

Study Programme: Early Childhood Teacher
Course Unit Title: Games and Visual Creativity
Course Unit Code: V-3-2-9-1
Name of Lecturer(s): Robert Farkas
Type and Level of Studies: Undergraduate Studies (BA)
Course Status (compulsory/elective): Elective
Semester (winter/summer): Summer
Language of instruction: Hungarian
Mode of course unit delivery (face-to-face/distance learning): Face-to-face learning
Number of ECTS Allocated: 2
Prerequisites: -
<p>Course Aims: The aim of the course is to develop aesthetic sensibility and habits, conscious artistic approach. Transfer of ideas, thoughts and emotions into visual expression; Development of creativity in solving different visual artistic problems, the ability to combine different materials and themes. Research through practice and examples of practical phenomena of children's games and toys. Students should be able to organize games connected to artistic creative work.</p>
<p>Learning Outcomes:</p> <p>Students will be able for implementing creative artistic work in class, getting familiar with wider range of possibilities, solutions and ideas, as well as profound practical experience that contributes to educational work of good quality. Students independently organize and create games and incorporate toys into the given game, connecting artistic work and game, while taking care of children's age, including preschool children into creating toys and games.</p>
<p>Syllabus:</p> <p><i>Theory</i></p> <p>Specific nature and characteristics of visual games. Development of children in expressing their emotions and moods. By visual artistic games, we improve children's skills to recognize, enjoy and value beauty, this way forming their elementary visual artistic taste.</p> <p><i>Practice</i></p> <p>Practical knowledge of different aspects of fine art. Traditional and contemporary technical procedures. Origami. Social, didactic games with rules. Constructing games – Lego system. Course of artistic technique. Pencil, brush-pen, colours in games, clack ink and straw, collage, drawings and paintings in space. Toys made of cartoon rolls, paper, sponge. Colouring books. Illustration and games – analysis. Using different sorts of materials in plastic forming, etc. Thematic projects. Program of practical education is open and it may be adjusted to interests and former experience of candidates.</p>
<p>Required Reading:</p> <p><i>Compulsory:</i></p> <p>Vargha, Balázs (1983): <i>Szeretnél játszani?</i> Múzsák Közművelődési Kiadó, Budapest.</p> <p><i>Origami, papírhajtogatás</i> (2000): Könyvkuckó, Budapest.</p> <p><i>Színes Ötletek könyvsorozat</i> (2006): Cser Kiadó, Budapest.</p> <p><i>Optional:</i></p> <p>Szőnyi, István (1985): <i>A képzőművészet iskolája</i>, Corvina, Budapest.</p> <p>Група аутора (1998): <i>Игра и играчке</i>, Завод за уџбенике и наставна средства, Београд.</p>

Бркић, Немања (1960): *Технологија сликарства* , Београд.

и друга литература, интернет.

Weekly Contact Hours:
2 (30)

Lectures: 1 (15)

Practical work: 1 (15)

Teaching Methods:

Lecture, practice, presentation, discussion, presentation, pair and individual work, consultation.

Knowledge Assessment (maximum of 100 points):

Pre-exam obligations	points	Final exam	points
Active class participation	10	oral exam	
Practical work	30	Practical exam (works of art, projects)	50
Preliminary exam			
Seminar(s)	10		

The methods of knowledge assessment may differ; the table presents only some of the options: written exam, oral exam, project presentation, seminars, etc.