

A BRIEF SYLLABUS OF THE MAJOR PROFESSIONAL EDUCATION PROGRAMME
FOR THE SUBJECT AREA

54.05.03 GRAPHICS

Course: animation and computer graphics artist

Degree awarded: animation and computer graphics artist

Tuition format: full-time

Standard course duration: 6 years

1. Education Programme Objectives (Mission)

The major professional education programme aims to develop in students personal qualities and universal, general professional competences in accordance with the requirements of the federal higher education standard for the subject area 54.05.03 Graphics, and professional competences for a successful professional career allowing for employer needs and labour market requirements.

In the area of personal development, the goal of the education programme is to facilitate students' personality development based on the set of values inherent in the Russian society, fostering personal qualities contributing to their creative activity, general cultural growth and social mobility, sense of purpose, self-discipline, responsibility, self-sufficiency and civic-consciousness.

The education programme is delivered in the official language of the Russian Federation.

2. Characteristics of Graduates' Professional Activities

2.1. General description of graduates' professional activities:

The areas of professional activity and spheres of professional activity within which graduates who have completed the specialist degree programme can practice professionally:

04 Culture, art (in the spheres: fine arts; cultural education and art creativity);

11 Mass media, publishing and printing (in the sphere of design and artistic treatment of media products, systems and objects of visual information, identification and communication).

Graduates can practice in other areas of professional activity and (or) spheres of professional activity on condition that their level of education and acquired competences meet relevant qualification requirements.

In studying within the framework of the education programme, graduates prepare themselves for solving *professional activity tasks of the following types:*

art creativity - observation, analysis and generalization of the phenomena of surrounding reality and their expression through artistic images for subsequent creation, at high professional level, of artworks in the field of copyright animation; ability to use practical skills in different fine arts; ability to use art methods in the field of copyright animation; search sketching, compositional solutions and creation of expressive images; creation of compositional solutions and expressive images in copyright animation; ability to use art methods in the field of artistic and technical production of media, systems and objects of visual information;

production process - ability to use techniques processes of animation film production; artistic production of audio-visual works for different applications; ability to use techniques and processes of production of media products and objects of visual information (illustrations, comics, posters, web animation); artistic production of media products and objects of visual information for different applications (illustrations, advertisements, comics, web animation).

The list of basic objects (or fields of knowledge) dealt with by graduates in professional activity:
- copyright artworks;

- mass media and visual communications.

2.2. List of professional standards linked to the federal higher education standard (FGOS VO)

In the register of professional standards posted on the specialised website of the Ministry of Labour and Social Protection of the Russian Federation, **there are no** professional standards corresponding to the professional activities of graduates who have completed the education programme «Animation and Computer Graphics Artist», speciality 54.05.03 Graphics.

3. Expected outcomes of the education programme

Completion of the education programme provides the graduate with the following competences established by the federal higher education standard:

1) universal competences (UC):

<i>Category (group) of universal competences</i>	<i>Code and description of universal competence</i>
Systemic and critical thinking	UC-1. Ability to perform information search, critical analysis and synthesis, apply systems approach to achieve objectives
Development and realisation of projects	UC-2. Ability to identify objectives within the framework of the goal to be achieved and choose optimal methods to solve them proceeding from legal norms, available resources, and restrictions
Team work and leadership	UC-3. Ability to engage in social interaction and one's role in the team
Communication	UC-4. Ability to conduct business communication in oral and written forms in the official language of the Russian Federation and in foreign language(s)
Intercultural interaction	UC-5. Ability to perceive intercultural diversity of society in socio-historical, ethical and philosophical contexts
Self-discipline and self-development (including health)	UC-6. Ability to manage time, build and implement a personal development trajectory on the basis of continuing life-long education
	UC-7. Ability to keep fit for performing fully functional social and professional activity
Health and safety	UC-8. Ability to create and maintain safe conditions in everyday life and in professional activity for preserving the natural environment and ensuring sustainable development of society, including under threats of and occurrence of emergency situations and military conflicts
Inclusive competence	UC-9. Ability to use basic defectology knowledge in social and professional spheres
Economic culture, including financial literacy	UC-9. Ability to make reasoned economic decisions in various walks of life
Civic consciousness	UC-10. Ability to form intolerance to corruption

2) general professional competences (GPC):

<i>Category (group) of general professional competences</i>	<i>Code and description of general professional competences</i>
Professional orientation	GPC-1. Ability to collect, analyse, interpret and record phenomena and images of surrounding reality using the expressive means of fine arts and use these means with skill; demonstrate creativity of compositional thinking
Copyright artworks (their creation and subsequent circulation in social sphere)	GPC-2. Ability to create copyright artworks at high artistic level in types of professional activity using theoretical and practical knowledge and skills acquired in the education course
Basics of art production	GPC-3. Ability to use in professional activity the properties and potentialities of art

	materials, techniques and processes employed in fine and visual arts
Research and design	GPC-4. Ability to work with research literature; collect, process, analyse and interpret information from various sources using modern means and technologies; participate in research and practice conferences; prepare reports and presentations; defend copyright art projects
History and theory of fine arts	GPC-5. Ability to competently orient oneself in historical cultural contexts of styles and directions in fine and other types of art
State cultural policy	GPC-6. Ability to orient oneself in the modern cultural policy of the Russian Federation
Information communication technologies for professional activity	GPC-7. Ability to understand the principles of operation of modern information technologies and use them in professional activities

