ΠΕΡΙΓΡΑΜΜΑ ΜΑΘΗΜΑΤΟΣ (Course Syllabus)

1. General

School	**School of Humanities and Social Sciences**
Department	Department of Culture, Creative Media and Industries
Study Level	Undergraduate

Course code	EP 584	**Semester**	5

Course Title	Cultural Software: Conceptual and Content Design

Autonomous Teaching Activities	**Weekly Teaching Hours**	**Credits**
Lectures and Tutorials	4	6

Course Type *Υποβάθρου , Γενικών Γνώσεων, Επιστημονικής Περιοχής, Ανάπτυξης Δεξιοτήτων*	Scientific area, Skills Development
Prerequisites:	
Course teaching and evaluation language:	Greek, good knowledge of English (for bibliographic use)
The course is offered to Erasmus incoming students	No
Course Page (URL)	

2. Learning Outcomes

Learning Outcomes
Describe the learning outcomes of the course, the specific knowledge, skills and abilities students will acquire upon successful completion of the course of the appropriate level.
Upon successful completion of the course students will be able to: • Know the basic principles of designing cultural software. • Understand what content design is. • Comprehend the importance of the content-medium-communication triad. • Develop websites using open-source software. • Create multimedia texts.
General Skills *Taking into account the general competencies that the graduate must have acquired (as listed in the Diploma Supplement and listed below), which one (s) does the course aim for?* *Research, analyze and synthesize data and information, using the necessary technologies* *Adaptation to new situations* *Decision making* *Independent work* *Teamwork* *Working in an international environment* *Working in an interdisciplinary environment* *Production of new research ideas Project design and management* *Respect for diversity and multiculturalism* *Respect for the natural environment* *Demonstrate social, professional and ethical responsibility and gender sensitivity* *Exercising criticism and self-criticism* *Promoting free, creative and inductive thinking*   The course aims at cultivating the following skills: Adaptation to new situations Decision making

Independent work
Teamwork
Production of new research ideas
Project design and management
Promoting free, creative and inductive thinking
Exercising criticism and self-criticism

3. Course Content

In the laboratory course, students are trained in designing websites with cultural content. They become familiar with conceptual design and content design suitable for multimedia applications. They learn to analyze and organize cultural information, create the menu of a website, and generate multimedia texts through research practices.

Throughout the laboratory course, students will design a website with cultural content, focusing primarily on content design through distinct stages and the composition of multimedia texts.

1. Introduction: Description and objectives of the course, evaluation method.
2. Basic principles of software design.
3. Conceptual design: the triad of content - medium - communication.
4. Case studies: Analysis of websites with cultural content.
5. Assignment: Creating a website with cultural content. Presentation of ideas.
6. Content design of a website with cultural content.
7-8. Project presentations: Presentation and correction of student projects.
9. Multimedia text.
10-11. Development of websites with open-source software.
11-12. Website corrections.
13. Project presentations.

4. Instructive and Learning Methods - Evaluation

Delivery Method.	Delivered by physical presence	
Use of IT's in teaching and communication with students	• PowerPoint presentations • Support Learning Process via the e-class platform • Electronic communication with students	
Teaching Structure *The methods of teaching are described in detail* *The student study hours for each learning activity are recorded as well as the non-instructional study hours so that the overall workload at semester level corresponds to ECTS standards.*	*Methods*	*Semester Work Load*
	Lectures	13
	In-class group activities	26
	Weekly activities / Team projects	50
	Autonomous study	61
	Course Total **(25 Hrs. Work Load per Credit Unit)**	150
Student Evaluation *Description of the evaluation procedure*	Formative Assessment: Participation with in-class tests Summative Assessment: 1) Take-Home Tests: 20% 2) Portfolio submission with intermediate stages of research (texts, photos, plans, budget, etc.), for the conception, design, and promotion of an exhibition-project: 20%	

	3) Written report (text of p. 1200 words) for an idea (concept) of an website: 50% 4) Oral presentation: 10% *The evaluation criteria are explicitly mentioned during the first introductory lecture. They are also available, in the course description on the university's eclass asynchronous e-learning platform.*

5. Recommended Readings

Advised Bibliography:

Ιουλία Πεντάζου, *Ιστορία σε Έκθεση/ Πρακτικές ψηφιακού σχεδιασμού*. Εκδόσεις ΕΑΠ 2019. Κωδικός Εύδοξου 86183319

Καταπότη Δέσποινα, Μπούνια Αλεξάνδρα (Επιμ.), *Αναδυόμενες τεχνολογίες και πολιτισμική κληρονομιά*, Εκδόσεις Αλεξάνδρεια 2021. Κωδικός Εύδοξου 102072775

Γ. Δεληγιάννης, *Διαδραστικά πολυμέσα και ψηφιακή τεχνολογία στις τέχνες*, FAGOTTO 2007. Κωδικός Ευδόξου: 59359104

Αναστασία Χουρμουζιάδη, *1+5 ΜΟΥΣΕΙΑΚΕΣ ΕΙΚΟΝΕΣ ΚΑΙ ΕΙΚΟΝΙΚΟΤΗΤΕΣ* 2017. Κωδικός Ευδόξου: 68372900.

Journals:

- *The Design Journal. An International Journal for All Aspects of Design* https://www.tandfonline.com/toc/rfdj20/current
- *Curator: The Museum Journal* https://curatorjournal.org/
- *Museum Worlds*, https://www.berghahnjournals.com/view/journals/museum-worlds/museum-worlds-overview.xml
  On Curating: www.on-curating.org