

**DESCRIPTION OF THE STUDY SUBJECT**

**Title**

<b>PRE-GRADUATION PRACTICE</b>
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**Scope of the subject**

Semester	Mode of studies	Structure*		Total number of hours	Number of credits	Group and type of subjects
		PR	S			
VI	Full-time	180	60	240	9	Compulsory practice of the study field
VIII	Part-time	180	60	240	9	

\*L – lectures, PS – practical activities, seminars, LW – laboratory work, PR – practice, CP – course paper, C – consultations, S – self-study

**Aim of the subject**

To acquire practical skills and abilities for development of large-scale projects (sound, video, animation, photo, websites, etc.) using software and hardware tools to attain the projected goals.

**Necessary background knowledge for studying the subject**

Students shall have heard all subjects of the study field and elected subjects for deepening in the branch.

**Content of the subject**

The assignment and description of activities	Number of contact hours	S	Total number of hours
	PR		
1. To get familiarised with the activities of an enterprise / organization. To perform the analysis of customer needs for the multimedia product.	10	6	<b>16</b>
2. To analyze the existing hardware and software of the enterprise / organization for the developed multimedia product. If necessary, to select the most appropriate hardware and software for implementation of the project.	14	6	<b>20</b>
3. Using several multimedia technologies (video, image, sound, graphic design, web site), to create a multimedia product for the enterprise / organization.  3.1. The development, designing, programming, installation of the website design: <ul style="list-style-type: none"> <li>• To create an original website design.</li> <li>• To reasonably select database and website implementation tools.</li> <li>• To design and implement the demo database.</li> <li>• To design and implement the demo website.</li> <li>• To use various multimedia elements on the site.</li> <li>• To perform website testing, to implement security solutions, to install the website at the address specified by the customer.</li> <li>• To develop a user manual.</li> </ul> 3.2. Designing, programming, implementation of the advertising / animation product: <ul style="list-style-type: none"> <li>• To create an original promotional / animation solution.</li> <li>• To reasonably select hardware and software implementation tools.</li> <li>• To create a multimedia product script, storyboard, describe characters, action environment, effects, used audio, video or others multimedia technologies.</li> </ul>	125	33	<b>158</b>
4. To develop a project implementation plan, considering direct and indirect costs	10	5	<b>15</b>
<b>To prepare a practice report and its presentation according to given requirements.</b>	15	10	<b>25</b>
<b>Defence of the practice report</b>	6	-	<b>6</b>
<b>Total number of hours</b>	<b>180</b>	<b>60</b>	<b>240</b>

**Assessment of learning outcomes**

Ten-point criteria-based assessment system is applied. The final mark (FM) of the practice consists of the sum of marks for performance of practice tasks evaluated by the practice supervisor of the enterprise (PSE), for performance of practice tasks evaluated by the practice supervisor of the college (PSC), for the defence of the report (DR), multiplied by weighted coefficients.  
 $FM = 0,35 PSE + 0,35 PSC + 0,3 DR.$

**Recommended literature**

No.	Year of publishing	Author(s) and title of the publication	Publishing house	Number of copies and/or internet link		
				ŠŠC library	Other premises	Other libraries *
1.	2016	3DS Max	<a href="http://www.autodesk.com/products/3ds-max/features/all">http://www.autodesk.com/products/3ds-max/features/all</a>			
2.	2016	123D Design tutorials	<a href="http://www.123dapp.com/design">http://www.123dapp.com/design</a>			
3.	2015	Harwani B., .Foundation Joomla!: [design, create, and administer your own website in no time]	Apress	1	-	-
4.	2013	Vaira Ž., Linkuvienė D. Multimedijos technologijos. Mokymosi vadovas.	VšĮ Socialinių mokslų kolegija	<a href="http://www.esparama.lt/es_parama_pletra/failai/ESFproduktai/2013_Multimedijos_tehnologijos.pdf.pdf">http://www.esparama.lt/es_parama_pletra/failai/ESFproduktai/2013_Multimedijos_tehnologijos.pdf.pdf</a>		
5.	2013	Berzinskas Ilja. Animacijos menas.	Mintis	1		6
6.	2010	Bakutienė V., Palepšaitis S., Sluckuvienė Z. Studijų darbų techninė dokumentacija	Šiaulių valstybinės kolegijos Leidybos centras	16		1

\* ŠAVB – Šiauliai Region Povilas Višinskis Public Library, ŠU – library of Šiauliai University

**Practice organisation procedure and description of the workplace**

- Practice is done in the enterprise/organisation, which uses hardware and software for implementation of multimedia products and computer network. The enterprise / organisation shall be interested in implementation of the multimedia product. The trainee shall be given a computerised workstation in the enterprise / organisation.

**The description prepared by:**

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