				DESCI	RIPTION CARD			
	e course/module	IOLOG	Y				Code A_K_1.4_007	
Main field of study				Educational profile (general academic, practical)		Year / term		
ARCHITE	CTURE				general academic		II/4	
Specjalization					Language of course: Polish		Course (core, elective)	
Hours							Number of points	
Lectures: 15 Classes: - Laboratory 30 Projects / seminars: - 3 classes:							3	
fu			ne studies/part-time		tional area(s) ECTS distribution (num- ber and %)			
		Full-ti	me studies art-time es	Tech	nnical Sciences	3	100%	
Course status	in the studies' progra	am (basic,	directional, other)		(general academic,	from a differe	nt major)	
		direct	tional		ger	neral aca	demic	
Lecturer responsible for course/lecturer: Lecturer:								
dr inż. arch. Borys Siewczyński e-mail: borys.siewczynski@put.po Faculty of Architecture ul. Nieszawska 13A, 61-021 Pozn tel. 61 665 33 05			ooznan.pl	<b>dr inż. arch. Borys Siewczyński</b> e-mail: borys.siewczynski@put.poznan.pl Faculty of Architecture ul. Nieszawska 13A, 61-021 Poznań tel. 61 665 33 05				
Prerequis	ites defined i	n term	s of knowledge	e, skills	s, social competences:			
1	Knowledge.		wledge of principles of safe using the computer hardware, wledge in the scope of graphic programs,					
2	Skills:		-student can acquire information from field specific literature, data bases and other properly selected sources, can integrate the acquired information, interpret them as well as draw conclusions and come up with opinions supported with satisfactory reasons,					
	-student is able to use the computer hardware,							
3	Social competenc	<u> </u>	-student can correctly identify and resolve the dilemmas related to profession,					
<ul> <li>The ob</li> </ul>	of the course: jective of the co	ourse is		current	knowledge: theoretical and	practical k	nowledge in the	
<ul> <li>Scope of the software supporting designing.</li> <li>During classes are presented basics of knowledge related to the software supporting designing in the context of architectural workshop. During classes are executed the specific design tasks – graphic for obtain knowledge typical for discussed topics related to contemporary, information technology workshop. Introduction to their execution are classes introducing to handle individual design applications.</li> <li>Learning outcomes</li> </ul>								
Knowledg	je:							
W01	Ī						AU1_W07	
Skills:								
U01	Student can acquire information from field specific literature, data bases and other properly selected sources in Polish and English, can interpret the acquired information as well as draw conclusions and come up with opinions supported with satisfactory reasons.							
U02	Student can communicate using different IT tools in the professional environment AU1_U05 and in other environments						AU1_U05	
Social co	mpetences:							

		[			
K01	Student understands the need of continuous self-education (1st and 2nd degree				
	studies, post-graduate studies) - improvement of professional, personal and social competences	AU1_U03			
K02	Student can respectively determine priorities for the execution of goals set by him- self/herself or by others; is fully aware of the importance of professional conduct; is	AU1_U06			
	aware of the liability for tasks performed jointly with others within the team work				
<b>F</b>	The evaluation methods:				
Formative	e assessment:				
	n - test checking the knowledge.				
	y classes:				
	des including:				
graphic w	ork in the DTP program,				
	rork – technical drawing in the CAD program,				
	vork – computer visualization,				
•	- test of mastering CAD program				
	cale: 2,0; 3,0; 3,5; 4,0; 4,5; 5,0 /e assessment:				
	rade – summary includes:				
•	the average of partial grades issued by teacher on the basis of formative assessment,				
•	lectures: colloquium grade.				
	ing scale: 3,0; 3,5; 4,0; 4,5; 5,0				
Positive g	rade for module depends on achieved by student all learning outcomes specified	in the syllabus.			
During ala	Course contents	decigning in the			
	sses are presented basics of knowledge related to the software supporting architectura architectural workshop.				
	sses are discussed examples of practical use the modern computer instrumentarium. T	here are also pre-			
	eoretical basics related to the software supporting architectural designing. There are				
	wide spectrum of use the software and computer hardware. There is discussed enginee				
	ice in relation to presented issues of information technology. There are introduced such				
	workshop as raster graphics, vector graphics, theoretical and practical basics of use				
•	nted software. There are also presented issues related to use the istrumentarium of info	ormation technolo-			
	al planning. emphasis is given to indication the role of visual presentation of design works in the con	text of design and			
usable gra	of coordination and exchange the design data.				
Individual which is t	issues are discussed on the examples of specific design applications. Discussed issue basis to own and creative search carried out by students in direct reference to labor				
course. The object	tive of the course is provides the basics of current knowledge: theoretical and practica	l knowledgein the			
scope of t	he software supporting architectural designing. Lectures are simultaneous the theoreti lasses carrying on within the laboratory classes.				
	tures are presented the following issues:				
	ry issues, the software supporting architectural designing in the workshop of architect wo				
	s design environment. Discussion of practical issues in the context of laboratory classes. ral engineering applications, selected aspects of connection the traditional and contempo				
	raster graphics, an introduction to the use in architectural work.	nary workshop.			
	vector graphics in engineering workshop.				
	ng software, building structures, tools of information technology and intersectoral coordination	ation.			
Architectural visualization in the design process, discussion of practical issues in the context of laboratory classes.					
Spatial economy and the software supporting architectural designing.					
	n, trends in development of software and architect workshop.				
	liography:				
	ń A., <i>AutoCAD 2006 i 2006 PL</i> , HELION, Gliwice, 2006 ń A., <i>AutoCAD 2006. Pierwsze kroki</i> , HELION, Gliwice, 2006				
3. Pasek J., 3ds max 8. Ćwiczenia praktyczne, HELION, Gliwice, 2006					
	my Birn, Cyfrowe oświetlenie i rendering. Wydanie II, HELION, Gliwice, 2008				
5. Roland Zimek, Łukasz Oberlan, ABC grafiki komputerowej. Wydanie II, HELION, Gliwice, 2004					
	ce Fraser, Chris Murphy, Fred Bunting,Profesjonalne zarządzanie barwą. Wydanie II, HE	LION, Gliwice,			
200					
	e <b>ntary bibliography:</b> da G., <i>GIS czyli mapa w komputerze</i> , HELION, Gliwice, 1997				
2. Zimek R., Oberlan Ł., ABC grafiki komputerowej. Wydanie II, HELION, Gliwice, 2005					
3. Don Sellers , Nie daj sie, czyli jak komputer może cię wykończyć, HELION, Gliwice, 2008					
	rysiak P.; Cyfrowa Rewolucja. Rozwój cywilizacji informatycznej, Wydawnictwo Naukow	e PWN S.A., War-			
\$721	va 2008				

The student workload					
Form of activity	Hours	ECTS			
Overall expenditure	83	3			
Classes requiring an individual contact with teacher	48	2			
Practical classes	35	1			

## Balance the workload of the average student

Form of activity	Number of hours
participation in lectures	15 h
participation in classes/ laboratory classes (projects)	30 h
preparation for classes/ laboratory classes	15 x 1 h = 15 h
preparation to colloquium	12 h
participation in consultation related to realization of learning process	3 x 1 h = 3 h
preparation to the colloquium (lectures)	8 h
attendance at exam	0 h

Overall expenditure of student:

3 ECTS credits

88 h

As part of this specified student workload

• activities that require direct participation of teachers ::

45 h + 3 h = **48 h**