

Course Unit	Cultural Programming	Field of study	Visual Arts
Bachelor in	Arts Recreation and Production	School	School of Education
Academic Year	2023/2024	Year of study	3
Type	Semestral	Semester	2
Level	1-3	ECTS credits	5.0
Code	9933-660-3203-00-23		
Workload (hours)	135	Contact hours	T - , TP 40, PL - , TC - , S - , E - , OT 14, O -

T - Lectures; TP - Lectures and problem-solving; PL - Problem-solving, project or laboratory; TC - Fieldwork; S - Seminar; E - Placement; OT - Tutorial; O - Other

Name(s) of lecturer(s) **Helena Maria Lopes Pires Genésio**

Learning outcomes and competences

At the end of the course unit the learner is expected to be able to:

1. Recognizes the importance of Culture as a factor in the appreciation, development and formation of communities
2. It has the ability to adapt and intervene in the different cultural scenarios that have emerged since the beginning of this 21st century.
3. Understands the meaning of "Program"
4. Recognizes the formative and educational function of art in the act of programming.
5. Recognizes the importance and mission of the cultural programmer in different institutions and cultural facilities, whether public or private.
6. Know cultural spaces and equipment, their characteristics, features, functioning and organizational chart
7. Concebe, organiza e propõe eventos culturais respondendo às necessidades específicas de cada área artística
8. Knows the national cultural and artistic panorama in general and Performing Arts / Performing Arts in particular.

Prerequisites

Before the course unit the learner is expected to be able to:
You have no prerequisites.

Course contents

Art and Culture, Programming. Programmer. Cultural Equipment and Institutions. Performing Arts. Artistic and Cultural Promotion. The Public

Course contents (extended version)

1. Art and culture
 - dialogue between people
 - Education, training and aesthetic enjoyment
2. Schedule
 - Programming: For what? For whom? What? Why?
 - Mission; Strategies and Objectives
 - Ethics and aesthetics in the act of programming
3. The Programmer
 - Programmer training
 - The Programmer's profile
4. Cultural Equipment
5. The Performing Arts
6. Means of Disclosure
(digital support / paper support)
 - Photography, video, multimedia
 - Web Space / Social Networks
 - Cultural Diaries, Programming diaries, postcards, reading manuals (...)

Recommended reading

1. Lopes, João Teixeira; (2000) - A cidade e a Cultura. um estudo sobre práticas culturais urbanas; Edições Afrontamento / Câmara Municipal do Porto
2. Ribeiro, António Pinto (2015) - Ensaios sobre cultura, cidades e distribuição; A procura de escala; Questões Permanentes. Edições Cotovia
3. Centeno, Maria João (2012) - As Organizações Culturais e o espaço p-ublico - A experiência da rede nacional de tetaros e cinéteatros; Edições Colibri / IPL
4. Ramos, Fernando Mora, Rodrigues, Américo; Ferreira, José Luis; Portela, Manuel; (2009) - Quatro ensaios à boca de Cena; Edições Cotovia
5. Xavier Barreto (2016) A cultura na vida de todos os dias; Porto Editora

Teaching and learning methods

It is intended that this curricular unit allows the acquisition of the necessary skills for the autonomous exercise of cultural programming and management of an institution and/or cultural equipment.

Assessment methods

1. CONTINUOUS EVALUATION - (Regular, Student Worker) (Final)
 - Practical Work - 60%
 - Projects - 40%
2. EVALUATION OF EXAMINATION - (Regular, Student Worker) (Supplementary, Special)
 - Final Written Exam - 100%

Language of instruction

Portuguese, with additional English support for foreign students.

Electronic validation

Helena Maria Lopes Pires Genésio	Jacinta Helena Alves Lourenço Casimiro da Costa	António José Santos Meireles	Carlos Manuel Costa Teixeira
23-01-2024	23-01-2024	25-01-2024	30-01-2024