● ΤΜΗΜΑ ΠΑΡΑΣΤΑΤΙΚΩΝ ΚΑΙ ΨΗΦΙΑΚΩΝ ΤΕΧΝΩΝ
DEPARTMENT OF PERFORMING AND DIGITAL ARTS

UNDERGRADUATE STUDY GUIDE
D P D A

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UNIVERSITY OF THE PELOPONNESE
SCHOOL OF ARTS

ΤΜΗΜΑ ΠΑΡΑΣΤΑΤΙΚΩΝ ΚΑΙ ΨΗΦΙΑΚΩΝ ΤΕΧΝΩΝ
DEPARTMENT OF PERFORMING AND DIGITAL ARTS

STUDY GUIDE 2022-2023

According to the 2ⁿᵈ decision of the 29ᵗʰ meeting 08.07.2021, the 4ᵗʰ decision of the 36ᵗʰ meeting 02.12.2021, the 2ⁿᵈ decision of the 40ᵗʰ meeting 09.02.2022, the 4ᵗʰ decision of the 47ᵗʰ meeting 13.07.2022, the 4ᵗʰ decision of the 54ᵗʰ meeting 20.01.2023, of the General Assembly of the Department.

THE DEPARTMENT

The Department of Performing and Digital Arts (DPDA) in Nafplio is part of the School of Arts of the University of the Peloponnese. Its purpose is:

1. To nurture and promote knowledge in scientific, artistic and technological subject matters concerning the performing arts by placing emphasis on their connection and relation with various social applications, technology and education. The Performance (act or installation) functions as the primary ground for innovation in the field of Fine Arts and is the focus of the artistic, theoretical, technological and methodological courses offered by the Department.

2. To provide students with the necessary tools which will ensure they are fully equipped to document, analyse and compose artistic works, applications and actions.

3. To provide students with the necessary know-how which will help them familiarise themselves with the technology needed for their artistic applications on the subject matters mentioned above.

4. To provide students with the necessary theoretical and practical training in order to design and implement applications of art education in social organisations or in the creative industries.

5. To provide students with specialised education and training for the teaching of art subjects and artistic technological applications in primary and secondary education as well as in non-formal and informal learning.

The studies of the Department focus on the following art and technology fields:

- Directing and Performance

- Digital Performance and Arts

- Software and Digital Arts Technology

- Dance and Performance

- Visual arts-scenography, light, and sound in connection with new technologies (design and planning).

- Design and production of digital material (Digital coaching, Virtual/Mixed Reality, Computer Games).

- Digital Applications in Directing and Acting.

- Theory of Performance and Social Applications (theatre anthropology, activism, interactive and web theatre, feminist and queer theory, educational applications, public spaces, museums.)

- Dramaturgy of Performance / Creative Writing / Digital narration / Digital publications.

Studies in these subject fields consider digital technologies as a medium of artistic expression and the performing arts as fertile ground for the application of modern technology. Performance is viewed as a meeting ground, an inter-subjective experience and construction and it is examined as a process or the outcome of synthesis and installation in spaces by means of digital technology. The purpose of these studies is to explore the theoretical framework which embraces Performance and primarily the fields of its artistic and technological applications as well as its interaction with the social milieu.

Studies in the Department are separated into **two unofficial pathways**:

1. PERFORMING ARTS

This specialisation field aims at the artistic and theoretical learning of the students in the field of performing arts and focuses on providing them with knowledge and hands-on experience in these fields, as well as information about their connection with various social applications and new technologies. Graduates will be able to set up an artistic event (concept, synthesis, directing) centered on the art of performing (performance, dance, multimedia applications in theatre etc.). In this way, they can carry out innovative proposals in the realm of artistic expression and education.

2. DIGITAL ARTS

This specialisation field aims at the artistic, theoretical and technological training of students in the area of digital applications and focuses on their potential interrelationship with performing arts. Graduates of this specialisation field combine artistic knowledge with experience on how to use digital software and hardware. They are, thus, able to set up (concept, digital design, synthesis, directing, production) an artistic digital application (digital performance, interactive/audiovisual installation, digital scenography and lighting, video games and virtual reality, digital storytelling, digital publications etc.) and utilise the connection between Performance and Digital Arts in the field of technology, artistic expression and education.

