



Caucasus University
Caucasus School of Media



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| Program Title | Digital Communication and Media Arts |
| Level of the higher education | Bachelor |
| Type of the educational program | Academic |
| Language of Instruction | Georgian |
| Qualification to be awarded, code | 0211 |
| In English: | Bachelor of Digital Media |
| In Georgian: | ციფრული მედიის ბაკალავრი |
| Program Approval Date | Order #01/01-82, 09.12.2024 |
| Program Update Date | - |
| Head and Staff | Ana Mgaloblishvili , Affiliated Professor; Giorgi Salukvadze , Affiliated Assistant Professor |
| Program volume in credits | 180 ECTS |

The Bachelor of Digital Communication and Media Arts Bachelor's Degree Program includes 180 ECTS credits.

- I year - 60 credits
- II year - 60 credits
- III year - 60 credits.

Therefore, the standard duration of the program is 3 academic years, and the permissible term is 5 academic years. The academic year is built on a semester basis and includes the first (autumn) and second (spring) semesters. Each semester includes 30 credits. The student should take into account the fact that he is not entitled to earn more than 75 ECTS credits during one academic year.

1 ECTS credit is equal to 25 hours, which includes both the student's contact load (lecture, seminar, exam, etc.), as well as the time allocated for his independent work.

Components of the Bachelor's Degree Program in Digital Communication and Media Arts:

- Compulsory component of the main learning field: 136 ECTS;
- Elective component of the main learning field: 30 ECTS (for those who start English from B1.0 level, 20 ECTS);
- Free binding component: 14 ECTS (for those who start English from B1.0 level, 24 ECTS);
- Free Optional Component: Free Credits 10 ECTS.

The sequence of subjects in the modules serves to achieve the goals set by the program and to develop deep knowledge, effective practical skills, autonomy and responsibility in the field by the student.

Precondition for enrolling in the program

A person with a full general education has the right to study in the Bachelor's degree program in Digital Communication and Media Arts at Caucasus School of Media.

A prerequisite for admission to the undergraduate education program is the successful passing of the Unified National Exams. The Unified National Examinations shall be conducted by the Legal Entity under Public Law – the National Examinations Center. An exception to the general rule of enrollment in a higher education institution shall be allowed only in the case established by law.

Enrollment in the Bachelor's degree program in Digital Communication and Media Arts through mobility is possible in accordance with the procedure established by the legislation of Georgia.

PROGRAM QUALIFICATION DISCRIPTION

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| <p>Program Objectives</p> | <p>In today’s rapidly evolving job market, there is an increasing demand for professionals with diverse skills in the field of digital communication and media arts. Additionally, career transitions between different professions within the field have become more frequent. To navigate these transitions, specialists need to possess comprehensive insights, broad-based knowledge, skills, and flexibility to adapt easily within various directions of the domain.</p> <p>Considering these factors, the Digital Communication and Media Arts Bachelor’s Program at the Caucasus School of Media offers a multi-faceted opportunity for its students. The teaching process integrates several components:</p> <ul style="list-style-type: none"> • Theoretical aspects of various classical art disciplines such as painting, music, literature, and theatrical arts, alongside practical components in performance arts and creative practices, including artistic communication, performance art, and drawing. • Modern technologies in the realm of digital communication. • Management skills, enabling students to utilize creative and digital technologies in managing artistic, social, cultural, and other types of projects. <p>The goals of the Digital Communication and Media Arts Bachelor’s Program align with the mission of Caucasus University, the objectives and development strategy of the school, and address the demands of both the local labor market and global trends.</p> <p>The program aims to equip graduates with the following:</p> <p>Goal N1: Multidisciplinary and complex knowledge and skills for applying classical art disciplines, performative art fields, and evolving digital technologies.</p> <p>Goal N2: High-level academic writing and verbal communication skills, including the ability to form arguments, analyze, listen, discuss, present, and conduct creative research on professional topics.</p> <p>Goal N3: The ability to create photo, audio, video, text, and graphic products for digital platforms using modern technologies; to generate and manage content for websites and social media; and to creatively and innovatively solve problems through experimentation.</p> <p>Goal N4: Managerial skills to lead teams, quickly adapt to innovations in the field, develop and implement ideas, and manage projects within the field and related sectors. These abilities enable integration into society and positively influence cultural and social dynamics.</p> <p>Goal N5: A sense of responsibility toward society and an understanding of the obligations imposed by challenges in the field. This reflects the graduate's role as a specialist in digital communication and media arts, contributing to the development of a democratic society.</p> |
| <p>Program Learning Outcomes</p> | <p>The Bachelor’s Academic Program in Digital Communication and Media Arts prepares broad-profile specialists in the field, who, upon completion of the program, will possess knowledge, skills, responsibility, and autonomy aligned with its objectives.</p> <p>Outcome N1: The graduate communicates knowledge of classical arts (visual arts, literature, theater, music) in written and verbal form; describes, explains, and analyzes the content of</p> |

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| | <p>different eras, art genres, and specific works; reviews, discusses, and synthesizes literary, dramaturgical, and audiovisual works.</p> <p>Outcome N2: In the field of digital communication and media arts, the graduate demonstrates research skills and develops arguments; expresses competent professional opinions, engages in critical discussions, participates in debates, and works both individually and collaboratively. Communication is conducted verbally and in writing, adhering to academic writing standards, ethical principles, and integrity; presents professional issues to various types of audiences.</p> <p>Outcome N3: At an applied level, the graduate captures and edits photo and video materials in different formats; converts ideas into audiovisual formats; utilizes digital storytelling techniques; creates digital illustrations and animations; designs material using graphic design and 3D programs; develops web coding systems.</p> <p>Outcome N4: Plans, develops, manages, evaluates, and utilizes performative artistic products.</p> <p>Outcome N5: Plans, manages, and evaluates projects in digital communication and media arts (and related) fields; develops strategies for contemporary marketing and advertising campaigns within management processes; quickly adapts to new, competitive, and multidisciplinary environments; makes decisions effectively.</p> <p>Outcome N6: Using various technical equipment and digital technologies, interprets acquired knowledge innovatively, revising existing formats and exploring new artistic forms; employs innovative and creative approaches in the process.</p> <p>Outcome N7: Observes and reviews societal issues and cultural trends; creatively explores topics while adhering to principles of academic integrity and acts in a manner that ensures their ideas and products contribute positively to the cultural and social dynamics of society.</p> <p>Outcome N8: Analyzes, shares, and upholds the values and ethical norms of digital communication and media arts; through their work, they promote the adoption and dissemination of democratic values, contributing to the development of an open society.</p> |
| <p>Fields of Employment</p> | <p>Areas of employment of a wide profile of graduates of the Bachelor's degree program in Digital Communication and Media Arts are:</p> <ul style="list-style-type: none"> - Art institutions, both in various directions of digital communication and in art management; - Public, private and non-governmental sectors, international organizations in the development and management of digital communication and socio-cultural projects; - Media outlets - in the field of development and management of ideas of digital media, as well as social and cultural media projects; - Conceptual and multifunctional spaces (so-called brownfields), festivals in the digital services of media art as well as the generation and execution and management of ideas; - Creatorial positions in independent studios, media, PR and marketing companies, advertising agencies; - Research projects in the field of arts and communication. <p>Graduates in the above mentioned areas can be employed in Georgia and abroad.</p> |

Education Pursuit Opportunities

A graduate of a bachelor's educational program has the right to continue his/her education at a master's program, in accordance with the rules established by law.

