

Department	GRAPHIC DESIGN
Study programme	BACHELOR
Course year	2nd YEAR
Semester	SPRING
Study year	2024/2025

DEPARTMENT'S COURSES

ELECTIVE

Courses designed for Erasmus+ students.

They will be available for registration ONLY after you receive your department's timetable. DON'T include the Elective courses in your learning agreement yet. During your first week here, you'll get a link with the schedule and signup details. Note that some courses have limited spots.

DEPARTMENT COURSES

CODE	COURSE TITLE	DESCRIPTION	LECTURER	ECTS
MakZB531	Graphic design	<p>Knowledge (knowledge and understanding) – learn the basics of visual system design, understand the principles of interaction of form and graphic design, understand the basics of branding.</p> <p>Skills (ability to apply knowledge, communication, general skills) –</p> <p>Understand the creative work task, be able to independently carry out research work and organize the obtained information. Create a coherent brand platform/personality.</p> <p>Competence (analysis, synthesis and evaluation) – to be able to work independently with a task, to understand the process of creating a visual system design, to be able to evaluate the functional needs of the target audience, the market and the product.</p>	Kristīna Popila, Martin Foessleitner	3
MakZB539	Typography	<p>Through this course students continue to develop their competences in typographic design. Students gain skills and practical experience by designing a self-initiated project in semester. The course also offers an introduction to key concepts and principles and the historical context and contemporary practice of typographic and editorial design.</p> <ul style="list-style-type: none"> • Practical experience in typographic and editorial design 	Alise Miļuhina	3

		<ul style="list-style-type: none"> • Understanding key concepts of typographic and editorial design • Understanding the basic historical context and contemporary practice of typography • Practical experience in designing a publication using Adobe InDesign software • Practical experience in planning and organising a publication design project • Getting acquainted with resources for practical use and further learning 		
MakZB550	Computer Software Studies	Learn the basics of usability design through the full web design development cycle performance experience. Knowledge of human-centered design and websites design basics, incl. user experience (UX) and user interface (UI) design.	Valters Grišāns	2
MakZB556	Materials, Methods and Technologies	To introduce students to cardboard packaging production technologies, printing specifics and materials. Through lectures, practical tasks and real examples, create an understanding of technical specifications, the development of packaging curls and the impact of material selection on it. To prepare students for work with packaging projects, contact with the manufacturer and the customer.	Mārīte Zīmele	2

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MakZBB34	Art History of Latvia	The course is taught to Erasmus+ students, and its purpose is to give an insight into and a general idea of the development of Latvian art history in a cultural and historical context. Alongside art history, the course provides basic knowledge of Latvian history, ethnography, and architectural history. The lecture course chronologically covers the period from prehistory to the 20th century. Visits to exhibitions and museums are organized as part of the course to broaden and improve students' knowledge and to promote connection with contemporary cultural progress.	Ieva Rozentāle	6
MakZBB36	Theory of Contemporary Art	The academic course deals with all the significant events in recent art history, starting from the international conceptual tendencies in the 60s, like land art, minimalism, Art Povera, Nouveaux Réalisme, Fluxus,	Raimonds Kalējs	3

