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Course Unit	Video			Field of study	Visual Arts		
Bachelor in	Art and Design - Minor in Design			School	School of Education		
Academic Year	2022/2023	Year of study	2	Level	1-2	ECTS credits	5.0
Type	Semestral	Semester	2	Code	9898-662-2206-00-22		

Workload (hours)	135	Contact hours	T	-	TP	18	PL	20	TC	-	S	-	E	-	OT	16	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)	António José Santos Meireles

Learning outcomes and competences

At the end of the course unit the learner is expected to be able to:
1. To grasp in an elementary way the laboratory / technical process of the videographic process.
2. To master in an elementary way the process of conceptual construction and planning of the discourse in videographic media.
3. Articulate the domain of doing with the recognition of the weight of history, culture and art inherent to the specific video and cinematography discourses.
4. Acquire the necessary tools to materialize finished communication products appropriate to the nature of the course in the expressive, fictional, documentary or registration área.

Prerequisites

Before the course unit the learner is expected to be able to:
Without pré-condition

Course contents

1. Introduction; 2. videographic technology; 3. Video speech planning; 4. Material practices of speech construction; 5. Video and language.

Course contents (extended version)

1. Introduction. The video and cinema as a reflection of historical evolution and as expression.
   - Authors, currents and trends.
2. Videographic technology
   - Analog and digital hardware features, from editing to editing;
   - From the nature of light to enlightenment;
   - The videographic studio
3. Video speech planning.
   - From idea to the script, from the script to the realization; Instruments, and specific terminology
4. Practical material for the construction of discourse.
   - Technical and laboratory exploration in a digital medium using specific hardware and software.
5. Video and language.
   - Videographic language as message (code) and its meanings.

Recommended reading

1. Cubitt , S. (2021). Rewind - British Artists' Video in the 1970s & 1980s. John Libbey & Co
2. Younger, T. (2014). A realização Cinematográfica. Lisboa: Edições 70;
3. Bergan, R. (2011). Ismos – Para Entender o Cinema. Editora Globo;
4. Truffaut, F. (2004). Hitchcock/ Truffaut – Entrevistas. Companhia das letras;
5. Dancyger, (2003). Técnicas de Edição para Cinema e Vídeo. Editora Campus.

Teaching and learning methods

To promote projections and work-studies capable of motivating students to practice production. Technical analysis, and expressive. Practical and theoretical exploration using the conventional, electronic and laboratorial means available to understand the structural (technical, theoretical and historical) references of the languages under study and to experiment with their manipulation levels.

Assessment methods

1. CONTINUOUS ASSESSMENT - (Regular, Student Worker) (Final)
   - Intermediate Written Test - 40%
   - Practical Work - 60%
2. EXAM EVALUATION - (Regular, Student Worker) (Final)
   - Practical Work - 60% ((nº 4 art. 7 Frequency and Evaluation Regulations - Classification obtained Continuous Assessment))
   - Development Topics - 40%

Language of instruction

Portuguese, with additional English support for foreign students.

Electronic validation

António José Santos Meireles	Helena Maria Lopes Pires Genésio	Jacinta Helena Alves Lourenço Casimiro da Costa	Carlos Manuel Costa Teixeira
11-12-2022	11-12-2022	02-01-2023	02-01-2023