Knowledge Evaluation Forms and Criteria

The aim of the evaluation is to assess to what extent the learning outcomes prescribed by the syllabus are reached. The student's evaluation consists of multiple components and evaluates the course goals and learning outcomes by applying measurable criteria and appropriate rubrics. The student's evaluation is based on four major principles: objectivity, trustworthiness, validity and transparency.

The students are evaluated according to two sets of evaluation: summative and formative. The aim of the summative assessment is to accurately evaluate the student's performance. It monitors quality of learning and the level of the student's achievement in relation to the goals set by the course. The formative assessment is oriented on the student's development. It gives students appropriate feedback on their achievements.

The evaluation system includes 100 points and envisages:

a) Five types of positive grades:

a.a) (A) Excellent – 91-100 points of assessment;

a.b) (B) Very good – 81-90 points of maximal assessment;

a.c) (C) Good – 71-80 points of maximal assessment;

a.d) (D) Satisfactory – 61-70 points of maximal assessment;

a.e) (E) Sufficient – 51-60 points of maximal assessment;

b) two negative grades:

b.a) (FX) Did not pass – 41-50 points of maximal assessment, which means the student needs to work harder and is allowed to retake the exam one more time after working independently;

b.b) (F) Fail – 40 points or less of maximal assessment, which means the student's work is insufficient and he/she has to retake the course.

Students are awarded credits based on the final evaluation comprising the scores of the interim and final exam assessments.

The attainment of student's learning outcomes considers the interim and final evaluations, for which relative proportions out of the total score (100 points) and a minimum competence level are allocated. Namely, out of 100 points, the interim results are allocated 70 points, while the final exam results are 30 points. In interim evaluations the minimum competency barrier to be reached is 59%. The interim evaluation includes assessment methods, the total of which is 70 points. For each assessment method, the evaluation is based on the pre-determined learning goals, task-oriented clear criteria and the learning rubrics drawn on their basis. In the interim results the student has to accumulate at least 59% of the 70 points to be allowed to take the final exam. The student's final examination is passed, if he/she gets at least 51% of the total 30 points on the first stage and 60% on all the other stages.

In case the student fails to overcome the minimum competency barrier of the final exam, he/she is allowed to retake the final examination. The student shall retake the final exam within the period prescribed by the academic calendar no later than 5 days after announcement of the results of the final exam.

In case the student totally scores 0-50 points or fails to overcome the minimum competency barrier set for any component of the evaluation (Interim/Final exam), he/she shall be given a grade of "F-0".

Teaching and learning methods

When enforcing the program, the following methods are used:

- **Verbal, that is, oral method:** belongs to lecture, narrative, conversation, etc. In the process, the teacher transmits and transmits the study material through words, and students actively perceive and master it through listening, memorization and understanding.
- **The method of written work:** making statements and records, configuring material, compiling abstracts, performing a reference or essay, etc.
- **Laboratory method:** classroom work, video display etc.
- **Practical method:** the student independently performs activities on the basis of the acquired knowledge: practical tasks, fieldwork, etc.
- **Explanatory method:** The student discusses the issue in question. The teacher cites a specific example that is discussed in detail within the scope of the topic.
- **Discussion/Debate:** An interactive teaching method to increase the quality and activity of student engagement that develops their ability to express their opinion argumentatively, listen to and argue with others.
- **Role-playing and situational game method:** a specific scenario develops at the lecture, and role-playing games allow him to look at the issue from different positions, helping him to develop an alternative view. This method also develops the student's ability to express his position independently and defend him/her in an argument.
- **Group work:** The method involves dividing students into groups for maximum student engagement and giving them a learning assignment within which group members individually process the issue/its various components, share it with the rest of the group members and present the product collectively.
- **Case analysis method:** The lecturer discusses specific cases at the lecture with students. This allows for a comprehensive and thorough study of the subject discussed. Students develop analytical thinking, teamwork, listening and understanding alternative opinions, making generalized decisions based on alternatives, planning actions and predicting their results.
- **Demonstration method:** involves presenting information audio or visually. The material can be demonstrated by both the teacher and the student. The method visually presents the essence of the issue/problem, makes the study material visible and helps students understand what they will have to perform independently.
- **Eurystic method:** based on the step-by-step solution of the asked task. The process is carried out by independently documenting the facts and seeing the connections between them.
- **Induction method:** a form of transfer of knowledge when the process of learning is directed from facts to generalization, that is, when conveying material, the process proceeds from concrete to general.
- **Deductive method:** a form of transfer of knowledge that guides the logical process of discovering new knowledge based on general knowledge, that is, the process from general to specific.
- **Analysis method:** dissolving the study material as a whole, into constituent parts, which simplifies the perception of individual issues within the complex problem.
- **Synthesis method:** Compiling one whole by grouping individual issues, which contributes to the development of the ability to see the problem as a whole.
- **Action-oriented teaching:** The teacher and the student are actively involved in the teaching process and the practical interpretation of the theoretical material is gaining a special load.
- **Project Development and Presentation:** The method combines educational and cognitive techniques, during the use of which the student acts independently and as a result is a presentation. Work on the project in accordance with the selected issue includes stages of planning, research, practical activity and presenting results. The project may be performed individually, in pairs or in groups, as well as within the framework of one subject or several subjects (integration of subjects). The It is considered fulfilled if the results are presented in a conspicuous, convincing and specific form. The completed project may be presented to a wider audience.
- **E-learning:** The method involves teaching online and through multimedia. The components of the teaching process (goals, content, methods, means, etc.) are realized by specific means. The presented program uses the "attended" (synchronous) form of the e-learning method, when the teaching process takes place during the

contact hours of the teacher and students Within the framework, and the transfer of training material is carried out through an electronic course.

- **Mental Attack:** An operational method of solving the problem based on the stimulation of creative activity. The method involves facilitating as many radically different opinions, ideas and expressing them about a particular issue. This method leads to the development of a creative approach to the problem.

