

<b>Department</b>	<b>GRAPHIC DESIGN</b>
<b>Study programme</b>	<b>BACHELOR</b>
<b>Course year</b>	<b>3RD YEAR</b>
<b>Semester</b>	<b>AUTUMN</b>
<b>Study year</b>	<b>2024/2025</b>

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

### DEPARTMENT COURSES

CODE	COURSE TITLE	ECTS
<b>MākZ5367</b>	<b>Graphic design</b>	<b>6</b>
<b>MākZ5204</b>	<b>Typography</b>	<b>3</b>
<b>MākZ5369</b>	<b>Materials, methods and technology</b>	<b>3</b>
<b>MākZ5368</b>	<b>Computer Software Studies</b>	<b>3</b>
<b>MākZ1677</b>	<b>Anatomy</b>	<b>2</b>
<b>MākZ5125</b>	<b>Creative Methods in Art Pedagogy</b>	<b>3</b>
<b>MākZ6D23</b>	<b>Contemporary Art and Underground Culture Scene in the Eastern Europe under and after Communism</b>	<b>3</b>

\*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

<b>COURSE TITLE</b>	<b>DESCRIPTION</b>	<b>LECTURER</b>
<b>Graphic design</b>	<p>The aim of the course:</p> <ul style="list-style-type: none"> <li>• The SSE Riga Business Lab offers a hands-on team-based learning opportunity to explore entrepreneurship by developing a product or service using lean startup and service design techniques.</li> <li>• This intensive twelve-week module is structured like a startup accelerator. Mixed teams turn their ideas for a product or service into a business, supported by theoretical concepts and practical methodologies and tools from lean startup and service design.</li> <li>• The teams are composed of participants studying business and economics at SSE Riga, graphic and product design at the Art Academy of Latvia and technology at the University of Latvia.</li> </ul>	Daniel Melse
<b>Typography</b>	<p>Within this course, students continue to develop their competences in typography. Students gain skills and practical experience. The course also offers an introduction to key concepts and principles, as well as the historical context and contemporary practice of typography.</p>	Daniel Melse
<b>Materials, methods and technology</b>	<p>Within this course, students are introduced to basics of photography. Students gain skills and practical experience through introduction to photography history and practical work in studio.</p>	Mārtiņš Grauds
<b>Computer Software Studies</b>	<p>Knowledge of human-centered design and websites design basics, incl. user experience (UX) and user interface (UI) design. Skills in using computer programs Figma and Adobe XD.</p>	Markus Rožkalns
<b>Contemporary Art and Underground Culture Scene in the Eastern Europe under and after Communism</b>	<p>The course is dedicated to understanding of some important special features of art and culture of the region where Latvia (and the LAA students) belongs to – Eastern Europe. History and interpretation of the culture of the region during Soviet rule is yet to be written but it is important for the aspiring artists, designers, curators and art critics who live and work here understand its speciality and uniqueness in Europe. The course starts from the wide historical and cultural introduction to the subject and then continues with a discussion of on several important cases of contemporary art and underground cultural scene in USSR (Russia, Latvia), Czechoslovakia and Poland. In the middle of the course there will be another wide introduction – this time to the post-Soviet period. Second part of the course will be dedicated to the changes which happened in contemporary art and underground culture of the region after 1991.</p>	Kirils Kobrins
<b>Anatomy</b>	<p>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</p>	Uldis Zariņš

	educational technology start-up to help students learn anatomy faster and more efficiently.	
<b>Creative Methods in Art Pedagogy</b>	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