3) completion of the education programme also ensures the development in graduates of **professional competences** established by the University independently allowing for the requirements of the consumer, contemporary production and labour market:

<i>PP objective</i>	<i>Object or field of knowledge</i>	<i>Code and description of professional competence</i>	<i>Reference</i>
Type of task in professional activity: <i>art creativity</i>			
observation, analysis and generalization of the phenomena of surrounding reality and their expression through artistic images for subsequent creation, at high professional level, of artworks in the field of copyright animation; creation, at high professional level, of artworks in the field of copyright animation; ability to use practical skills in different fine arts; ability to use art methods in the field of copyright animation; search sketching, compositional solutions and creation of expressive images; creation of compositional solutions and expressive images in copyright animation; ability to use art methods in the field of artistic and technical production of media, systems and objects of visual information	Copyright artworks; Mass media and visual communications	PC-1. Ability to competently use means, techniques and processes of fine arts in the area of copyright animation and artistic technical production of media products, and systems and objects of visual information	Analysis of experiences
observation, analysis and generalization of the phenomena of surrounding reality and their expression through artistic images for subsequent creation, at high professional level, of artworks in the field of copyright animation;	Copyright artworks; Mass media and visual communications	PC-2. Ability to create, at high artistic level, copyright artworks in the areas of graphic art, animation and computer graphics by expressing one's creative intent through sensory	Analysis of experiences

<p>creation, at high professional level, of artworks in the field of copyright animation; ability to use practical skills in different fine arts; ability to use art methods in the field of copyright animation; search sketching, compositional solutions and creation of expressive images; creation of compositional solutions and expressive images in copyright animation; ability to use art methods in the field of artistic and technical production of media, systems and objects of visual information</p>		<p>artistic perception of surrounding reality, creative compositional thinking and thinking in images, using the specifics of pictorial means</p>	
Type of task in professional activity: <i>production processes</i>			
<p>Ability to use techniques processes of animation film production; artistic production of audio-visual works for different applications; ability to use techniques and processes of production of media products and objects of visual information (illustrations, comics, posters, web animation); artistic production of media products and objects of visual information for different applications (illustrations, advertisements, comics, web animation).</p>	<p>Copyright artworks; Mass media and visual communications</p>	<p>PC-3. Ability to use techniques of combined shooting, knowledge of principles of operation of cinema technologies and lighting</p>	<p>Analysis of experiences</p>
<p>Ability to use techniques processes of animation film production; artistic production of audio-visual works for different applications; ability to use techniques and processes of production of media products and objects of visual information (illustrations, comics, posters, web animation); artistic production of media products and objects of visual information for different applications (illustrations, advertisements, comics, web animation).</p>	<p>Copyright artworks; Mass media and visual communications</p>	<p>PC-4. Ability to use techniques and technologies of creating characters, basics of animated motion and computer graphics; Ability to create and express the personality and mood of a character through plastic motion</p>	<p>Analysis of experiences</p>
<p>Ability to use techniques processes of animation film production; artistic production of audio-visual works for different applications; ability to use techniques and processes of production of media products and objects of visual information (illustrations, comics, posters, web animation); artistic production of media products and objects of visual information for</p>	<p>Copyright artworks; Mass media and visual communications</p>	<p>PC-5. Ability to use main voice-over principles in audio and visual artworks, be familiar with musical dramaturgy as a system of means and techniques for implementing the artistic intent in an audio-visual work</p>	<p>Analysis of experiences</p>

different applications (illustrations, advertisements, comics, web animation).			
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4. Education programme delivery conditions

Physical resources

The University has:

- essential physical resources including specially equipped classrooms and lecture halls: computer classes, language laboratories, lecture halls equipped with teaching multimedia, etc.,
- a range of licensed software and freeware, including domestic products;
- electronic learning and information environment;
- online eLearning system <https://Moodle.usaaa.ru/>

The delivery of the education programme using exclusively online and distant learning technologies is not allowed.

Human resources

The educational program is taught by pedagogical staff who have an education background and/or academic degree corresponding to the subject area of the discipline taught and engage systematically in scientific research and (or) teaching methodology research activities. A considerable part of the teaching staff participating in the delivery of the education programme are members of creative associations such as Unions of Designers, Artists, or Architects.

Compliance with quality assurance requirements applicable to the education programme activities and teaching

The University's quality assurance system ensures a sufficient quality of education and training producing graduates equipped with required competences and meeting the requirements of educational authorities, employers, students, faculty, and international standards.

The quality of education and training delivered within the educational programme is verified by internal and external auditing of it. External auditing of education quality is performed within the framework of the state accreditation procedure for the purpose of verifying that the educational programme meets the requirements of the federal higher education standard with the participation of students and trainees in independent quality evaluation. When conducting an internal quality audit of the education programme, the University engages employers and (or) their associations, and other legal entities and (or) private individuals including out of the University's teaching staff.