Individuals involved in the Program Implementation

27 persons participating in the execution of the Bachelor's Program in Digital Communication and Media Arts: 12 - Personnel in an Academic Position and 15 Invited Lecturers:

Professor 3:

1. Nino Zhizhilashvili (Affiliated)
2. Ana Mgaloblishvili (Affiliated)
3. Irine Tsintsadze (Affiliated)
4. Giorgi Datukishvili (Affiliated)

Associate Professor 5:

5. Giorgi Jologua (affiliated)
6. Irine Tabutsidze (affiliated)
7. Irine Kurtanidze (affiliated)
8. Marina Chichua (affiliated)

Assistant Professor 4:

9. George Salukvadze (Affiliated)
10. Iago Aptsiauri (Affiliated)
11. Khatia Shamauri (affiliated)
12. Mariam Iashvili

Invited Lecturer 15:

13. George Savaneli
14. Lekso Bekauri
15. George Kenchuashvili
16. Irakli Grdzelishvili
17. Tamar Mikadze
18. Tamar Buadze
19. Bakar Adamashvili
20. Ketevan Pachulia
21. Aleksandre Robakidze
22. Irina Gugunava
23. Nino Ioseliani
24. Tamar Iashvili
25. Lasha Jaiani
26. Irakli Pipia
27. Tamar Kalandandze

Program resources

Partners:

The partners of the Bachelor's Educational Program in Digital Communication and Media Arts include:

1. Ilia Chavchavadze Charity Fundation
2. SEED Georgia
3. Knowledge Exchange Spece
4. Development Space – 2023
5. Luxfeshen
6. Electronic Music Festival Summerset
7. TV Formula
8. LTD CNP
9. LTD Drunk Cherry
10. LTD Frame 25
11. LTD "Cinema Company - XXI"
12. LTD "Nino"- Fabrika Tbilisi

Material -technical resources

Material base

In the 2017-2018 academic year, Caucasus University continued its educational activities in a new building belonging to it, located in Tbilisi, Paata Saakadze N1. The total area of the building is 11.179 sq.m., of which 5.021 sq.m. There is a learning area. 12 million GEL is inverted in the renovation works and equipment of the mentioned building, as well as the greening and arrangement of the yard. The following mandatory spaces are allocated in the university building: 63 auditoriums, up to 170 sq.m. foyer, conference hall, recreational spaces, administrative spaces and storage rooms, space for group work, sanitary nodes, library (265 sq.m.), bookstore, laboratories, archive, 2 cafeteria (380 sq.m.). This ensures the effective management of the educational and administrative processes. Caucasus School of Business additionally has four dedicated to the startup accelerator, which are equipped with modern equipment, such as: VR technology, installation equipment, Smart board and others; Caucasus School of Media has a studio (details are provided below).

The university has an efficient electricity supply system, there are separate sanitary nodes in Shannona that are constantly supplied for years and are properly orderly. Sanitary and hygienic norms are observed in sanitary nodes and are provided with constant lighting and ventilation. The territory of Caucasus University is adapted for people with disabilities (ramps, elevators, etc.). All study rooms have both natural and artificial lighting capability. A central heating system is installed, the territory of the university is protected by the security service "Master", video cameras are installed for security purposes on the inner and outer perimeters. Firefighting, safety and medical assistance mechanisms have been developed.

Information and Communication Resources

At the university there is a laboratory and computer equipment corresponding to the academic educational program, which meets modern requirements, is enabled on the Internet and is available to students, academic, invited and administrative staff. The computers are provided with the appropriate software tools/applications. Auditoriums and computer classes are provided by local networks and the Internet.

The electronic system for assessing student knowledge assessment and organizing teaching is used to facilitate the academic performance of students, and to facilitate the learning process. Through the university's website, which contains a catalog of educational programs, information related to the implementation of educational programs and the conduct of the learning process, and other information. The University ensures the publicity and availability of information.

Caucasus University is currently equipped with modern computer equipment with copy hardware. Currently, eight computer classes are working on floors A, B and C at the university. Such classes are equipped with personal computers and projectors. A projector and computer are installed in all auditoriums. Computer systems are managed in the library.

Administration and virtually all employees are provided with computers and internet access. The university's computer park has more than 380 units. In addition to this, machines in the form of printers and scanners, 20 so-called "Smart board", fast-moving (high-performance) "kiosera" equipment as well as a color copy of the "HP MFD" type machine. WiFi is available throughout the entire territory of the university, and a telephone connection with IP phones is also provided (for which more than 130 relevant phones are purchased). The university server has five units of modern server, and on its territory the relevant network hardware is installed (with "Cisco" and "Aruba/HP" "Switch", Fortinet's NG Firewall, wireless controller and access points, etc.), with a total of more than 100 such devices. The university is connected to the external network and has internet access to the global 400 MB/s, and a local connection of 1 Gbps. In addition, the reserve internet connection is 30 Mbps.

Caucasus School of Media Studio

Caucasus School of Media has a studio of Caucasus School of Media for students of educational programs. This space is provided for the development/improvement of the skills of the practice of the knowledge gained within various training courses, such as photo/video shooting, lighting, sound, installation, video project shooting, multi-camera shooting and live TV, radio and online broadcasting, working with the camera, etc.

The studio has a manager who is responsible for its proper operation and the correct distribution of existing resources, planned rewriting of classroom and non-auditory workloads, smooth administration of the process, etc .

The Media School's studio is equipped with:

- 8 video cameras;
- 24 cameras, 20 of which also have video recording capabilities;
- 24 tripods;
- 29 remote and mounted microphones;
- 3 professional lighting systems and 1 soft light device;
- Accessories, including 1 directional microphone set with a mount, boom pole, windscreen, reflector, etc.; 1 sound mixer, a flip camera, and 7 audio recording devices;
- 7 editing computers.

The Media School's television pavilion is equipped with modern broadcasting and live-streaming equipment. The mobile video studio is housed in two "cases" and consists of the following components:

- A 5-channel video server with software;
- A monitor, uninterrupted power supply (UPS), video cables for 4 cameras, a set of walkie-talkies, all necessary audio-video cables, and an audio mixer.

The mobile video studio enables multi-camera recording and operations such as:

- Live broadcasting;
- Internet streaming in multiple directions simultaneously;
- Recording with an integrated audio mixer;
- Graphic design integration;
- Title overlays and more.

Library Resources

The library has a print and electronic fund corresponding to the bachelor's degree program. The university library has an electronic catalog. The reading room is equipped with appropriate inventory (chairs, tables, computers). During working hours, the library has 3 employees on the site.

Staff and students in the library can use the Internet, a multifunctional assailant machine. In addition to the book, electronic resources are also available in addition to the Foundation:

- 8 electronic databases;
- 13 electronic subbases;
- 10 individual scientific journal portals.

List of electronic databases:

1. EBSCO HOST database, which includes the following databases:
 - Academic Search Premier
 - Business Source Premier
 - eBook Collection
 - Health Source - Consumer Edition
 - Health Source: Nursing/Academic Edition
 - International Security & Counter-Terrorism Reference Center
 - Legal Source
 - MasterFILE Premier
 - MasterFILE Reference eBook Collection - Worldwide
 - MEDLINE
 - MEDLINE with Full Text
 - Newspaper Source
 - Regional Business News
2. Emerald
3. ScienceDirect
4. Scopus
5. Sci-val Funding(Funding Institutional)
6. HeinOnline
7. Taylor and Francis
8. Math Scientific Publishing (MSP)-Journals

Electronic portal of individual scientific journals:

1. Cambridge Journals Online
2. e-Duke Journals Scholarly Collection
3. Edward Elgar Publishing Journals and Development Studies e-books
4. European Respiratory Journal
5. IMechE Journals
6. Mathematical Sciences Publishers Journals
7. Openedition Journals
8. Royal Society Journals Collection
9. SAGE Journals
10. The Company of Biologists' Journals

E-books portal ebook.cu.edu.ge: On the basis of Caucasus University, a portal of ebooks/dissertations/master's theses has been created ebook.cu.edu.ge, which can be used by anyone who has the address of the i-mail of Caucasus University.

