

SEMESTER H' SPRING Direction of Graphic Design

Course Code	
Module	Thesis Project
Title:	FINAL PROJECT
Teacher:	All teachers
Contact:	
Level	6 (Undergraduate)
Semester	EIGHTH
Number of Credits	15

Course Code	
Module	Placement
Title:	PRACTICAL TRAINING (8 weeks, 2 months)
Teacher:	Committee of teachers
Contact:	
Level	6 (Undergraduate)
Semester	EIGHTH
Number of Credits	8

Course Code	N1-8010
Module	Specialization, Selected lesson
Title:	DIGITAL TYPE DESIGN (ΣΧΕΔΙΑΣΜΟΣ ΨΗΦΙΑΚΗΣ ΓΡΑΜΜΑΤΟΣΕΙΡΑΣ)
Teacher:	Georgios D. Matthiopoulos / Eva Masoura
Contact:	gmat@uniwa.gr / evamasoura@gmail.com
Level	6 (Undergraduate)
Semester	EIGHTH
Module Aims	The course aims to analyze the methodology and train the students in digital type design for use in DTP systems and internet applications. The exercises will focus on learning to operate specialized programs for font design and character codification through the Unicode standard for Latin and Non-Latin character sets.
Module Subject	Drawing from the knowledge acquired through the previous Typographic and Visual Communication courses, each student will be able to expand his/her expertise in understanding the various levels of development for the production of a functional digital typeface: Learning how to select, prepare and trace a master design as a font, how to use palettes of common design elements, how to incorporate kerning information, how to compose trial text and how to generate a fully functional set of characters to be used in any digital application. During the course, each student will produce two fronts: One traced from an external source (book, magazine, etc.) and a new personal design.
Number of Credits	7

Course Code	N1-8020
Module	Specialization, Selected lesson
Title:	VISUAL PRACTICES AND ILLUSTRATION (ΕΙΚΑΣΤΙΚΕΣ ΠΡΑΚΤΙΚΕΣ ΚΑΙ ΕΙΚΟΝΟΓΡΑΦΗΣΗ)
Teacher:	VADA HALIVOPOULOU
Contact:	echalyvopoulou@uniwa.gr
Level	6 (Undergraduate)
Semester	EIGHTH
Module Aims	The course aims to develop students' understanding on art practices and enhance their critical approach in creating contents: through the semesters' project, students develop their abilities in creating concepts, contexts and new narratives or the conception of images in different spaces.
Module Subject	The extended field of contemporary art practices is used in order to give the possibility to create contents in visual design and illustration. Textual and spatial visualizations, collections and archives are used for the construction of images that produce new meanings and collective narratives.
Number of Credits	7

Course Code	N1-8030
Module	Specialization, Selected lesson
Title:	GRAPHIC EXPRESSIONS IN CONTEXT (ΓΡΑΦΙΣΤΙΚΕΣ ΕΚΦΡΑΣΕΙΣ ΣΕ ΠΕΡΙΒΑΛΛΟΝΤΑ)
Teacher:	Sofia Strati
Contact:	sost@uniwa.gr
Level	6 (Undergraduate)
Semester	EIGHTH
Module Aims	The course "Graphic Expressions in Context" focuses on the design of visual communication projects integrated in the environment and on understanding the quality design process and how it can be effectively managed. The subject matter aims to link every designed graphic or visual expression project with the objectives of the person entrusted with its creation and production process, while identifying and acknowledging the qualitative characteristics of the respective context.
Module Subject	In order to approach the social role of Graphic Design in Context, it is required to comprehend urban environment images, formulate conclusions that characterise the applied practice and give a detailed account of important design factors and assessment criteria. The aim is to analyse the communication of messages emanating from different spatial promotion and information media and to understand the significance of design, both for the overall image of the city and for the individual images of each neighborhood, square, avenue or road. In particular, hands-on exercises are conducted with the aim to create projects, to prepare the reasoning behind their integration, to implement gradual approaches to the subject, to select and present final design proposals. It is necessary to persist in examining the results of the design process, as a qualitative venture focused on both creativity and human communication conducted at the project integration site.
Number of Credits	7

Course Code	N1-8040
Module	Elective
Title:	DIGITAL GAME DESIGN (ΣΧΕΔΙΑΣΜΟΣ ΨΗΦΙΑΚΟΥ ΠΑΙΧΝΙΔΙΟΥ)
Teacher:	Spyros Siakas
Contact:	sthsiakas@uniwa.gr
Level	7 (Undergraduate)
Semester	EIGHTH 8th
Module Aims	The course aims to analyze the methodology and train the students in the field of Animation Gaming. The course focuses on research practices in the field of game design using effectively 3d digital modeling and animation tools software and practices.
Module Subject	Research on Integrated Animation Gaming Applications and creation of Interactive Animation Gaming projects in areas such as: <ul style="list-style-type: none"> • Augmented and virtual reality gaming • Serious Games and Gaming for Education • Mapping Projection Animation Gaming <p>The course gives attention on developing completed presentation folders of the research methods in the field of Gaming Design with emphasis on interdisciplinary collaborations and co-productions.</p>
Number of Credits	7