STUDY PROGRAMME – OFFICIAL DURATION

The number of students annually entering the DPDA is decided by the relevant Ministerial Decision annually. The number of entrants for the 2022-23 academic year is 140. The minimum required compulsory attendance of studies leading to the required Degree fulfillment in the DPDA is eight (8) semesters long.

OBJECTIVES OF THE STUDY PROGRAMME

The study programme of the Performing and Digital Arts Department aims to support and further promote the advancement of new knowledge, develop research in the field of arts, and meet the educational, research, social and cultural needs of the country. Special emphasis is given to contemporary art directions in performing and digital arts associated with art, technology, education and society. The courses aim at providing support for creating future artists who specialise in the connection between performing and digital arts, the use of technology and their social parameters. For this reason, adequate knowledge context is provided in order to teach and implement all the above in educational and social institutions as well as related activities such as creative industries.

Although this is an art-oriented Department, the studies also provide technological know-how. Furthermore, theoretical knowledge is provided regarding the fields of Performing Arts and Digital Media Theory, Art and Film History, as well as Cultural Theory. An essential component involves students familiarising themselves with the basic principles of Technology, Ethics and Research Methodology. In the course of their studies, the students work on individual and group projects (both artistic and theoretical), and present them in public art spaces and venues such as theatres and exhibition halls, as well as on the web. Upon the completion of their studies they are required to compose and publicly present a Degree Lecture as part of their Diploma Project (artistic and theoretical research).

Overall, among the goals of the Department is the collaboration with the **Theatre Studies Department**, **School of Arts** and other Departments of the University of the Peloponnese, such as the **Informatics and Telecommunications Department**. This cooperation is ensured either by the mutual offering of free elective courses, or by joint Diploma Projects.

LEARNING OUTCOMES AND PROFESSIONAL VALIDATION

Based on their specialised scientific knowledge and artistic and technological education, the graduates of DPDA have the opportunity to work as performing artists and designers-programmers of digital art applications in private or public institutions of the performing and digital art industry, as these are outlined below, by following one or more directions or specialisations among those offered in the Department.

Furthermore, they will have the opportunity to work in the education sector as teachers and/or as freelancers. To that effect, the DPDA is examining the possibility of providing a Teaching Certificate which can be acquired by attending Special Study Programmes of Teaching Adequacy, as these are defined accordingly by the decision of the University of the Peloponnese Council and are outlined in the Study Programme of the Performing and Digital Arts Department. Finally, according to the current legal framework, a "Certificate of Attendance" in Informatics and Computer courses is provided to the graduates of the DPDA as specified by decision 40th /09-02-2022 of the General Assembly of the DPDA.

By actively attending and completing their studies in the Performing and Digital Arts Department, students are expected to satisfy the following learning outcomes. Graduates of the Department will have the skillset to contribute to the continually changing artistic and digital environment and their applications in education and in social, artistic, cultural and creative industries.

- To be able to promote artistic creation and research in the fields of Performing and Digital Arts and in the related scientific and artistic fields based on the latest developments in science, art and technology; to become familiar with the use of digital arts technology as well as traditional and modern forms of cultural expression; and to be able to connect Performing and Digital Arts with the social dimension, as well as with teaching methodology in educational, cultural and social fields.

- To create and synthesise artistic works of a hybrid/multimedia character as autonomous artists/collaborators with interartistic groups by applying practices of contemporary performing/digital arts and by utilising technology.

- To develop their physical and interpretative skills in order to perform and/or direct theatrical or dance productions or performance art.

- To develop their artistic and technical knowledge in order to create works of exploratory/experimental digital art or electronic games.

- To be able to create various applications of educational events with an artistic, experiential, digital or hybrid character within an educational/social context.

- To be able to develop their organisational skills for the purpose of conceiving and planning contemporary cultural programmes for festivals, museums, theatres, as well as cultural and social venues.

- To be able to continue their artistic research and activities at a postgraduate level within a wide range of theoretical, practical and social applications within the digital and performing arts.

Specifically, graduate students will be able to work in the following professional fields:

- Art organisations/cultural institutions related to contemporary forms of art.

- Dance and multi-media projects.

- Production companies related to theatre and cultural events.

- Production companies related to visual/audio or digital media.

- As researchers or curators in archives and intersectional cultural projects.