Software: The library uses library resource software in its activities:

- Koha, which houses data for all physical or electronic

A book about a resource, which makes it possible to easily find the necessary resources.

- Booked Resource Procurement Request Program, Other Material Maintenance

Passes;

The library has the following spaces:

- Spaces for placing physical books;
- Reading spaces;
- workspaces, which include both computer-equipped space and

Individual workspace.

Scientific-Research Center of Caucasus School of Media

In January 2019, a research center was launched at Caucasus School of Media to organize educational programs, including the Bachelor of Digital Communication and Media Arts, and to develop and implement scientific policy within the framework of the educational programs at Caucasus School of Media. Its main functions are: working on scientific grant projects; Monitoring the progress of scientific projects; Organizing the editing and publishing of articles, scientific papers presented by the academic staff in the journal/collection of publications of scientific works of Caucasus University; Organizing student engagement in local and international student activities; Organising and organising/holding student scientific conferences; The Research Center has a head who, according to the regulations of the Caucasus School of Media, appoints and dismisses the President of Caucasus University upon the recommendation of the Dean.

The above resources are available to university students, academic, invited and administrative staff. All interested persons are informed about the possibility of using the above resources and the rules of use.

Program Financial Support

The financial sustainability of the digital communication and media art educational program is conditioned by the budget of the program, which is involved in the development of the Caucasus University Financial Department, the administration of Caucasus School of Media and the heads of the given program. The budget provides income from students and all the expenses necessary for full-fledged functioning. Financial calculations are based on data taken according to the program. Among them are: teaching and learning expenses, research component, development, internationalization, accreditation-authorization, etc.Q. In more detail, the data implies:

- Contact hours required for teaching;
- Number of study subjects (disruptively mandatory, optional, foreign language);
- Reimbursement of lecture hours;
- Material support of the student in the teaching process;
- the expense of university administration;
- Program development/accreditation/internationalization expense;
- Unforeseen costs allowed during the program.

In addition, the budget of the program provides the "University Reserve Fund", which serves to cover all costs for the full functioning of the program if there is a minimum number of students. If you make changes to the program, the program budget is adjusted in accordance with the change.

The Master's Graduate Program in Strategic Communication is financially profitable, so the allocation of the above financial resources is fully achievable, however, if necessary, the presented program has financial support from the budget of Caucasus University.

Curriculum of the Bachelor's Program in Digital Communication and Media Arts
(indicating modules, training courses, relevant credits)

| | Code | Precondition | Course/Module | Year Of Teaching | | | | | | Total ECTS |
|---|------------------------|---------------------------|---------------------------------|------------------|-------------|--------------|-------------|------------|-------------|------------|
| | | | | I | | II | | III | | |
| | | | | ECTS Credit | | | | | | |
| | | | | I Semastro | II Semastri | III Semastri | IV semester | V semester | VI Semastri | |
| General university courses (mandatory) I academic year | | | | | | | | | | |
| 1. | DIG 1130 | Not required | Information Technology | 6 | | | | | | |
| 2. | ACAW 1132 | Not required | Academic Writing | 4 | | | | | | |
| 3. | DRAW 1136 | Not required | Representational Drawing | 5 | | | | | | |
| 4. | SPCH 1137 | Not required | Presentation and Prezentability | 5 | | | | | | |
| 5. | ART 1134 | Not required | Art Timeline | 5 | | | | | | |
| 6. | ENGL 0005 ENGL 0007 | Not required ENGL 0006 | General English B1.0/B2.0 | 5 | | | | | | |
| 7. | DIG 1230 | Not required | Creative Communication | | 5 | | | | | |

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| 8. | PSYC 1234 | Not required | Communication Psychology | | 5 | | | | | |
| 9. | MUS 1235 | Not required | Code of Music | | 5 | | | | | |
| 10. | COMM 1231 | Not required | Communication Lab | | 4 | | | | | |
| 11. | DIG 1231 | DRAW 1136 | Digital Drawing and Animation | | 6 | | | | | |
| 12. | ENGL 0006 ENGL 0008 | ENGL 0005 ENGL 0007 | General English B1/B2 | | 5 | | | | | |
| General university courses (mandatory) II Academic Year | | | | | | | | | | |
| 13. | DIG 1337 | Not required | Literature & Creative Writing | | 5 | | | | | |
| 14. | WEB 2330 | Not required | Interactive Web Design & Coding | | 6 | | | | | |
| 15. | CULT 2331 | Not required | Culture & Politics | | 5 | | | | | |
| 16. | MENG 2333 | Not required | Management and Project Management | | 5 | | | | | |
| 17. | DIG 2334 | PSYC 1234 SPCH 1137 | Acting | | 4 | | | | | |
| 18. | ENGL 0007 ENGP 1134 | ENGL 0006 ENGL 0008 | General English B2.0 PT Professional Target Language | | 5 | | | | | |
| 19. | ADV 2330 | Not required | Advertising and Copywriting | | | | 4 | | | |
| 20. | DIG 2430 | Not required | Marketing Digital Communication | | | | 6 | | | |
| 21. | DIG 2431 | COMM 1231 | Digital Storytelling and Multimedia Communication | | | | 4 | | | |
| 22. | DIG 2433 | COMM 1231 | Digital Lens - The Art of Camera Acting | | | | 5 | | | |
| 23. | PER 2430 | DIG 2334 | Art of the Performance | | | | 6 | | | |
| 24. | ENGL 0008 | ENGL 0007 | General English B2 | | | | 5 | | | |
| General university courses (mandatory) III Academic Year | | | | | | | | | | |
| 25. | MUSE 3530 | MENG 2333 | Curatorial and Museum Work | | | | | 5 | | |
| 26. | INT 3530 | Not required | Intellectual Property and Social Media Law | | | | | 4 | | |
| 27. | MOD 3530 | DIG 1231 | 3D Modeling and Design | | | | | 6 | | |

