

Department	GRAPHIC DESIGN
Study programme	BACHELOR
Course year	2ND YEAR
Semester	AUTUMN
Study year	2024/2025

MANDATORY	Mandatory courses
FREE CHOICE	Free choice courses*
ELECTIVE	Elective courses can be chosen only after required programme of department courses is approved by the department

DEPARTMENT COURSES

CODE	COURSE TITLE	ECTS
MākZ3843	Graphic design	3
MākZ3749	Typography	3
MākZ3845	Materials, methods and technology	1
MākZ3844	Computer Software Studies	2
MākZ1687	Art History of Latvia	6
MākZ1686	Theory of Contemporary Art	3
MākZ1677	Anatomy	2
MākZ5125	Creative Methods in Art Pedagogy	3

*As theoretical lectures are delivered to the students of the Art Academy of Latvia in Latvian, some theoretical subjects in English are offered separately to the visiting students.

ELECTIVE COURSES

The list of courses will be published during the first week of semester start!

Online registration for elective courses is open during the first two weeks of semester start. Each course is for limited number of students. To start the course at least 5 students must be registered for it. If less than 5 students are registered, course won't be available.

DEPARTMENT COURSES

COURSE TITLE	DESCRIPTION	LECTURER
Graphic design	Aim of the course is to teach students how to work independently, what is the process of developing a visual identity, how to search for information, how not to wait for inspiration and chase the final result, how not to stop at the first idea, what is the process of working with clients, how to write and analyse a design.	K.Popila, M.Foessleitner
Typography	Through this course students continue to develop their competences in typographic and editorial design. Students gain skills and practical experience by designing publications: a self-initiated project. The course also offers an introduction to key concepts and principles and the historical context and contemporary practice of typographic and editorial design.	Daniel Melse
Materials, methods and technology	The aim of the course is to introduce students to printing technologies and materials. Through knowledge, practical exercises and real examples, develop an understanding of the impact of print technology on design. To prepare students to work with real print projects, to interact with the manufacturer and the client. To enable students to manage the process of using technology to create successful designs.	I.Zenne
Computer Software Studies	In this course students learn the knowledge of user interface (UI) and how to achieve a successful user experience (UX) with it. Understanding how to apply the fundamentals of digital design in a variety of ways beyond one-way homepages. Proficiency in Sketch, Adobe XD or Figma graphics programs, as well as optional Webflow or Framer.	V.Grišāns
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 Rosne
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, 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	Raimonds Kalējs

	course, the students will be able to recognize the most prominent personalities and their most iconic artworks.	
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
Creative Methods in Art Pedagogy	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