- As digital and performing artists; visual artists, digital curators for museums or other creative industries, directors, researchers, video artists, performers, light and sound technicians, animators, collaborators in social and/or vulnerable spaces, as well as in tourism and mass media.

- As tutors or instructors in educational institutions such as vocational colleges, centres for training or life long learning, private institutions for training directors or dance instruction, museum or other educational programmes.

- As special consultants for contemporary cultural events.

- As critics or editors of cultural artworks (performance/digital/visual art).

- As specialists for the production of 2D or 3D art for digital applications/games.

STUDY PROGRAMME

The programme has been structured according to the Bologna Agreement and it is fully compliant with the European Accumulation-Compilation Transfer System ECTS (European Credit Transfer Units). The programme is completed with the acquisition of a minimum

240 ECTS credits and leads to the acquisition of an academic diploma. Studies in the Department of Performing and Digital Arts consist of 8 semesters.

Unofficial pathways for the degree of the Department of Performing and Digital Arts:

1. PERFORMING ARTS
2. DIGITAL ARTS

In particular:

- TWO SEMESTERS OF COMMON SUBJECTS (JOINT ATTENDANCE)
- SIX SPECIALISATION SEMESTERS, DIPLOMA PROJECT AND WORK PLACEMENT

Courses categorised as:

a) **Compulsory:** (Theory and Applications) (CC) (5 ECTS)
b) **Specialisation Electives:** (Theory and Applications) (SE) (6 ECTS)
c) **Free Elective Courses:** (FE) (6 ECTS)

The first year of studies requires common courses (5 ECTS each) for all students (consisting of necessary technical, digital and artistic knowledge) which provide the foundational basis for their remaining studies. The first year comprises 12 courses in total (6 in the first semester of which 5 are compulsory and 1 is a specialisation elective chosen between two electives) whereas 6 courses are compulsory in the second semester.

All the remaining courses taken from semesters 3 to 8 provide more specialised knowledge in the chosen pathway and combine theory with practice and are characteristic of the overall academic philosophy of the department. Due to their advanced nature and considerable workload, they are worth 6 credits.

Additionally, students have the opportunity to choose 5 courses from the Department of Theatre Studies (one in each semester, from year 2 to 4) and these will count as Free Elective courses.

The Diploma Project (DP) is optional and involves two phases:

a) **Diploma Project I,** (theoretical or artistic character) which includes the research and writing of a dissertation, or the production of a work of art. This corresponds to 12 ECTS.
b) **Diploma Project II,** which includes the research and writing of the Dissertation and/or production of a work of art and their completion with the Public Lecture and the presentation of the work of art (semester 8). These correspond to 6 ECTS.

In short, the DP is worth 18 ECTS, in total. There is also the possibility to undertake a DP abroad through the ERASMUS programme.

Work Placement is optional and involves :

Employment for 3 months and is worth 18 ECTS for full-time work or 12 ECTS for part-time work undertaken only once during the 7th or 8th semester.

GENERAL STRUCTURE OF THE STUDY PROGRAMME

- ### FIRST PHASE (SEMESTERS 1-2)

The first year consists mainly of introductory courses and requires compulsory attendance by all university students. Each of the first two semesters includes six courses, including a choice of Specialisation Elective (SE) in the first semester between two offered **(Total : 6 courses X 5 ECTS = 30 ECTS).**

- ### SECOND PHASE (SEMESTERS 3-6)

Every academic semester (from the 3rd to the 6th) consists of 5 courses: three Specialisation Elective Courses (SE) and two Elective Courses (FE). The only exception is the Digital Arts pathway in the 4th semester when students must choose 4 SE and 2 FE. The FE may be chosen from either pathway. Students may also choose as FE courses which are not part of their (un)official pathway.

Each semester up to the 6th is worth 30 ECTS **(5 times 6 = 30 ECTS)**

- ### THIRD PHASE (SEMESTERS 7-8)

During the 7th and 8th semesters, students choose FE course and, if they desire, undertake the Diploma Project (DP – stated during the 2nd semester) and/or the Job Placement (JP); stated in either semester 1st or 2nd). In other words, the program offers options to students, provided that the total number for obtaining the Degree is at least 240 ECTS.

During the academic year 2022-2023 only, students may choose during the winter semester only the part-time option for Work Placement **(12 ECTS)**.