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| 28. | MULT 3530 | COMM 1231 | Multimedia Installation | | | | | 5 | | | | | | |
| 29. | ENGP 1134 | ENGL 0008 | PT Professional Target Language | | | | | 5 | | | | | | |
| 30. | FIN 3630 | All mandatory components of the main learning field of the program | Final Project | | | | | | 15 | | | | | |
| Elective Courses from the free Component | | | | | | | | | | | | | | |
| IV-VI Semesters | | | | | | | | | | | | | | |
| 31. | DIG 3530 | Not required | Choreography / Dance | | | | | 5 | | | | | | |
| 32. | MSC 3630 | Not required | Visual Culture in Theory and Practice | | | | | 5 | | | | | | |
| 33. | MED 3530 | Not required | Media Literacy | | | | | 5 | | | | | | |
| 34. | DIG 3634 | Not required | Digital Technology & Environment | | | | | 5 | | | | | | |
| 35. | STRA 3631 | MENG 2333 | Strategic Communication in Media and Arts | | | | | 5 | | | | | | |
| 36. | PR 3536 | MENG 2333 | PR Event Planning and Management | | | | | 5 | | | | | | |
| 37. | SOC 3630 | Not required | Sociology | | | | | 5 | | | | | | |
| 38. | ANT 3530 | Not required | Anthropology | | | | | 5 | | | | | | |
| 39. | SER 3630 | ACAW 1132 | Art Research | | | | | 5 | | | | | | |
| 40. | INT 3530 | Not required | Intercultural Communication | | | | | 5 | | | | | | |
| 41. | DIG 0001 | All mandatory components of I-III semesters of basic study | Field Practice | | | | | 5 | | | | | | |
| 42. | FREE 0040 | Relevant precedent Security | Free Credit 1 | | | | | 5 | | | | | | |
| 43. | FREE 0041 | Relevant precedent Security | Free Credit 2 | | | | | 5 | | | | | | |
| Note: Elective courses and activities are indicated in the IV-VI semesters, which means that the student can choose him in any specified semester. | | | | | | | | | | | | | | |
| ECTS credits | | | | In a semester | | | | 30 | 30 | 30 | 30 | 30 | 30 | 180 |
| | | | | per year | | | | 60 | | 60 | | 60 | | |

Note:

Free credit system:

In order to more fully satisfy students' academic interest, strengthen their connection to the digital communication and media art industry, Caucasus School of Media provides students with the opportunity to accumulate 10 of the 180 ECTS credits required to complete the program free, and 5 in an alternative way - with field practice. For this, the student can:

- Instead of elective subjects, pass subjects of interest to them in other schools of Caucasus University, or at partner foreign universities, within the framework of exchange programs, in compliance with the previous visit – a maximum of 10 ECTS;
- Pass field practice as an optional training course in the organization of interest to him - a maximum of 5ECTS credit. The student can practice the field both during the study period and during the summer. The student also has the opportunity to work in the field practice Fargelb during the semester with a practical, professional profile for various structural units of Caucasus University, or for various student platforms, practical and research projects of Caucasus School of Media. Forms related to field practice are given in the appendix.

| No. | Learning Course | ECTS Credit\ hr | Contact Hours | | | | Independent. Clocks |
|-----|---|-----------------|---------------|----------|-----------------------------|--------------|---|
| | | | Lecture | Workshop | Intermediate and final exam | Presentation | Independent work, M.S. Preparation for exams |
| 1. | Information Technology | 6 | 11 | 13 | 4 | 2 | 120 |
| 2. | Academic Writing | 4 | 14 | 10 | 4 | 2 | 70 |
| 3. | Representational drawing | 5 | 16 | 10 | 4 | 0 | 95 |
| 4. | Prezentability and Presentation | 5 | 13 | 13 | 4 | 0 | 95 |
| 5. | Art Timeline | 5 | 18 | 8 | 4 | 0 | 95 |
| 6. | Creative Communication | 5 | 13 | 13 | 4 | 0 | 95 |
| 7. | Communication Psychology | 5 | 12 | 12 | 4 | 2 | 95 |
| 8. | Code of Music | 5 | 14 | 14 | 4 | 0 | 95 |
| 9. | Communication Lab | 4 | 10 | 16 | 4 | 0 | 70 |
| 10. | Digital drawing and animation | 6 | 10 | 16 | 4 | 0 | 120 |
| 11. | Literature & Creative Writing | 5 | 11 | 13 | 4 | 2 | 95 |
| 12. | Interactive Web Design & Coding | 6 | 12 | 12 | 4 | 2 | 120 |
| 13. | Culture & Politics | 5 | 13 | 13 | 4 | 0 | 95 |
| 14. | Management and Project Management | 5 | 14 | 8 | 4 | 4 | 95 |
| 15. | Acting | 4 | 12 | 14 | 4 | 0 | 70 |
| 16. | Advertising and copywriting | 4 | 12 | 10 | 4 | 4 | 70 |
| 17. | Marketing Digital Communication | 6 | 10 | 9 | 4 | 7 | 120 |
| 18. | Digital Storytelling and Multimedia Communication | 4 | 11 | 11 | 4 | 4 | 70 |
| 19. | Digital Lens - The Art of Camera Acting | 5 | 13 | 13 | 4 | 0 | 95 |
| 20. | Art of the Performance | 6 | 13 | 13 | 4 | 0 | 120 |
| 21. | Curatorial and Museum work | 5 | 12 | 10 | 4 | 4 | 95 |
| 22. | Intellectual Property and Social Media Law | 5 | 13 | 12 | 3 | 2 | 70 |
| 23. | 3D modeling and design | 6 | 10 | 16 | 4 | 0 | 120 |
| 24. | Multimedia installation | 5 | 12 | 12 | 4 | 2 | 93 |
| 25. | Final Project | 15 | 30 | 0 | 4 | 0 | 360 |
| 26. | General English B1.0 | 5 | 5 | 26 | 26 | 4 | 2 |
| 27. | General English B2.0 | 5 | 5 | 26 | 26 | 4 | 2 |
| 28. | General English B1 | 5 | 5 | 26 | 26 | 4 | 2 |
| 29. | General English B2 | 5 | 26 | 26 | 4 | 2 | 67 |

| No. | Learning Course | ECTS Credit\ hr | Contact Hours | | | | Independent. Clocks |
|-----|---|-----------------|---------------|----------|-----------------------------|--------------|--|
| | | | Lecture | Workshop | Intermediate and final exam | Presentation | Independent work, M.S. Preparation for exams |
| 30. | PT1 Professional Target Language | 5 | 26 | 28 | 4 | 2 | 65 |
| 31. | Choreography / Dance | 5 | 8 | 18 | 4 | 0 | 95 |
| 32. | Visual culture in theory and practice | 5 | 14 | 9 | 4 | 3 | 95 |
| 33. | Media literacy | 5 | 12 | 12 | 4 | 2 | 95 |
| 34. | Digital Technology & Environment | 5 | 13 | 11 | 4 | 2 | 95 |
| 35. | Strategic Communication in Media and Arts | 5 | 14 | 10 | 4 | 2 | 95 |
| 36. | PR event planning and management | 5 | 14 | 10 | 4 | 2 | 95 |
| 37. | Sociology | 5 | 13 | 11 | 4 | 0 | 95 |
| 38. | Anthropology | 5 | 14 | 10 | 4 | 2 | 95 |
| 39. | Art Research | 5 | 14 | 10 | 4 | 2 | 93 |
| 40. | Intercultural communication | 5 | 14 | 10 | 4 | 2 | 95 |
| 41. | Field Practice | 5 | 0 | 0 | 0 | 8 | 117 |

