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

UNDERGRADUATE STUDY GUIDE
DPDA

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DPDA

ACADEMIC YEAR   **2023-2024**

‖ Revision Date: **04-10-2023**

||| Contents

UNIVERSITY OF THE PELOPONNESE
SCHOOL OF ARTS

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

STUDY GUIDE   2023-2024

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 **20.01.202**3, and the 1st decision of the 60th meeting **10.07.2023** of the General Assembly of the Department.

||| DPDA: HISTORY AND FOUNDATIONS

Founded in 2019, the **Department of Performing and Digital Arts (DPDA)** is part of the School of Arts (along with the Department of Theatre Studies, 2003) of the University of the Peloponnese, based in Nafplio, Greece. The appearance of the DPDA on the map of tertiary education of Greece aims to explore the hybrid intersections of performing and digital arts. Specifically, the DPDA Undergraduate Study Programme aims to nurture and promote knowledge in scientific, artistic and technological subject matters concerning the performing arts by placing the emphasis on their dynamic connections and relation with various cultural manifestations, social applications, technology and education. DPDA constitutes the first academic department in Greece which focuses on emerging/hybrid approaches of contemporary art and research, including those which deal with the dynamic intersections of performing (*performance, dance, theatre*) and digital arts (*digital performance, virtual reality, interactive/digital media-technologies*).

||| DPDA ACADEMIC STAFF

At present, the Department of Performing and Digital Arts employs 14 permanent members of academic staff as well as adjunct staff. Specifically:

- **Seven (7) Faculty Members** currently at the rank of Assistant Professor, with artistic, theoretical and research experience in their fields, whose courses offer subjects reflecting state-of-the-art research, performance theory and art practice (pending is the appointment of an 8th faculty member).*
- **Seven (7) Special Teaching and Research/Lab Personnel** who offer courses based on their quality research knowledge and practice-based skills in subjects which are aligned with the DPDA fields of study, thus contributing to the quality of teaching instruction for students.

- **Adjunct Lecturers** (NSRF, 407), employed since the DPDA's inception in 2019/2020 whose expertise supplements the undergraduate curriculum with a wide range of courses in both digital and performing arts subjects.

*Note: More information relating to faculty staff is available at: ([1](#)) ([2](#)) ([3](#)) ([4](#)), [DPDA General Assembly](#) and the [School of Arts General Assembly](#).

▌▌ FACULTY MEMBERS

Name	Rank	Field	DPDA page	Email
Giotaki Gina (Dr.)	Assistant Professor	Dance: Techniques and Choreographic Practices and Multimedia	https://pda.uop.gr/en/gina-giotaki/	g.giotaki@go.uop.gr
El Raheb Katerina (Dr.)	Assistant Professor	Informatics Applications in Performing Arts: Motion Recording and Processing, Digital Performance Reproduction, Interactive Directions	https://pda.uop.gr/en/katerina-el-raheb/	k.elraheb@go.uop.gr
Efklidis Alexandros (Dr.)	Assistant Professor	Directing, Acting and Performance: Arts-based Research and Art Practice	https://pda.uop.gr/en/alexandros-efklidis/	efklidis@go.uop.gr
Theodoropoulos Anastasios (Dr.)	Assistant Professor	Video Game Development and Game Character Animation	https://pda.uop.gr/en/anastasios-theodoropoulos-2/	ttheodor@go.uop.gr
Roinioti Elina (Dr.)	Assistant Professor	Interactive Storytelling in Video Games and Digital Arts	https://pda.uop.gr/en/elina_roinioti/	e.roinioti@go.uop.gr
Stourna Athena (Dr.)	Assistant Professor	Space, Scenography and Performance: History, Art Practice and Social Applications	https://pda.uop.gr/en/athena-stourna/	astourna@uop.gr
Psarras Bill (Dr.)	Assistant Professor	Performance Art, Installation and Digital Arts: Arts-based Research and Art Practice	https://pda.uop.gr/en/bill-psarras/	v.psarras@go.uop.gr

