

Course Unit Descriptor

Study Programme: Acting in Hungarian Language			
Course Unit Title: Project 2			
Course Unit Code: GPR2			
Name of Lecturer(s): George Hernjak, Sandor Laslo, Gabiela Jonas, Kornelia Goli, Sabolc Tolnai			
Type and Level of Studies: Undergraduate academic studies			
Course Status (compulsory/elective): Elective			
Semester (winter/summer): Summer			
Language of instruction: English			
Mode of course unit delivery (face-to-face/distance learning): Face-to-face			
Number of ECTS Allocated: 2			
Prerequisites: None			
Course Aims: To encourage acting students to find their own artistic expression through the mutual work with the students from other study programmes at the Department of Dramatic Arts			
Learning Outcomes: Students are trained to work in a team on their mutual project			
Syllabus: <i>Theory</i> <i>Project 2</i> demonstrates the process of making of a new art project in cooperation with the students from other study programmes, departments, faculties and universities in the form of individual work and under the supervision of a teacher on a particular project. <i>Practice</i> The project is selected and delegated at the beginning of the semester. This format allows students to acquire skills but also to showcase the practical knowledge acquired so far during previous studies. The project also involves the possibility of implementing other social initiatives such as creating an educational and humanitarian type of project.			
Required Reading: Depends on the topic			
Weekly Contact Hours: 4	Lectures: 0	Practical work: 4	
Teaching Methods: Individual work and working in group, using multimedial techniques, practice etc.			
Knowledge Assessment (maximum of 100 points): 100			
Pre-exam obligations	50	Final exam	50
Active class participation		written exam	
Practical work		oral exam	
Preliminary exam(s)		
Seminar(s)			
The methods of knowledge assessment may differ; the table presents only some of the options: written exam, oral exam, project presentation, seminars, etc.			