Map of learning outcomes

| No. | Learning Course | Result 1 | Result 2 | Result 3 | Result 4 | Result 5 | Result 6 | Result 7 | Result 8 |
|-----|--|----------|----------|----------|----------|----------|----------|----------|----------|
| 1. | Information Technology | | v | v | v | v | | v | |
| 2. | Academic Writing | | v | | | | | v | |
| 3. | Representational drawing | v | | | v | v | v | v | |
| 4. | Presentation and pre-zentability | | v | | v | v | | | |
| 5. | Art Timeline | v | | | v | v | | v | |
| 6. | Creative Communication | | v | | v | v | v | | v |
| 7. | Communication Psychology | | v | | v | v | | | v |
| 8. | Music code | v | | | v | v | v | v | |
| 9. | Communication Lab | | | v | v | v | v | | |
| 10. | Digital drawing and animation | v | | v | v | v | v | v | |
| 11. | Literature & Creative Writing | v | v | | v | v | v | v | |
| 12. | Interactive Web Design & Coding | | | v | | | v | | |
| 13. | Culture & Politics | | v | | v | v | | v | v |
| 14. | Management and Project Management | | v | | v | | | | |
| 15. | Actor mastery | v | | | v | | | v | |
| 16. | Advertising and copywriting | | v | v | | v | v | | v |
| 17. | Marketing Digital Communication | | v | | | v | | | |
| 18. | Digital Narrative and Multimedia Communication | | v | v | | v | v | | v |
| 19. | Digital Lens - The Art of Screen Roles | v | | | v | | | v | |
| 20. | Performance Art | v | | | v | | v | v | |
| 21. | Curatorial and Museum work | v | | | v | | | v | |
| 22. | Intellectual Property and Social Media Law | | v | | v | v | | | v |
| 23. | 3D modeling and design | | | v | v | v | | | |
| 24. | Multimedia installation | | | v | v | v | v | | |
| 25. | Final draft | v | v | v | v | v | v | v | v |
| 26. | General English B1.0 | v | v | | | v | | | |
| 27. | General English B2.0 | v | v | | | v | | | |
| 28. | General English B1 | v | v | | | v | | | |
| 29. | General English B2 | v | v | | | v | | | |
| 30. | PT Professional Target Language | v | v | | | v | | | |

The map of the goals and the learning outcomes

| Goals \ Outcomes | Goal N1: | Goal N2: | Goal N3: | Goal N4: | Goal N5: |
|------------------|----------|----------|----------|----------|----------|
| Outcome N1: | X | X | | | |
| Outcome N2: | | X | X | | |
| Outcome N3: | | X | X | | |
| Outcome N4: | X | | | X | |
| Outcome N5: | | | X | X | |
| Outcome N6: | | | X | | |
| Outcome N7: | | X | | X | |
| Outcome N8: | X | | | | X |

| Semester | Course / Module / Practice/Research | The map of learning outcome | | | | | | | |
|----------|-------------------------------------|--|--|--|-------|-------|---|---|---|
| | Mandatory component | <p>Outcome N1: The graduate communicates knowledge of classical arts (visual arts, literature, theater, music) in written and verbal form; describes, explains, and analyzes the content of different eras, art genres, and specific works; reviews, discusses, and synthesizes literary, dramaturgical, and audiovisual works.</p> <p>Outcome N2: In the field of digital communication and media arts, the graduate demonstrates research skills and develops arguments; expresses competent professional opinions, engages in critical discussions, participates in debates, and works both individually and collaboratively. Communication is conducted verbally and in writing in Georgian and English, adhering to academic writing standards, ethical principles, and integrity; presents professional issues to various types of audiences.</p> <p>Outcome N3: At an applied level, the graduate captures and edits photo and video materials in different formats; converts ideas into audiovisual formats; utilizes digital storytelling techniques; creates digital illustrations and animations; designs material using graphic design and 3D programs; develops web coding systems.</p> <p>Outcome N4: Plans, develops, manages, evaluates, and utilizes performative artistic products.</p> <p>Outcome N5: Plans, manages, and evaluates projects in digital communication and media arts (and related) fields; develops strategies for contemporary marketing and advertising campaigns within management processes; quickly adapts to new, competitive and multidisciplinary.</p> <p>Outcome N6: Using various technical equipment and digital technologies, interprets acquired knowledge innovatively, revising existing formats and exploring new artistic forms; employs innovative and creative approaches in the process.</p> <p>Outcome N7: Observes and reviews societal issues and cultural trends; creatively explores topics while adhering to principles of academic integrity and acts in a manner that ensures their ideas and products contribute positively to the cultural and social dynamics of society;</p> <p>Outcome N8: Analyzes, shares, and upholds the values and ethical norms of digital communication and media arts; through their work, they promote the adoption and dissemination of democratic values, contributing to the development of an open society.</p> | | | | | | | |
| I | Information Technology | Medium | high ¹ | low ³ | ----- | ----- | Medium | Medium ⁴ | ----- |
| | | <p>Assessment tools: Presentation</p> | <p>Assessment tools:² Group presentation Final exams.</p> | <p>Assessment tools: Classroom and Home Activities Interim exams.</p> | | | <p>Assessment tools: Presentation Midterm and final exams.</p> | <p>Assessment tools: Group Presentation Midterm and final exams.</p> | |
| I | Academic Writing | low | high | low | ----- | ----- | low | high | Medium |
| | | <p>Assessment tools: Final test</p> | <p>Assessment tools: classroom and home activities, Referral Midterm and final exams.</p> | <p>Assessment tools: Final test</p> | | | <p>Assessment tools: Final test</p> | <p>Assessment tools: classroom and home activities, Referral</p> | <p>Assessment tools: Referral Midterm and final exams.</p> |

¹ The relationship of the learning result of the course with the learning outcome of the program is **high (reinforcement)**.

² Specify the instrument of the course evaluation component (quiz, midterm exam, project, etc.) through which the achievement of the learning outcome is assessed.

| | | | | | | | | | |
|----|--|---|-------|---|---|---|---|--|--|
| | | | | | | | | Midterm and final exams. | |
| I | Representational drawing | low Assessment tools: Presentation | ----- | high Assessment tools: Practical classroom and home activities | ----- | ----- | Medium Assessment tools: Presentation Midterm and final exams | ----- | low Assessment tools: Presentation |
| I | Prezentability and Presentation | ----- | ----- | ----- | high Assessment tools: classroom and home activities, Presentation Midterm and final exams. | Medium Assessment tools: Presentation Midterm and final exams. | high Assessment tools: classroom and home activities, Presentation Midterm and final exams. | Medium Assessment tools: Presentation Midterm and final exams. | low Assessment tools: Classroom and Home Activities |
| I | Art Timeline | high Assessment tools: classroom and home activities, Presentation Midterm and final exams. | ----- | high Assessment tools: classroom and home activities, Presentation Midterm and final exams. | ----- | ----- | Medium Assessment tools: Presentation Midterm and final exams | low Assessment tools: Presentation | low Assessment tools: Presentation |
| II | Creative Communication | low Assessment tools: Classroom activity Presentation | ----- | ----- | high Assessment tools: classroom and home activities, Presentation Midterm and final exams. | Medium Assessment tools: classroom and home activities, Presentation Midterm and final exams. | ----- | low Assessment tools: classroom and home activities, Presentation Midterm and final exams. | low Assessment tools: classroom and home activities, Presentation Midterm and final exams. |

³ The relationship of the learning result of the course with the learning outcome of the program is **low (dating)**.

