University of Gdańsk

Subject card

Subject name and code	Screen / Stage: Project as a Tool for Popularizing Art, PG_00179094		
Field of study	Management of Artistic Institutions		
Date of commencement of studies	October 2024	Academic year of realisation of subject	2025/2026
Education level	Bachelor's studies	Subject group	Obligatory subject group in the field of study Optional subject group
Mode of study	full-time studies	Mode of delivery	at the university
Year of study	2	Language of instruction	English
Semester of study	3	ECTS credits	2.0
Learning profile	practical	Assessment form	credit
Conducting unit			
Name and surname of lecturer (lecturers)	Subject supervisor	mgr Patrycja Zielke	
	Teachers	mgr Patrycja Zielke	

Lesson types

Lesson type	Lecture	Tutorial	Laboratory	Project	Seminar	SUM
Number of study hours	30.0	0.0	0.0	0.0	0.0	30

E-learning hours included: 0.0

Learning activity and number of study hours

Learning activity	Participation in didactic classes included in study plan	Participation in consultation hours	Self-study	SUM
Number of study hours	30	2.0	18.0	50

Subject objectives

The course aims to impart knowledge and skills related to implementing cultural projects using a variety of methods, including teaching methods, to popularize digital theatre resources. Students will understand and be able to use the methods and tools used in project implementation, as well as work in project teams and collaborate with cultural institutions.

Learning outcomes

Course outcome	Subject outcome	Method of verification
[ZIAL3_K01] They are prepared for a critical assessment of their knowledge and skills; they understand the importance of ongoing learning and professional development in managerial and/or artistic activity.	They are prepared for a critical assessment of their knowledge of projects and digital theatre, as well as their project implementation skills; they understand the importance of ongoing learning and professional development in managerial activity.	[SK2] presentation/project/paper/ report [SK5] implementation of a problem task
[ZIAL3_U04] They are capable of actively participating in debates regarding art, literature, and arts management, presenting, evaluating, and discussing various viewpoints.	They are able to actively participate in debates regarding project implementation: presenting, evaluating, and discussing various viewpoints.	[SU2] presentation/project/paper/ report [SU6] demonstration of practical skills [SU8] observation of student's independent or team work
[ZIAL3_U03] They are capable of communicating effectively using specialized terminology in arts studies, management and quality studies, literary studies, as well as auxiliary and related studies.	They are able to communicate effectively using specialized terminology related to project implementation.	[SU2] presentation/project/paper/ report [SU6] demonstration of practical skills
[ZIAL3_W03] They possess detailed knowledge of specific topics within arts studies, management and quality studies, literary studies, as well as auxiliary and related studies, with a focus on practical applications in managerial and/or artistic activity.	They possess detailed knowledge of project implementation, with a focus on practical applications in managerial activity.	[SW2] presentation/project/paper/ report [SW5] implementation of a problem task

Subject contents

- Introduction to the course (objectives, working methods, nature of the project)
- Basics of designing cultural activities
- Popularizing culture in the digital era
- Digital theater and its resources
- Selecting groups for project implementation
- Preparing project outlines for implementation
- Selecting topics to be implemented using the project method
- Choosing participants for the project
- Establishing the goals, expected results, and project duration, as well as the method of documenting project work
- Division of tasks
- Preparing a schedule of project activities
- Project implementation
- Presentation and discussion of project activities
- Preparing a written report on the project and the achieved results

Prerequisites and co-requisites

N/A

Assessment methods and criteria

Subject passing criteria	Passing threshold	Percentage of the final grade
Short individual report (0.5–1 page reflection on the process)	51.0%	20.0%
Project presentation (10–15 min)	51.0%	30.0%
Group project (report, prototype materials, project log)	51.0%	50.0%

Recommended reading

Basic literature	• Fried-Booth, Diana L. *Project work*. 2nd edition, Oxford University Press, 2002, New York. • Masura, Nadja. *Digital Theatre: The Making and Meaning of Live Mediated Performance, US & UK 1990-2020*. Palgrave Macmillan, 2020. • Thomas, Willis H. *The Basics of Project Evaluation and Lessons Learned*. 2nd edition, CRC Press, 2015. The instructor updates the reading list at the beginning of each semester and informs the students about it.
Supplementary literature	-

	eResources addresses	Basic https:// edu-1digitaltheatreplus-1com-1xy3lhd6a001e.hansolo.bg.ug.edu.pl/ - Digital Theatre +
Example issues/ example questions/ tasks being completed		
Work placement	Not applicable	

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