		and others, the postmodern narratives in the 80s and the 90s. The final part will be dedicated to the actual debates in the global contemporary art scene. Each lecture will be accompanied by rich visual materials, including films originating from museums. After finishing the course, the students will be able to recognize the most prominent personalities and their most iconic artworks.		
MakZBB37	Anatomy	Digitalized and interactive anatomy for art and design students to improve their drawing, painting, and sketching skills in anatomy. Based on Anatomy Next — anatomy learning tools for students and teachers. Anatomy Next is a very successful, world-known educational technology start-up to help students learn anatomy faster and more efficiently.	Uldis Zariņš	3
MakZBA67	Art Pedagogy in Cultural Environment	The course prepares students for planning and conducting art-based visual arts classes for school age children. Such an experience can be useful in teaching for both - formal and non-formal education. Graduates will gain theoretical knowledge and practical experience in transforming an idea based on creative practice (art or design) into a teaching practice.	Ilze Vītola	3
MakZBB40	Art in Public Space	This course introduces students to the different forms of art in public spaces, expanding their knowledge by discussing and analyzing contemporary art events in Latvia and around the world. The goal is not only to provide information but also to encourage students to think critically, analyze, discuss, and form their own opinions. Erasmus students will learn about current trends and traditions in contemporary art in Latvia, with a focus on art in public spaces. The course includes exhibition visits and meetings with curators and artists. At the end of the course, students will prepare a presentation about public art in their home country or on a topic of their choice. Art has the ability to transform an empty space into a meaningful place. It can honour a person or event, serving as a memorial, or critically address society. It can generate and reveal the most diverse emotions and ideas.	Inese Baranovska	3
MakZBB32	Stained Glass Basic	The course introduces students to the classic stained-glass technique; students are able to realize their own composition or choose to copy a sample. It is possible to supplement the work with painting or cold techniques.	Sandra Utāne	3
MakZBB46	Relief printing	Students get acquainted with and develop technical skills in Relief printing – the classic and contemporary techniques of their choice: linocut, collagraphy, and material print. The courses focus specifically on imparting the necessary manual skills. During the	Vita Lēnerte	3

		semester should be worked out 2 separate compositions. Works have to be presented on the Semester final Assessment show.		
MakZBB48	Creation of Form in Ceramics	To make a ceramic form using an already-known form, and to burn it; learning different burning techniques.	Līga Skariņa	3
MAkZBB55	Contemporary Art Jewelry in the making	The course focuses on experimentation in various types of materials and found objects to create a contextual art jewelry piece (prototype or group of jewellery objects) by combining previously mentioned with structural parts in metal. Students gain knowledge about the use of various materials in art jewelry and design. It also strengthens students practical skill in working with various metals.	Rasma Pušpure	3
MakZBB50	Experimental projects in glass sculpture	The course introduces students to the Plastic Composition basics in glass art. How to use glass modelling, fusing, cold work techniques and create an individual glass piece (relief, sculpture, or object (max dimension 20x20x20 cm).	Inita Ēmane	3
MakZBB52	Porcelain painting	The course "Porcelain Painting" is intended for any students from other departments. Its aim is to learn to apply their knowledge of composition and color teaching in practice in one of the ceramics industries by learning porcelain painting techniques. The basis of the author's painted composition is a ready-made porcelain surface - porcelain plates and other objects, there can also be a tiles (ready surface you will buy in a shop). Introduction. Getting acquainted with the specifics of porcelain painting, technology, applicable materials, tools. Historical insight and examples of painted porcelain from different periods. Choice of material and shapes for your composition, tests on material, firing of samples. Graphics on porcelain. Accordance of the composition to the selected shape. Preparation of water-based paint for graphic drawing with pen(nib), testing of various decorative techniques, effects and textures with other tools. Painting on porcelain with a brush. Variety of brushes for each selected operation, tests, firing of samples. Mixing turpentine-based paint for painting with a brush. Sponge as a tool. Variety of tools and color preparation for this process. Implementation of the sample. Firing.	Jevgeņija Loginova	3
MakZBB54	Screen-printing	There will be two options for task in screen-printing: 1) Repeating basics of screen printing. Talking about screen mesh count and different methods of how to make a stencil on screen. Task is a bit advanced but still quite simple two- or three-layer print on paper. Theme based in making composition using different means of expression. 2) Task is more of experimental kind - focus on trying out printing on different material not paper or replacing	Sabīne Vekmane	3

		screen-printing ink with some other printable material. Theme might be conceptual and connected to material student chooses to work with.		
MakZM016	Contemporary Art: Imagining the Future(s)	To form conceptual understanding of the uniqueness and diversity of the Eastern European culture, especially modernist and contemporary art after the WWII.	Kirils Kobrins	3