⁴ The relationship of the learning outcome of the course with the learning outcome of the program is **medium (deepening)**.

| | | | | | | | | | |
|-----|-------------------------------|---|--|--|--|---|--|--|---|
| II | Communication Psychology | Medium Assessment tools: Classroom and Home Activities Presentation Midterm and final exams. | high Assessment tools: Presentation Midterm and final exams. | low Assessment tools: Presentation | ----- | ----- | Medium Assessment tools: Presentation Midterm and final exams. | ----- | low Assessment tools: Presentation |
| II | Code of Music | high Assessment tools: Presentation, and final exams. | ----- | Medium Assessment tools: classroom and home activities, Presentation Midterm and final exams. | high Assessment tools: Classroom and Home Activities | ----- | Medium Assessment tools: Presentation Midterm and final exams | ----- | low Assessment tools: Presentation |
| II | Communication Lab | ----- | ----- | high Assessment tools: classroom and home activities, Presentation Midterm and final exams. | ----- | low Assessment tools: classroom and home activities, Presentation Midterm and final exams. | Medium Assessment tools: Presentation Midterm and final exams | ----- | low Assessment tools: classroom and home activities, Presentation Midterm and final exams. |
| II | Digital drawing and animation | ----- | ----- | high Assessment tools: classroom and home activities, Presentation Midterm and final exams. | Medium Assessment tools: classroom and home activities, Presentation Midterm and final exams. | ----- | Medium Assessment tools: classroom and home activities, Presentation Midterm and final exams. | ----- | low Assessment tools: classroom and home activities, Presentation Midterm and final exams. |
| III | Literature & Creative Writing | high Assessment tools: | high Assessment tools: | ----- | ----- | ----- | ----- | Medium Assessment tools: | Medium |

| | | | | | | | | | |
|-----|--|--|--|---|--|--|--|--|--|
| | | classroom and home activities, Presentation Midterm and final exams. | classroom and home activities, Presentation Midterm and final exams. | | | | | Final exam. | Assessment tools: Final exam. |
| III | Interactive Web Design & Coding | ----- | ----- | low Assessment tools: classroom and home activities, Presentation Midterm and final exams. | ----- | high Assessment tools: classroom and home activities, Presentation Midterm and final exams. | high Assessment tools: classroom and home activities, Presentation Midterm and final exams. | ----- | Medium Assessment tools: classroom and home activities, Presentation Midterm and final exams. |
| III | Culture & Politics | high Assessment tools: classroom and home activities, Presentation Midterm and final exams. | high Assessment tools: classroom and home activities, Presentation Midterm and final exams. | ----- | ----- | ----- | ----- | high Assessment tools: classroom and home activities, Presentation Midterm and final exams. | high Assessment tools: classroom and home activities, Presentation Midterm and final exams. |
| III | Management and Project Management | ----- | Medium Assessment tools: Presentation Midterm and final exams. | ----- | high Assessment tools: classroom and home activities, Presentation Midterm and final exams. | high Assessment tools: classroom and home activities, Presentation Midterm and final exams. | Medium Assessment tools: Presentation Midterm and final exams. | low Assessment tools: Presentation Midterm and final exams. | high Assessment tools: classroom and home activities, Presentation Midterm and final exams. |

| | | | | | | | | | |
|-----|---|--|--|--|--|--|--|--|--|
| III | Acting | high Assessment tools: classroom and home activities, Presentation Midterm and final exams. | Medium Assessment tools: classroom and home activities, Presentation Midterm and final exams. | ----- | Medium Assessment tools: classroom and home activities, Presentation Midterm and final exams. | ----- | ----- | low Assessment tools: classroom and home activities, Presentation Midterm and final exams. | Medium Assessment tools: classroom and home activities, Presentation Midterm and final exams. |
| IV | Advertising and copywriting | ----- | ----- | ----- | ----- | high Assessment tools: classroom and home activities, Presentation Midterm and final exams. | Medium Assessment tools: Presentation Midterm and final exams. | low Assessment tools: classroom and home activities, Presentation Midterm and final exams. | low Assessment tools: classroom and home activities, Presentation Midterm and final exams. |
| IV | Marketing Digital Communication | ----- | ----- | high Assessment tools: classroom and home activities, Presentation Midterm and final exams. | low Assessment tools: Presentation Midterm and final exams. | high Assessment tools: classroom and home activities, Presentation Midterm and final exams. | Medium Assessment tools: Presentation Midterm and final exams. | Medium Assessment tools: classroom and home activities, Presentation Midterm and final exams. | high Assessment tools: classroom and home activities, Presentation Midterm and final exams. |
| IV | Digital Storytelling and Multimedia Communication | ----- | ----- | high Assessment tools: classroom and home activities, Presentation Midterm and final exams. | low Assessment tools: Presentation | ----- | Medium Assessment tools: Presentation Midterm and final exams | ----- | low Assessment tools: Presentation |
| IV | Digital Lens - The Art of Camera Acting | ----- | ----- | Medium | high | ----- | high | ----- | low |

| | | | | | | | | | |
|----|---|---|--|--|---|---|---|--|--|
| | | | | Assessment tools: classroom and home activities, Presentation Midterm and final exams. | Assessment tools: classroom and home activities, Presentation Midterm and final exams. | | Assessment tools: classroom and home activities, Presentation Midterm and final exams. | | Assessment tools: classroom and home activities, Presentation Midterm and final exams. |
| IV | Art of Performance | Medium Assessment tools: classroom and home activities, Midterm and final exams. | high Assessment tools: classroom and home activities, Midterm and final exams. | ----- | high Assessment tools: classroom and home activities, Midterm and final exams. | ----- | ----- | Medium Assessment tools: classroom and home activities, Midterm and final exams.- | low Assessment tools: classroom and home activities, Midterm and final exams. |
| V | Curatorial and Museum work | Medium Assessment tools: classroom and home activities, Midterm and final exams. | Medium Assessment tools: classroom and home activities, Midterm and final exams. | ----- | low Assessment tools: classroom and home activities, Presentation Midterm and final exams. | high Assessment tools: classroom and home activities, Midterm and final exams. | ----- | high Assessment tools: classroom and home activities, Midterm and final exams. | high Assessment tools: classroom and home activities, Midterm and final exams. |
| V | Intellectual Property and Social Media Law | ----- | high Assessment tools: classroom and home activities, Midterm and final exams.-- - | ----- | ----- | ----- | ----- | high Assessment tools: classroom and home activities, Midterm and final exams. | high Assessment tools: classroom and home activities, Midterm and final exams. |
| V | 3D modeling and design | ----- | ----- | high Assessment tools: classroom and home activities, Midterm and final exams. | ----- | ----- | Medium Assessment tools: classroom and home activities, Midterm and final exams. | ----- | low Assessment tools: classroom and home activities, Midterm and final exams. |