||| SPECIAL RESEARCH STAFF MEMBERS/LAB INSTRUCTORS

Name	Rank	Field	DPDA page	Email
Varsamopoulou Maria (Dr.)	Special Research	Studies in Utopia and Dystopia and English Language Teaching	https://pda.uop.gr/en/maria-varsamopoulou-2/	m.varsamopoulou@uop.gr
Vasilopoulos Nikos (Dr.)	Research Lab Member	Digital Signal and Image Processing	https://pda.uop.gr/en/nikos-vasilopoulos-2/	n.vasilopoulos@go.uop.gr
Thanou Chariklia	Special Research	Design, Color, and Tonality in Stage Space	https://pda.uop.gr/en/chara-thanou/	h.thanou@uop.gr
Kanelli Katerina (Dr.)	Special Research	Performing Arts | Literature/Dance: Theory and Performance	https://pda.uop.gr/en/katerina_kanelli/	a.kanelli@uop.gr
Kondis George (Dr.)	Research Lab Member	Sociology-Cultural Anthropology-Pedagogy with an Emphasis on the Management of Cultural Assets	https://pda.uop.gr/en/george-kondis/	g.kondis@uop.gr
Matsoukas Panagiotis (Dr.)	Special Research	Visual Arts and New Media Teaching	https://pda.uop.gr/en/panayiotis-matsoukas/	p.matsoukas@uop.gr
Platskou Stella (Dr.)	Special Research	Irish Theatre, Social Applications of Performance and English Language Teaching	https://pda.uop.gr/en/stella-platskou-2/	s.platskou@uop.gr

||| DPDA: ESSENTIAL STUDENT INFORMATION

DPDA students can be officially informed via the department's official website (https://pda.uop.gr/), for instant access to important links associated with student and academic everyday life. In particular, information regarding **Student Services UOP** (http://foitmer.uop.gr/), the **WeCare Service** of UOP (https://wecare.uop.gr/), the **UOP Student Ombudsman** (https://pda.uop.gr/en/student-ombudsman-uop/), the

DPDA premises and addresses (https://pda.uop.gr/en/dpda-premises/) and the **DPDA Secretariat** Office (https://pda.uop.gr/en/contact/) is regularly updated. Also, useful information is provided on websites associated with the School of Arts **Library** which serves both departments of the **School**, the local **Bus Station** routes which serve local and regional destinations, the local **Police Station**, the regional **Hospital/Health Centre** and the **Municipality of Nafplion** at the following links: (https://pda.uop.gr/en/useful-links/),(https://pda.uop.gr/en/information-on-student-affairs/)

||| 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. The **DPDA's 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 to 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 curriculum of the DPDA focuses 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.

- Anglophone Theatre and Drama (North American, British and Irish) and 20th canonical texts and hermeneutics (Feminist, Queer, Marxist, Intersectional, New Criticism, Frankfurt School, Post-Structuralist, Utopian).

- Academic Skills, (writing, reading, presenting and listening) in Greek and English, as well as research training skills and extensive training in IT.

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 public 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 divided into two (2) 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*) centred 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 fulfilment 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/Theatre 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 may 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, museums 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:

- **2** SEMESTERS OF COMMON SUBJECTS (JOINT ATTENDANCE)
- **6** SPECIALISATION SEMESTERS, DIPLOMA PROJECT & JOB 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 3rd to 8th 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.

The Job Placement (JP) is optional and involves :

a) Employment for 3 months and is worth 18 ECTS for **full-time** work **or**

b) 12 ECTS for **part-time** work undertaken only once during the 7th or 8th semester.

Students are also given the opportunity to undertake voluntary traineeships through Erasmus+ in organisations abroad (for more information see section ERASMUS TRAINEESHIP). The Erasmus+ programme funds students to undertake a Traineeship in a host organisation abroad with a mobility period of 2-12 months and with the right to a monthly grant depending on the host country. The Internship can be implemented in Member States of the European Union, as well as in specific countries outside the European Union, based on the programmed agreements of the Institution. The International and Public Relations Department of the Foundation is responsible for the Erasmus+ programme. Work Placement (WP) through the Erasmus+ Program is credited with ECTS in proportion to internships carried out in Greece. Specifically: A three-month, full-time internship is credited with 18 ECTS. Longer traineeships are credited with a maximum of 18 ECTS. A three-month, part-time internship is credited with 12 ECTS. Shorter traineeships are not recognised as equivalent and are not credited with ECTS.

GENERAL STRUCTURE OF THE STUDY PROGRAMME

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

The first year mainly involves teaching introductory courses of scientific, artistic and technological background, common to all students. Each of the first two semesters comprise six compulsory courses [1st semester: 6 compulsory (CC), 2nd semester: 5 compulsory (CC) and 1 optional compulsory (OC) chosen between 2 elective courses], resulting in a total of 6 X 5 ECTS = 30 ECTS in each semester.