DEGREE REQUIREMENTS

All the aforementioned characteristics constitute the degree programme extremely innovative and student-centered as it provides the students with the opportunity to create their own individualised programme of studies which will mirror their own artistic and professional interests. The following is a chart of the ECTS as outlined in the above descriptions. **The completion of the programme necessitates at least 240 ECTS credits which will lead to the attainment of their diploma.**

First Phase – Foundation Courses (semesters 1 and 2)			
Type	Number	Credits ECTS/per semester	Total ECTS
Compulsory (CC)	12	5	60
			Total **60 ECTS**

Second Phase – Specialisation Courses (semesters 3 to 6)			
Type	Number	Credits ECTS/per course	Total ECTS
Specialisation Electives (SE)	12	6	72
Free Electives (FE)	8	6	48
			Total **120 ECTS**

Phase Three – Completion of Degree (semesters 7 and 8)			
Type	Number	Credits ECTS/per course	Total ECTS
Job Placement (JP), *option*	1	12 **or** 18	12 **or** 18
Diploma Project (DP), *option*	1	18	18
Free Electives (FE)	4 to 10	6	24 to 60
			Total **60 ECTS**
>> Sum Total required for completion of Studies >= 240 ECTS <<			

DETAILED CONTENTS OF COURSE GUIDE

The following charts present in concise form the structure of the Course Guide for every semester. Please consult the following chart for the abbreviations used.

Abbreviation	Explanation	Comments
TH	Theory	Weekly Hours of Theory.
L	Laboratory	Weekly Hours of Lab work.
ECTS	European Credit Transfer Scheme	Number of Credits per Course.
T	Course Type	CC, SE, FE

DEGREE REQUIREMENTS

CURRICULUM OUTLINE

FIRST PHASE (SEMESTERS 1-2): JOINT ATTENDANCE FOR ALL STUDENTS

Each of the first two semesters includes six compulsory background courses (6 X 5 ECTS = 30 ECTS). In particular, in the 1st semester there are 5 Compulsory (for all students) and 1 optional compulsory between 2 elective courses and in the 2nd semester there are 6 YM courses (6 X 5 ECTS = 30 ECTS).

1st Semester

α/α	Course	Type	Hours Th	Hours L	ECTS	Lecturer
1	Introduction to Performing Arts : Theory and Application	CC	-	-	5	Efklides
2	Introduction to Visual-Digital Arts	CC	3	-	5	Psarras
3	Introduction to Technology	CC	2	1	5	Vasilopoulos
4	The Body in the Performing Arts : Dance and Performance	CC	1	2	5	Giotaki
5	History of Art	CC	-	-	5	Stergiou
6	Principles of Freehand Drawing **or** Performance and Social Applications I*	CC	-	-	5	Matsoukas or Platskou
				Total ECTS	**30**	

* The student must choose 1 of the 2 optional compulsory courses offered.

2nd Semester

α/α	Μάθημα	Type	Hours Th	Hours L	ECTS	Lecturer

1	Introduction to Performance : Theory and Applications	CC	-	-	5	Stourna
2	Performing and Digital Arts : Intersections	CC	3	-	5	Efklides-Psarras
3	Methodology I : Introduction to Paper Writing	CC	-	-	5	Kondis
4	Digital Image Processing	CC	2	1	5	Vasilopoulos
5	Scenography and the Meaning of Space in Performing Arts : Introductory Elements	CC	-	-	5	Thanou
6	Human and Machine	CC	2	1	5	Theodoropoulos
				Total ECTS	**30**	

SECOND PHASE: SEMESTER 3-6, PATHWAYS

Each academic semester (from the 3rd to the 6th) includes five courses, three of which are Elective Courses (SC) and two are Free Elective (FE). Each semester corresponds to 30 ECTS (5X6 ECTS) = 30 ECT

SPECIALISATION FIELD: PERFORMING ARTS

3rd Semester

α/α	Course	Type	Hours Th	Hours L	ECTS	Lecturer
1	Acting : Key Principles and Methods	SE	-	-	6	Efklides
2	Pedagogy of Performing Arts: Contemporary Approaches to Performing Arts in Education	SE	-	-	6	Kondis
3	Dance and Technology : Approaches in Composition and Research	SE	1	2	6	Giotaki
4	Free Elective Course	FE	-	-	6	-
5	Free Elective Course	FE	-	-	6	-
				Total ECTS	30	

