

## Syllabus

### Course description

<b>Course title</b>	Information Design and Visual Storytelling
<b>Course code</b>	47204
<b>Scientific sector</b>	CEAR-08/D (ICAR/13)
<b>Degree</b>	Master in Critical Creative Practices (LM-65)
<b>Semester</b>	TBA
<b>Year</b>	1
<b>Credits</b>	6
<b>Modular</b>	no

<b>Total lecturing hours</b>	30
<b>Total hours of self-study and/ or other individual educational activities</b>	120
<b>Attendance</b>	highly recommended
<b>Prerequisites</b>	/

<b>Specific educational objectives</b>	<p>The course refers to a “caratterizzante” educational activity and is a mandatory course in the first study year.</p> <p><b>Educational objectives</b></p> <p>In the course new possibilities for innovation in artistic and design production and, more importantly, the opportunities for synergy between contemporary culture and technological progress, fostering a mutual exchange of ideas and advancements will be explored. Furthermore the course aims at delivering advanced research skills that will be developed to explore emerging frontiers in the field of art and design and new opportunities for technological innovation in the creative sector. This will equip the students to engage in interdisciplinary projects and generate original knowledge.</p> <p><b>Students will be able to:</b></p> <ul style="list-style-type: none"> <li>- Familiarize with influential figures in the field of information design.</li> <li>- Apply basic principles of data visualization, consciously choosing how to use variables and visual models.</li> <li>- Develop critical thinking skills regarding existing cases in the fields of information design and visual storytelling.</li> <li>- Navigate online resources to gather information</li> </ul>
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	<p>for their projects.</p> <ul style="list-style-type: none"> <li>- Define target audiences and the necessary output type to reach that audience.</li> <li>- Prototype their projects in various forms (digital, print, physical, etc.).</li> <li>- Consistently use key data visualization tools in line with their design intentions.</li> <li>- Conceptualize and develop an Information Design project in its entirety.</li> </ul> <p><b>Knowledge will be acquired in the following fields:</b></p> <ul style="list-style-type: none"> <li>- Information design, data visualization, and visual storytelling.</li> </ul>
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<b>Lecturer</b>	TBA
<b>Scientific sector of the lecturer</b>	TBA
<b>Teaching language</b>	English
<b>Office hours</b>	TBA
<b>List of topics covered</b>	TBA
<b>Teaching format</b>	TBA ( <i>Frontal lectures, exercises, labs, projects, etc.</i> )

<b>Learning outcomes</b>	<p><i>The learning outcomes need to refer to the Dublin Descriptors:</i></p> <p><b><i>Knowledge and understanding</i></b></p> <p>Students of the course will:</p> <ul style="list-style-type: none"> <li>- know digital and analogue technologies and their applications in visual arts and design;</li> <li>- possess specific knowledge on the cultural, social and ethical implications of the use of technologies in design and artistic practices;</li> <li>- understand the processes of integrating technologies into creative contexts, analyzing them considering the connections with other fields of knowledge, such as the philosophy of technology, computer science and cognitive sciences.</li> </ul> <p><b><i>Applying knowledge and understanding</i></b></p> <p>Students of the course will acquire the capability to apply knowledge in the field of Information Design and Visual Storytelling in order to:</p> <ul style="list-style-type: none"> <li>- use advanced software and digital techniques to create innovative works of art and design;</li> </ul>
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	<ul style="list-style-type: none"> <li>- experiment with technological tools to expand the boundaries of design and artistic practices;</li> <li>- collaborate with engineers, programmers and other professionals to develop interdisciplinary projects that integrate art and technology.</li> </ul> <p><b><i>Making judgments</i></b></p> <p>Students of the course will acquire the capability to make judgments in the field of Information Design and Visual Storytelling in order to:</p> <ul style="list-style-type: none"> <li>- devise original projects that take into account the transformations induced by globalization and internationalization processes.</li> </ul> <p><b><i>Communication skills</i></b></p> <p>Students of the course will acquire communication skills in the field of Information Design and Visual Storytelling in order to:</p> <ul style="list-style-type: none"> <li>- using visual and multimedia tools to create engaging and informative presentations.</li> </ul> <p><b><i>Learning skills</i></b></p> <p>The course of Information Design and Visual Storytelling is aimed at:</p> <ul style="list-style-type: none"> <li>- the strengthening of the critical and operational autonomy of students;</li> <li>- the development of their ability to choose, compare and adapt to new knowledge and technologies.</li> </ul>
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<b>Assessment</b>	<i>TBA</i>
<b>Assessment language</b>	English
<b>Evaluation criteria and criteria for awarding marks</b>	<i>TBA</i>
<b>Required readings</b>	<i>TBA</i>
<b>Supplementary readings</b>	<i>TBA</i>