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

Each semester (from the 3rd to the 6th) includes five courses, three of which are Specialisation Elective Courses (SE) and two Free Elective Courses (FE). In addition, students can choose Specialisation Courses (SE) from the other (un)official pathway than

the one they have chosen, as Free Elective (FE) courses. Each semester (up to the 6th) corresponds to 30 ECTS (5X6 ECTS) = 30 ECTS.

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

During the 7th and 8th semesters, students choose the 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.

||| DEGREE REQUIREMENTS

All the aforementioned characteristics constitute the degree programme innovative and student-centred 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	1	18	18

(DP), option			
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 taught.
L	Laboratory	Weekly Hours of Lab work taught.
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 6 Compulsory courses (6 X 5 = 30 ECTS) in the 2nd semester there are 5 Compulsory courses (for all students) plus 1 optional compulsory (chosen between 2 elective courses) also 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	Efklidis
2	Introduction to Visual-Digital Arts	CC	3	-	5	Psarras
3	Introduction to Technology	CC	1	2	5	Vasilopoulos
4	The Body in the Performing Arts : Dance and Performance	CC	1	2	5	Giotaki
5	History of Art	CC	2	1	5	Matsoukas
6	Performance and Social Applications I	CC	2	1	5	Platskou
				Total ECTS	30	

2nd Semester

α/α	Course	Type	Hours Th	Hours L	ECTS	Lecturer

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

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

‖ SECOND PHASE: SEMESTER 3-6, PATHWAYS

Each academic semester (from the 3rd to the 6th) includes five courses, three of which are Specialisation Elective Courses (SE) and two are Free Elective Courses (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	Efklidis
2	Pedagogy of Performing Arts I : Contemporary Approaches to Performing	SE	2	1	6	Kondis

α/α	Course	Type	Hours Th	Hours L	ECTS	Lecturer
	Arts in Education					
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	3	-	6	Roinioti
2	Methodology II : Scientific Research and Writing	SE	1	2	6	Kondis
3	Directing : Key Principles and Methods	SE	-	-	6	Efklidis
4	Free Elective Course	FE	-	-	6	-
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	2	1	6	Kanneli

2	Pedagogy of Performing Arts II : Contemporary Approaches to Performing Arts in Education	SE	1	2	6	Kondis
3	Performance and Space : The Audience, the Artist, and the Performance as Meeting Ground	SE	1	2	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	3	-	6	Stourna
2	Theatre of the Real : Theory and Applications	SE	-	-	6	Efklidis
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	Video Art and Multimedia	SE	2	1	6	Psarras
2	Programming and Art I	SE	1	2	6	Vasilopoulos
3	Digital Arts Pedagogy : Arts and Technology in Education	SE	2	1	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	Programming and Art II	SE	2	1	6	El Raheb
2	Digital Arts Pedagogy II : Arts and Technology in Education	SE	2	1	6	Matsoukas
3	3D Content Creation I	SE	2	1	6	Adjunct (Pending Funding Approval)
4	Free Elective Course	FE	-	-	6	-
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	Performance Art : Theory and Applications	SE	2	1	6	Psarras
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	3D Content Creation II *	SE	2	1	6	Adjunct (Pending Funding Approval)
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 L	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	2	1	6	5, 7	El Raheb
3	Colour and Practical Applications	FE	2	1	6	3, 5, 7	Thanou
4	Design and Artistic Synthesis	FE	2	1	6	3, 5, 7	Thanou
5	Contemporary American Theatre and Performance (taught in English)	FE	-	-	6	3, 5, 7	Varsamopoulou
6	English for Academic Purposes : Writing and Research Skills (taught in English)	FE	-	-	6	3, 5, 7	Varsamopoulou
7	English : Language, Terminology and Culture (taught in English)	FE	1	2	6	3, 5, 7	Platskou
8	Digital Games and Art	FE	-	-	6	3, 5, 7	Roinioti
9	Dialogue on the Body	FE	2	1	6	3, 5, 7	Kanneli
10	Socially Engaged Performance III : Social Theatre	FE	1	2	6	3, 5, 7	Stourna

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

For both pathways (2):

α/α	Course	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	Digital Audio Processing : Music Composition	FE	1	2	6	4, 6, 8	Vasilopoulos
3	Theories of Gender/Sexuality and the Theatrical Act	FE	3	-	6	4, 6, 8	Varsamopoulou
4	Dance and the Community : Movement Pedagogy and Applied Practice (taught in English)	FE	1	2	6	4, 6, 8	Giotaki
5	Contemporary Irish Theatre (taught in English)	FE	2	1	6	4, 6, 8	Platskou
6	Scenography : Outdoor Space	FE	2	1	6	4, 6, 8	Thanou
7	Utopia and Dystopia in British Theatre (taught in English)	FE	-	-	6	4, 6, 8	Varsamopoulou
8	English for Academic Purposes : Performing and New Media Arts (taught in English)	FE	1	2	6	4, 6, 8	Platskou
9	Installation Art and Digital Media	FE	2	1	6	6, 8	Psarras
10	Art, Creation and Gender	FE	2	1	6	4, 6, 8	Kanneli

