

Course Unit Descriptor

<b>Study Programme:</b> Graphic Engineering and Design			
<b>Course Unit Title:</b> Graphic Processes			
<b>Course Unit Code:</b> F206			
<b>Name of Lecturer(s):</b> Novakovic Dragoljub, Sandra Dedijer			
<b>Type and Level of Studies:</b> Bachelor Level			
<b>Course Status (compulsory/elective):</b> compulsory			
<b>Semester (winter/summer):</b> Summer			
<b>Language of instruction:</b> English			
<b>Mode of course unit delivery (face-to-face/distance learning):</b> Face-to-face			
<b>Number of ECTS Allocated:</b> 8			
<b>Prerequisites:</b> None			
<b>Course Aims:</b> To enable students for independence in acquiring and applying professional knowledge in the area of graphic engineering and design.			
<b>Learning Outcomes:</b> Acquired knowledge is used in profession, individual work and further educational development			
<b>Syllabus:</b> Graphic processes, basic notions, graphic activities. Fundamental graphic production. Organization of graphic production. Printing form, basic notions. Classification of the multiplying procedures. Printing, reprography and special printing procedures. Postpress and finishing. Basic materials for the preparation and manufacturing of graphic products. Graphic products. Printed information. Communication technologies. Graphic media. Graphic processes, printing with different techniques – letterpress printing, lithography printing, gravure printing, screen printing. Digital printing and hybrid printing technologies. Designing graphic products. Graphic product manufacturing processes. Printed packaging from: paper, cardboard, foil, aluminium, plastic and complex materials. Quality in graphic processes.			
<b>Required Reading:</b> Relevant literature in English TBD			
<b>Weekly Contact Hours:</b> 8	<b>Lectures:</b> 4	<b>Practical work:</b> 0	
<b>Teaching Methods:</b> Teaching is held using contemporary didactic means and methods, interactively in the form of lectures, computer and laboratory practice. Theory is presented in lectures, followed by the examples and solution simulation for better understanding of the course content. Computer practice are organized in a manner as to supplement the graphic technology skills, and laboratory practice are used to practically apply the acquired knowledge using the available laboratory equipment. Apart from lectures and practice, tutorials are regularly held.			
<b>Knowledge Assessment (maximum of 100 points):</b>			
<b>Pre-exam obligations</b>	points	<b>Final exam</b>	points
Computer exercises defence	20	Theoretical part of the exam	40
Computer exercise attendance	5	Oral part of the exam	30
Lecture attendance	5		
The methods of knowledge assessment may differ; the table presents only some of the options: written exam, oral exam, project presentation, seminars, etc.			