Course Code	N1-8050
Module	Elective
Title:	INFOGRAPHICS
Teacher:	Apostolos Papapostolou
Contact:	pap@uniwa.gr
Level	6 (Undergraduate)
Semester	EIGHTH
Module Aims	During the course, each student will learn the principles of designing visually enhanced graphs, complex text & graphics narratives or interactive infographics for a variety of uses in printed/ digital editorials or as a means of

	public information (museums, conference centres, transport stations etc.)
Module Subject	Theoretical Part: During the lectures emphasis is given to the historical development of the field, the various kinds of graphic information, the advantages and disadvantages of their use, the information management and its hierarchy according to the subject matter and available visual sources, as well as the technical requirements for implementation. Workshop: Through a series of exercises the students will focus on the design aesthetics and the management of information (according to the availability of space, colour, materials) to be used in statistical or comparative graphic themes and applications such as, maps, graphs & pies, information narratives, step-by-step technical instructions, blow-ups etc.
Number of Credits	7

SEMESTER H' SPRING field of Graphic Arts Technology

Course Code	
Module	Specialization
Title:	FINAL PROJECT
Teacher:	
Contact:	
Level	Undergraduate
Semester	H
Module Aims	
Module Subject	
Number of Credits	18

Course Code	
Module	Specialization
Title:	PLACEMENT – PRACTICAL TRAINING (8 WEEKS)
Teacher:	
Contact:	
Level	Undergraduate
Semester	H
Module Aims	
Module Subject	
Number of Credits	8

Course Code	N1-8110
Module	Specialization Elective
Title:	SPECIAL APPLICATIONS OF ELECTRONIC PUBLISHING AND CROSSMEDIA PUBLISHING (ΕΙΔΙΚΕΣ ΕΦΑΡΜΟΓΕΣ ΗΛΕΚΤΡΟΝΙΚΩΝ ΕΚΔΟΣΕΩΝ ΚΑΙ CROSSMEDIA PUBLISHING)
Teacher:	CHRYSOULA GATSOU
Contact:	cgatsou@uniwa.gr
Level	Undergraduate
Semester	H
Module Aims	The purpose of this course is the understanding of the 'multiple publishing systems and the creation of documents where the content is stored and published in accordance with specific users' requests, based on e-publishing applications and crossmedia publishing.
Module Subject	Content management systems. Create and manage content for different output. Implementing content

	management capabilities in multiple publishing needs. Features of creating ePub eBooks Characteristics of e-book creation as Apps. Study the features of crossmedia publishing. Case studies of special applications for electronic publishing.
Number of Credits	4

Course Code	N1-8120
Module	Specialization Elective
Title:	GRAPHIC ARTS SCIENCE – SCREEN PRINTING II (ΕΠΙΣΤΗΜΗ ΤΩΝ ΕΚΤΥΠΩΣΕΩΝ –ΜΕΤΑΞΟΤΥΠΙΑ ΙΙ)
Teacher:	ANASTASIOS POLITIS-A.TSIGONIAS
Contact:	apolitis@uniwa.gr
Level	Undergraduate
Semester	H
Module Aims	The student can use the silkscreen I, physics, color, chemistry, materials, ink and image processing skills to perform pre-press and print jobs
Module Subject	Application of the knowledge of Silk Screen Course I. Separations and pre-print work. Ways to create a theme for silk screen printing, phototransfer, and the process of displaying frames for high demand reproductions. Manufacture of pallets and use of gauze tension gauges, and suitability for the printing works. Obtaining safety and health measures in their use when handling solvents, both in epoxy inks and solvent inks during the reproduction of pseudotonic issues.
Number of Credits	4

Course Code	N1-8130
Module	Specialization Elective
Title:	DIGITAL WORKFLOW AND MANAGEMENT SYSTEMS FOR GRAPHIC ARTS (ΨΗΦΙΑΚΑ ΣΥΣΤΗΜΑΤΑ ΡΟΗΣ ΕΡΓΑΣΙΩΝ ΚΑΙ ΔΙΑΧΕΙΡΙΣΗΣ)
Teacher:	ANASTASIOS POLITIS
Contact:	apolitis@uniwa.gr
Level	Undergraduate
Semester	H
Module Aims	The student will be able to understand specific issues on management, with emphasis on entrepreneurship, new technologies and business functions
Module Subject	Rapid prototyping & fictional prototypes. Administrative procedures: Programming, organization, management and control. Business operating systems. Production Systems Management. Discussion of practical examples and current trends and developments.
Number of Credits	4

Course Code	N1-8140
Module	Specialization Elective
Title:	SUSTAINABILITY AND ENVIRONMENTAL PROTECTION IN GRAPHIC ARTS AND PACKAGING (ΑΕΙΦΟΡΙΑ ΚΑΙ ΠΡΟΣΤΑΣΙΑ ΠΕΡΙΒΑΛΛΟΝΤΟΣ ΣΤΙΣ ΓΡΑΦΙΚΕΣ ΤΕΧΝΕΣ ΚΑΙ ΤΗ ΣΥΣΚΕΥΑΣΙΑΣ)
Teacher:	BELESSI VASSILIKI
Contact:	vbelessi@uniwa.gr
Level	Undergraduate
Semester	H
Module Aims	The course aims at familiarizing with environmental concepts, acquiring knowledge about environmental protection, anti-pollution technology and legislation on environmental protection in industries.
Module Subject	This course introduce to environmental concepts (sustainability, ecology, pollution and environmental protection, systems environmental management, life cycle analysis, life-cycle assessment etc.), to the implementation of environmental management based on ISO14001, to Eco Design and its implementation in Graphic arts and Packaging etc.
Number of Credits	4