| | | | | | | | | | |
|-------|-------------------------|--|--|--|--|--|--|--|--|
| V | Multimedia installation | ----- | ----- | high Assessment tools: classroom and home activities, Midterm and final exams. | low Assessment tools: classroom and home activities, Midterm and final exams. | ----- | high Assessment tools: classroom and home activities, Midterm and final exams. | Average Assessment tools: classroom and home activities, Midterm and final exams. | low Assessment tools: classroom and home activities, Midterm and final exams. |
| V | Final Project | high Assessment tools: classroom and home activities, Presentation Midterm and final exams. | high Assessment tools: classroom and home activities, Presentation Midterm and final exams. | high Assessment tools: classroom and home activities, Presentation Midterm and final exams. | high Assessment tools: classroom and home activities, Presentation Midterm and final exams. | high Assessment tools: classroom and home activities, Presentation Midterm and final exams. | high Assessment tools: classroom and home activities, Presentation Midterm and final exams. | high Assessment tools: classroom and home activities, Presentation Midterm and final exams. | high Assessment tools: classroom and home activities, Presentation Midterm and final exams. |
| I | General English B1.0 | ----- | low Assessment tools: classroom and home activities, Presentation Midterm and final exams. | ----- | ----- | low Assessment tools: classroom and home activities, Presentation Midterm and final exams. | ----- | low Assessment tools: Presentation Midterm and final exams. | ----- |
| I/III | General English B2.0 | ----- | low Assessment tools: classroom and home activities, Presentation Midterm and final exams. | ----- | ----- | low Assessment tools: classroom and home activities, Presentation Midterm and final exams. | ----- | low Assessment tools: Presentation Midterm and final exams. | ----- |
| II/IV | General English B1 | ----- | Medium Assessment tools: classroom and home activities, | ----- | ----- | Medium Assessment tools: | ----- | Medium Assessment tools: Presentation | ----- |

| | | | | | | | | | |
|--------|-------------------------------------|-------|---|-------|-------|--|-------|---|---|
| | | | Presentation Midterm and final exams. | | | classroom and home activities, Presentation Midterm and final exams. | | Midterm and final exams. | |
| II /IV | General English B2 | ----- | Medium Assessment tools: classroom and home activities, Presentation Midterm and final exams. | ----- | ----- | Medium Assessment tools: classroom and home activities, Presentation Midterm and final exams. | ----- | Medium Assessment tools: Presentation Midterm and final exams. | ----- |
| III | Professional Target Language | ----- | high Assessment tools: classroom and home activities, Presentation Midterm and final exams. | ----- | ----- | high Assessment tools: classroom and home activities, Presentation Midterm and final exams. | ----- | Medium Assessment tools: Presentation Midterm and final exams. | low Assessment tools: classroom and home activities, Midterm and final exams. |

**Resource Base of Professors and Teachers
for the *Digital Communication and Media Arts* Educational Program**

| No. | Name and Surname | Status | Learning Course |
|-----|---------------------|--------------------------------|---|
| 1. | Irine Tsintsadze | Affiliated Professor | 1). Academic Driting 2). Intercultural Dommunication |
| 2. | Nino Zhizhilashvili | Affiliated Professor | Digital Storytelling and Multimedia Communication |
| 3. | Ana Mgaloblishvili | Affiliated Professor | 1). Representational Drawing 2). Art Timeline 3). Multimedia Installation |
| 4. | Giorgi Datukishvili | Affiliated Professor | 1). Digital Communication / Information Technology 2). Presentation and and Prezentability (course is ongoing with Assistant Professor Giorgi Salukvadze) |
| 5. | George Jologua | Affiliated Associate Professor | Media literacy |
| 6. | Irine Tabutsidze | Affiliated Associate Professor | Communication Psychology |
| 7. | Irine Kurtanidze | Affiliated Associate Professor | 1). Strategic Communication in Media and Arts 2) Advertising and Copywriting (course is ongoing with invited lecturer Alexi Bekauri) |
| 8. | Marina Chichua | Affiliated Associate Professor | Digital Technology & Environment |
| 9. | George Salukvadze | Affiliated Assistant Professor | 1). Presentation and Prezentability (the course is conducted together with Affiliated Professor Giorgi Datukishvili) 2). Digital Lens - the Art of Screen Roles (the course is conducted together with invited lecturer Alexander Robakidze) |
| 10. | Iago Aptsiauri | Affiliated Assistant Professor | 3D Modeling and Design |
| 11. | Khatia Shamanauri | Affiliated Assistant Professor | Interactive Web Design |
| 12. | Mariam Iashvili | Assistant Professor | Digital Drawing and Animation |
| 13. | George Savaneli | Invited Lecturer | 1). Culture and Politics 2). Mastery of the Actor 3). The art of Performance |
| 14. | Alexi Bekauri | Invited Lecturer | Advertising and Copywriting (the course is in course with Affiliated Associate Professor Irine Kurtanidze) |

| | | | |
|-----|----------------------|------------------|--|
| 15. | George Kenchuashvili | Invited Lecturer | Digital Communication |
| 16. | Irakli Grdzelishvili | Invited Lecturer | Creative Communication |
| 17. | Tamar Mikadze | Invited Lecturer | Music Code |
| 18. | Ketevan Pachulia | Invited Lecturer | Event Planning and Management |
| 19. | Tamar Buadze | Invited Lecturer | Literature & Creative Writing (the course is conducted together with invited lecturer Bakar Adamashvili) |
| 20. | Bakar Adamashvili | Invited Lecturer | Literature & Creative Writing (the course is conducted together with invited lecturer Tamar Buadze) |
| 21. | Aleksandre Robakidze | Invited Lecturer | 1). Communication Lab 2). Digital Lens - the Art of Acreen Roles (the course is in course with Assistant Professor Giorgi Salukvadze) |
| 22. | Irina Gugunava | Invited Lecturer | 1). Art Research 2). Visual Culture in Theory and Practice |
| 23. | Nino Ioseliani | Invited Lecturer | Intellectual Property and Social Media Law |
| 24. | Tamar Iashvili | Invited Lecturer | Choreography / Dance |
| 25. | Lasha Jaiani | Invited Lecturer | Sociology |
| 26. | Irakli Pipia | Invited Lecturer | Anthropology |
| 27. | Tamar Kalandadze | Invited Lecturer | 1). General English B1.0/B1/B2.0/B2 2. Professional target language |