α/α	Course	Type	Hours Th	Hours L	ECTS	Semester Availability	Instructor
11	Introduction to Narrative	FE	2	1	6	4, 6, 8	Kanneli
12	Introduction to Digital Storytelling	FE	-	-	6	4, 6, 8	Roinioti

||| COURSES Free Electives (FE)* Adjunct Instructors (pending approval of funding)

* Adjunct Instructors (pending approval of funding) : For both pathways

α/α	Course	Type	Hours Th	Hours L	ECTS	Semester Availability	Instructor
1	Performance Applications for Children in the Digital Age*	EE	2	1	6	-	-
2	Participatory / Collective Dramaturgy / The Dramaturg Performer : Theory and Applications *	EE	3	-	6	-	-
3	Sound I : Sound Design – Sound Environments – Sound Iconography*	EE	2	1	6	-	-
4	Sound II : Sound Interactive Systems *	EE	2	1	6	-	-
5	Web Applications and Performance *	EE	2	1	6	-	-
6	Stages in the Production of an Audio-Visual Project *	EE	2	1	6	-	-
7	Performance, Directing and the Internet: Theory and Practice*	EE	3	-	6	-	-

8	Art Game and Public Space *	EE	3	-	6	-	-
9	Creating Virtual Worlds*	EE	2	1	6	-	-
10	Performance and Social Applications II : From the Ethnography of the Performance to the Performance of the Ethnography*	EE	3	-	6	-	-
11	Performance and Social Applications IV: Activism and the Public Sphere: Theory and Applications *	EE	3	-	6	-	-
12	Lighting I: Introduction to Theatre Lighting : Practical Applications *	EE	2	1	6	-	-
13	Lighting II : Light Applications and the Public Sphere *	EE	2	1	6	-	-
14	Modern Art *	EE	-	-	6	-	-
15	Philosophy of Technology *	EE	-	-	6	-	-
16	Theory of Art and Culture *	EE	-	-	6	-	-
17	Body Theatre and Site-Specific Art	EE	-	-	6	-	-

18	Introduction to Construction *	EE	2	1	6	-	-
19	Expressive Codes and Tools of Film Editing *	EE	2	1	6	-	-
20	Pervasive Computing Systems *	EE	2	1	6	-	-
21	Digital Exhibition Curation and Virtual Reality *	EE	2	1	6	-	-
22	Principles of Free Drawing *	EE	2	1	6	-	-
23	Introduction to Video-Projection Design in the Performing Arts *	EE	2	1	6	-	-
24	Introduction to Video-Projection Design in the Performing Arts *	EE	2	1	6		

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 programme 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 (FE)	from 4 to 10	6	from 24 to 60

Clarification 1: Students choose (optional) JP in the 4th Year (only once in one of the two semesters).
Clarification 2: Students choose (optional) DP in the 7th semester. There is also the possibility of undertaking DP abroad through the Erasmus programme.
Clarification 3: For the option DP the student must successfully pass the course 'Methodology I : Scientific Research and Writing' 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 with 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

Course Title	Semester	Type
Contemporary American Theatre and Performance	3, 5, 7	FE
Dance and the Community: Movement Pedagogy and Applied Practice	4, 6, 8	FE
Contemporary Irish Theatre	4, 6, 8	FE
Utopia and Dystopia in British Theatre	4, 6, 8	FE
English for Academic Purposes: Writing and Research Skills	3, 5, 7	FE
English: Language, Terminology and Culture	3, 5, 7	FE
English for Academic Purposes: Performing and New Media Arts	4, 6, 8	FE

||| LIST OF PRE-REQUISITE COURSES AT DPDA |||

Course Title	Semester	Type	Prerequisite
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 II	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	5, 7	FE	Introduction to Technology (1st Semester)
Installation Art and Digital Media	6, 8	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)	7, 8	FE	Methodology I: Scientific Research and Writing (2nd semester)
Diploma Project (DP)	7, 8	FE	In order for the student to start preparing the Diploma Project, they must owe no more than 10 courses.

DPDA UNDERGRADUATE STUDY GUIDE
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