4th Semester

α/α	Course	Type	Hours Th	Hours L	ECTS	Lecturer
1	Multimedia and Directing : Theory and Applications	SE	-	-	6	Adjunct
2	Methodology II: Scientific Research and Writing	SE	-	-	6	Kondis
3	Directing: Basic Principles and Methods	SE	-	-	6	Efklides
4	Free Elective Course	FE	-	-	6	-

α/α	Course	Type	Hours TH	Hours L	ECTS	Lecturer
5	Free Elective Course	FE	-	-	6	-
				Total ECTS	30	

5th Semester

α/α	Course	Type	Hours TH	Hours L	ECTS	Lecturer
1	Performance in Greece	SE	-	-	6	Stergiou
2	Pedagogy of Performing Arts II	SE	-	-	6	Kondis
3	Performance and Space : The Audience, the Artist, and the Performance as Meeting Ground	SE	-	-	6	Stourna
4	Free Elective Course	FE	-	-	6	-
5	Free Elective Course	FE	-	-	6	-
				Total ECTS	30	

6th Semester

α/α	Course	Type	Hours Th	Hours L	ECTS	Lecturer
1	The Synthesis of the Arts : The Contemporary Total Work of Art	SE	-	-	6	Stourna
2	Theatre of the Real : Theory and Applications	SE	-	-	6	Efklides
3	Somatic Approaches to Performance	SE	-	3	6	Giotaki
4	Free Elective Course	FE	-	-	6	-

5	Free Elective Course	FE	-	-	6	-
				Total ECTS	**30**	

SPECIALISATION FIELD 2: DIGITAL ARTS

3rd Semester

α/α	Course	Type	Hours Th	Hours L	ECTS	Lecturer
1	3D Content Creation I	SE	2	1	6	Adjunct
2	Programming and Art I	SE	2	1	6	Vasilopoulos
3	Digital Arts Pedagogy : Arts and Technology in Education	SE	-	-	6	Matsoukas
4	Free Elective Course	FE	-	-	6	-
5	Free Elective Course	FE	-	-	6	-
				Total ECTS	**30**	

4th Semester

α/α	Course	Type	Hours Th	Hours L	ECTS	Lecturer
1	Modern Art	SE	3	-	6	Adjunct
2	Programming and Art II	SE	2	1	6	El Raheb
3	Video Art and Multimedia	SE	2	1	6	Psarras
4	Free Elective Course	FE	-	-	6	-

α/α	Course	Type	Hours Th	Hours L	ECTS	Lecturer
5	Free Elective Course	FE	-	-	6	-
				Total ECTS	30	

5th Semester

α/α	Course	Type	Hours Th	Hours L	ECTS	Lecturer
1	Virtual Reality I	SE	2	1	6	Theodoropoulos
2	3D Content Creation II	SE	2	1	6	Adjunct
3	Digital Technology and Character Animation I	SE	2	1	6	El Raheb
4	Free Elective Course	FE	-	-	6	-
5	Free Elective Course	FE	-	-	6	-
				Total ECTS	30	

6th Semester

α/α	Course	Type	Hours Th	Hours L	ECTS	Lecturer
1	Digital Technology and Character Animation II	SE	2	1	6	Theodoropoulos
2	Digital Arts Pedagogy II : Arts and Technology in Education	SE	3	-	6	Matsoukas
3	Virtual Reality II	SE	2	1	6	El Raheb
4	Free Elective Course	FE	-	-	6	-
5	Free Elective Course	FE	-	-	6	-

| | | | | | Total ECTS | 30 | |

FREE ELECTIVE COURSES 3rd/5th/7th SEMESTERS

For Both Pathways (2):

