**Bachelor of Arts in Media Design in Education**

**Field:** Pedagogical and andragogical sciences

**Level of study programme:** Undergraduate academic studies, first degree higher education

**Duration:** Eight semesters – four years

**Study programme pre-requisites:** Four-year secondary education

Passed an entrance examination in mother tongue and literature and computing and information science.

**Mode of study programme delivery:** Non-distance learning

**Study programme objectives:** Those completing this study programme acquire the professional title of a Bachelor of Arts in Media Design in Education. The study programme consists of compulsory and optional courses. Each course is assigned a specific number of lectures, tutorials and the estimation of a student’s performance in the classes, which is expressed by ECTS credits. Students also have compulsory practice classes in each study year. A specific number of ECTS credits is assigned to each course; the credits being acquired by passing an examination in the specified course. The study programme requires a final thesis that carries 15 ECTS credits.

The objective of this study programme is to educate professionals who will implement learning and pedagogical theories, various teaching principles, techniques and methodologies in order to plan and design learning materials and to model the teaching and learning processes within specific courses and lectures. In e-learning, a media designer in education structures the course of education process, the focus being on teaching and learning results.

**Courses**

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| 1. Serbian Language |
| 2. English Language 1 |
| 3. Computer Science in Education |
| 4. Information Science 1 |
| 5. Mathematics 1 |
| 6. Subjects of elective block 1 |
| 7. Mathematics 2 |
| 8. Computer Networks |
| 9. Psychology in Education |
| 10. Computer Graphics |
| 11. School and Family Pedagogy |
| 12. Introduction into Programming |
| 13. English Language 214. Cybernetics |
| 15. Information Science 2 |
| 16. Digital Arts |
| 17. Subjects of elective block 2 |
| 18. Project 1 |
| 19. Subjects of elective block 3 |
| 20. Computer Systems Architecture |
| 21. Media Culture |
| 22. Data Bases |
| 23. Didactics |
| 24. English Language 3 |
| 25. Modelling and Simulation in Education |
| 26. Communication Systems in the Media |
| 27. Project 2 |
| 28. Subjects of elective block 4 |
| 29. Computer Ethics |
| 30. Educational Technology |
| 31. Practicum 1 |
| 32. Teaching Methodology of Information Science 1 |
| 33. Media Design in Education 1 |
| 34. Subjects of elective block 5 |
| 35. Media Design in Education 2 |
| 36. English Language 4 |
| 37. Subjects of elective block 6 |
| 38. Introduction into Statistics |
| 39. Teaching Methodology of Information Science 2 |
| 40. Project Management |
| 41. Practicum 2 |
| 42. Educational Software |
| 43. Teaching Methodology Practice in Media and Information Science |
| 44. Final paper |

Those completing undergraduate academic studies acquire the professional title of a **Bachelor of Media Designer in Education** and are qualified for working in educational and other institutions at the jobs of planning and designing teaching material, applying primary knowledge of basics of media design, information technologies and programming.

Job opportunities are prescribed by a special book of bylaws on necessary types of professional jobs in educational institutions, and types and degrees of qualifications.

**Bachelor of Arts in Media Design in Education**

***Description***

The study programme of the undergraduate academic studies for educating media designers in education has been designed to meet the requirements relevant to the new technologies in education, which represent an integral part of the study programmes at all the stages within the education system. At the same time, they also represent the requirements anticipated for scientific development of the media, computer science and computer science technology, and their influence to the development of education. Media designers are trained not only to design educational television, but to design the teaching process supported by computers, educational software, printed material and the classroom layout. The goal of the study programme is to implement media and information and other technologies in teaching, learning and school practice.

The study programme offers education in media and computer science, introduction to the elementary knowledge of the teaching process, teaching models and other major achievements in the field of media and computer science, with particular emphasis being laid on a systematic approach to teaching and learning and to analyzing the two processes in the light of cybernetics. Implementing media, computer science and other educational technologies in teaching, learning and school practice is one of the key features of the study programme.

The studies last four years (eight semesters). Upon completion, the professional title of a Bachelor of Arts in Media Design in Education is acquired. Candidates enroll into an open competition announced by the University of Novi Sad, and conducted by the Faculty of Education in Sombor.

Conditions for enrolment in the studies are the following: completed four year secondary education, passed entrance examination in mother tongue and literature and computing and information science, and the ranking within a set number of students. The ranking of candidates is established on the basis of their overall performance achieved during their secondary education and their results achieved at the entrance examination, regulated by the Book of Regulations for Enrolment into the Study Programmes at the Faculty of Education in Sombor. The study program consists of compulsory and optional courses listed in the tables of Standard 5. The study programme includes contemporary teaching methodology which primarily focuses on self-activities and dialogue, enabling students to actively participate in the teaching process. The study programme thematically and chronologically establishes links among all the courses in the programme which have been designed according to the interdisciplinary, multidisciplinary and multicultural approach to all the study levels and activities. Contemporary scientific disciplines and research methods, questionnaires, analyses, information processing and communication based on new technologies are all applied, as well as approaches to general, humanistic knowledge on the one hand, and, to pedagogical, computing and information and social and technical sciences on the other. Students are obliged to attend lectures, tutorials, practicums and seminars. Some courses require a seminar paper. A specific number of ECTS credits is assigned for each course in the study programme.

During the teaching process, an assistant lecturer continually monitors and evaluates a student’s performance according to the rules presented within the study programme and introduced to the student at the beginning of courses. The number of points for pre-examination requirements ranges from 30 to 70, depending on the course.

The study programme for each course is related to the specific number of ECTS credits, acquired by passing the examination. The study programme includes a final thesis requirement. The studies are finished after completing all the study programme requirements and acquiring the total of 240 ECTS credits.There is a possibility of transfer from one to another study programme, where the ECTS credits for the same or the associate courses can also be transferred.

***Results***

A media designer in education is a professional who applies learning and pedagogical theories and various teaching principles, techniques and methods in order to plan and design learning material and to create the process of teaching and learning in specific subjects and lectures. In e-learning, a media designer in education structures the education process in which it is the teaching and learning results and the students’ satisfaction that are in focus, not technonology itself.

Those completing the Media Designer in Education study programme will have acquired the following:

* competence in analysis and synthesis,
* competence in implementing knowledge,
* competence in making decisions,
* competence in learning in contemporary media environment,
* knowledge of another foreign language and
* professional knowledge of information technologies.

Description of learning outcomes (up to 200 words)

Upon completion of the studies, a successful student will have gained:

* elementary knowledge in media design;
* capabilities of logical reasoning, formulation of hypotheses and making conclusions by applying formal methods;
* capabilities of understanding and formulating a problem and its modelling in order to provide problem analysis and solution;
* programming skills in a procedural, functional and object-oriented programming paradigm;
* comprehension of all the stages of educational software and web applications: requirements, analysis, implementation, testing and maintaining;
* practical skills in using programming environments, systems of data base management and CASE tools;
* comprehension of current principles, techniques and trends in media design development in the light of information technologies; and capability of individually implementing the principles and techniques of information technologies in practice and in solving problems in various domains of media design