

Course Unit Descriptor

<b>Study Programme:</b> Graphic Engineering and Design			
<b>Course Unit Title:</b> Print Finishing			
<b>Course Unit Code:</b> F308			
<b>Name of Lecturer(s):</b> Magdolna Pal			
<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 field of graphic engineering and design.			
<b>Learning Outcomes:</b> To enable students for independence in acquiring and applying professional knowledge in the field of graphic engineering and design			
<b>Syllabus:</b> Production of books, newspapers and magazines. Handmade book bounding. Industrial book binding. Structure of book, types of binding and criteria for binding selection. Restoration of old books. Making a book block. Processing printed sheets, cutting, folding, gathering, end-paper, thread sawing, casing-in, book pressing and other processing operations of a book block making. Making covers. Covers for paper-bound book. Covers for hard cover binding (full paper, half cloth, full cloth, half leather, full leather). Book composition and processing. Cutting, folding, gathering, thread sawing, casing-in, cover making, embossing and foil stamping. Blocks, maps, prospects, labels and other products. Quality control for graphic products.			
<b>Required Reading:</b> Relevant literature in English TBD			
<b>Weekly Contact Hours:</b> 4	<b>Lectures:</b> 2	<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 exercise defence	50	Theoretical part of the exam	50
The methods of knowledge assessment may differ; the table presents only some of the options: written exam, oral exam, project presentation, seminars, etc.			