α/α	Course	Type	Hours Th	Hours E	ECTS	Availability	Lecturer
1	Design and Development of Digital Games	FE	2	1	6	5,7	Theodoropoulos
2	Digital Technology in Dance Creation, Research and Education	FE	-	-	6	3, 5, 7	El Raheb
3	Performative Applications for Children in the Digital Age	FE	-	-	6	3, 5, 7	Adjunct
4	Virtual Worlds Development	FE	2	1	6	3, 5, 7	Adjunct
5	Installation Art and Digital Media	FE	2	1	6	5, 7	Psarras
6	Performance, Directing and the Internet : Theory and Applications	FE	-	-	6	3, 5, 7	Adjunct
7	Colour: Theory and Practical Applications	FE	-	-	6	3, 5, 7	Thanou
8	Design and Artistic Synthesis	FE	-	-	6	3, 5, 7	Thanou
9	Contemporary American Theatre and Performance	FE	-	-	6	3, 5, 7	Varsamopoulou
10	English I : Language and Culture *	FE	-	-	6	3, 5	Varsamopoulou
11	English III : Terminology and Culture*	FE	-	-	6	3, 5, 7	Platskou

*The course must be chosen by those students who have been admitted to the DPDA in the academic years 2021-22 and 2022-23 and do not have English language certifications at level B2 or higher (the Certificates are submitted by the students to the departmental secretariat). The classification of students at level I, II or III is done by the teaching staff of the department. The course English III can also be chosen by students with language certification at B2 level or higher.

FREE ELECTIVE COURSES: 4th/6th/8th SEMESTERS

For Both Pathways (2):

α/α	Courses	Type	Hours Th	Hours L	ECTS	Availability	Lecturer
1	Digital Creative Writing, Interactive Literature, Digital Storytelling, Digital Editions	FE	2	1	6	4, 6, 8	Roinioti
2	Introduction to Narrative and Scriptwriting	FE	-	-	6	4, 6, 8	Roinioti
3	Digital Audio Processing : Music Composition	FE	2	1	6	4, 6, 8	Vasilopoulos
4	Web Applications and Performance	FE	-	-	6	4, 6, 8	Adjunct
5	Art Game Public Space	FE	-	-	6	4, 6, 8	Adjunct
6	Theories of Gender/Sexuality in the Theatrical Act	FE	-	-	6	4, 6, 8	Varsamopoulou
7	Processes in the Production of an Audiovisual Artwork	FE	2	1	6	4, 6, 8	Adjunct
8	Dance and the Community : Movement Pedagogy and Applied Practice	FE	1	2	6	4, 6, 8	Giotaki

9	Socially Engaged Performance III: Social Theatre*	FE	-	-	6	4, 6, 8	Stourna
10	Irish Theatre	FE	-	-	6	4, 6, 8	Platskou
11	Scenography : Outdoor Space	FE	-	-	6	4, 6, 8	Thanou
12	Participatory / Collective Dramaturgy / The Dramaturg Performer : Theory and Applications	FE	-	-	6	4, 6, 8	Adjunct
13	Utopia and Dystopia in the Theatrical Act	FE	-	-	6	4, 6, 8	Varsamopoulou
14	English II : Language and Culture **	FE	-	-	6	4, 6	Platskou
15	Performance Art : Theory and Applications	FE	-	-	6	4, 6, 8	Psarras
16	Line and Pictorial Drawing	FE	-	-	6	4, 6, 8	Matsoukas
17	Performance and Social Applications II: From the ethnography of the performance to the performance of the ethnography	FE	3	-	6	4, 6, 8	Adjunct
18	Performance and Social Applications IV: Activism and public sphere: Theory and Applications	FE	3	-	6	4, 6, 8	Adjunct

19	Sound I: Sound design – Sound environments – Sound Iconography	FE	2	1	6	4, 6, 8	Adjunct
20	Sound II: Sound interactive systems	FE	2	1	6	4, 6, 8	Adjunct

* The course "Performance and Social Applications III: Social Theatre" from 2023-2024 will be offered during semesters 3, 5, 7.

** The course "English II: Language and Culture" must be chosen by those students who have been admitted to the DPDA in the academic years 2021-22 and 2022-23 and do not have English language certifications at level B2 or higher (Certificates are deposited in the Departmental secretariat). The classification of students at level I, II or III is done by the teaching staff of the department.

THIRD PHASE : SEMESTERS 7-8

During the 7th and 8th semesters, students take Free Elective courses and optionally the Diploma Project (DP). Also, if they wish, they can choose the Job Placement (in one of the two semesters). The program is shaped according to their choices, provided that the total number of credits for obtaining the Degree is at least 240 ECTS.

