide to critical theory', http://www.purdue.edu/guidetotheory/psychoanalysis/lacangaze.html. Accessed 10 May 2022.
- Ingold, Tim (2000), The Perception of the Environment: Essays in Livelihood, Dwelling and Skill, London: Routledge. Lakoff, George (1994), 'The contemporary Theory of Metaphor', in A. Ortony (ed.), Metaphor and Thought, 2nd ed., Cambridge: Cambridge University Press, 202-251...
- 7 Lakoff, George and Johnson, Mark (2003), Metaphors We Live By, Chicago, IL: Chicago University Press.
- 8 Lefa, Nora (2014), The gray zones between reality and non-reality, MA thesis, Arts et technologies de l'image virtuelle. Paris: Université Paris 8.
- 9 Lefa, Nora (2015), 'Which virtual reality? Aesthetics and ethics', 1 Nationwide Conference of the School of Artistic Studies, 12-13 June, Technological Educational Institute of Athens, Athens.
- 10 Lefa, Nora and Parmenidis, Giorgos. (2016), 'Immersion into the object: Reality and materiality', International Conference on Architecture: Scale of Design from Micro to Macro, STRAND, Sustainable Urban Society Association, Beograd, 1–2 December.
- 11 Merleau-Ponty, Maurice (2014), Phenomenology of Perception, Milton Park: Routledge.
- 12 Milne, Esther (2003), Letters, Postcards, E-mail, Technologies of Presence, London: Routledge'Email and Epistolary Technologies: Presence, Intimacy, Disembodiment', Fibreculture 2.
- 13 Nagy, Peter and Koles, Bernadett (2014), 'The digital transformation of human identity: Towards a conceptual model of virtual identity in virtual worlds', Convergence, 20:3, pp. 276–92.
- 14 Cross, Nigel (1982). "Designerly Ways of Knowing," Design Studies 3:4.
- 15 Cross, Nigel (2001). "Designerly Ways of Knowing: Design Discipline Versus Design Science", Design Issues 17, 3: 49ff.
- 16 Goldschmidt, Gabriela (1991). The dialectics of sketching. Creativity Research Journal Vol 4 No 2: 123-143.
- 17 Goldschmidt Gabriela and W. Porter, eds. (1999). 4th Design Thinking Research Symposium. Cambridge, MA: MIT Press.
- 18 Lawson, Bryan (2004). What designers know. Oxford: Architectural press. Lawson, Bryan (1994). Design in mind. Oxford: Butterworth Architecture.