Course – Type	Number	ECTS	Total ECTS
Job Placement (JP), *option*	1	12 **or** 18	12 **or** 18
Diploma Project (DP), *option*	1	18	18
Free Electives (EE)	from 4 **to** 10	6	from 24 **to** 60

Clarification 1: You choose (option 1) JP in the 4th Year (only once in one of the two semesters).
Clarification 2: During the winter semester of 2022, students will be able to choose only the part-time JP (12 ECTS).
Clarification 3: We choose (option 2) DP in the 7th semester. There is also the possibility of undertaking a DP abroad through the Erasmus programme.
Clarification 4: For the DP option, the course *Methodology I: Scientific Research and Writing* **must** have been completed **AND the owed courses up to the time of application for the DP must not exceed 8**.

INDICATIVE EXAMPLES FOR THE THIRD PHASE (7th and 8th semesters)

Version 1 **(with full-time JP and DP):**
Application Example of Version 1 (per semester):

7th Semester	8th Semester
Diploma Project I.........12 ECTS Job Placement.............18 ECTS	Job Placement II...........6 ECTS 4 Courses FE................24 ECTS

Version 2 (**with JP full-time but without DP**):

Application Example of Version 2 (per semester):

7th Semester	8th Semester
Job Placement..............18 ECTS 2 Courses FE................12 ECTS	5 Courses FE..............30 ECTS

Version 3 (**with Part-Time JP and with DP**):

Application Example of Version 3 (per semester):

7th Semester	8th Semester
Diploma Project I...................12 ECTS Job Placement......................12 ECTS 1 Course FE..........................6 ECTS	Diploma Project II..............6 ECTS 4 Courses FE......................24 ECTS

Version 4 (**with Part-Time Job Application but without DP**):

Application Example of Version 4 (per semester):

7th Semester	8th Semester

Job Placement..............12 ECTS 3 Courses FE...............18 ECTS	5 Courses FE..............30 ECTS

Version 5 (without JP but with DP):

Application Example of Version 5 (per semester):

7th Semester	8th Semester
Diploma Project I..............12 ECTS 3 Courses FE...................18 ECTS	Diploma Project II..............6 ECTS 4 Courses FE....................24 ECTS

Version 6 (without JP and without DP):

Application Example of Version 6 (per semester):

7th Semester	8th Semester
5 Courses FE................30 ECTS	5 Courses FE................30 ECTS

LIST OF PRE-REQUISITE COURSES AT DPDA

Course Title	Semester	Type	Pre-Requisite
Dance and Technology: Approaches in Composition and Research	3	SE	The Body in Performance Art: Dance and Performance (1st Semester)
Methodology II: Scientific Research and Writing	4	SE	Methodology I: Scientific Research and Writing (2nd Semester)
Programming and Art II	4	SE	Programming and Art I (3rd Semester)
Pedagogy of the Performing Arts II: Contemporary Approaches to Performing Arts in Education	5	SE	Pedagogy of the Performing Arts I: Contemporary Approaches to Performing Arts in Education (3rd Semester)
3D Content Creation II	5	SE	3D Content Creation I (3rd Semester)
Somatic Approaches in Performance	6	SE	The Body in Performance Art : Dance and Performance (1st Semester)
Digital Technology and Character Animation	6	SE	Digital Technology and Character Animation (5th Semester)
Pedagogy of Digital Art II: Arts and Technology in Education	6	SE	Pedagogy of Digital Art I: Arts and Technology in Education (3rd Semester)
Visual Reality II	6	SE	Visual Reality I (5th Semester)
Design and Development of Digital Games	5, 7	SE	Programming and Art I (3rd Semester)
Digital Technology in Dance Research, Creation and Education	3, 5, 7	FE	Introduction to Technology (1st Semester)
Installation Art and Digital Media	5, 7	FE	Video Art and Multimedia (4th Semester)
Dance and Community: Movement Pedagogy and Applied Practice	4, 6, 8	FE	The Body in Performance Art: Dance and Performance (1st Semester)
Diploma Project (DP)		FE	Methodology I: Scientific Research and Writing (2nd semester)
Diploma Project (DP)		FE	In order for the student to start preparing the Diploma Project, they must owe no more than 10 courses.

ΤΜΗΜΑ ΠΑΡΑΣΤΑΤΙΚΩΝ ΚΑΙ ΨΗΦΙΑΚΩΝ ΤΕΧΝΩΝ
DEPARTMENT OF PERFORMING AND DIGITAL ARTS