MINISTER OF EDUCATION, SCIENCE AND SPORT OF THE REPUBLIC OF LITHUANIA

ORDER
ON APPROVAL OF THE DESCRIPTOR OF THE STUDY FIELD OF MEDIA ART

5 May 2021 No. V-717
Vilnius

In accordance with Paragraph 11 of Article 53 of the Law on Higher Education and Research of the Republic of Lithuania:

1. I approve the Descriptor of the Study Field of Media Art (enclosed).

2. I determine that the higher education institutions have to adjust their study programmes to the Descriptor of the Study Field of Media Art approved by Clause 1 hereby until 01 September 2022.

Minister of Education, Science and Sport   Jurgita Šiugždinienė

DESCRIPTOR OF THE STUDY FIELD OF MEDIA ART

CHAPTER I
GENERAL PROVISIONS

1. The Descriptor of the Study Field of Media Art (hereinafter – Descriptor) regulates the special requirements for the study programmes in the study fields of Media Art (P07) in the group of study fields of Arts (P). The Descriptor regulates the study field of Media Art (hereinafter – field of Media Art) in the scope not covered by the General Requirements for the Studies approved by Order No. V-1168 of the Minister of Education and Science of the Republic of Lithuania of 30 December 2016 "On approval of the General Requirements for the Studies."

2. The Descriptor was prepared in consideration of the documents prepared in *Inter}artes thematic network* (*Contents Design TUNING document* and *Contents Fine Art TUNING document).*

3. The Descriptor's requirements shall be applied for college and university studies of the first cycle and the second cycle in the field of Media Art conducted as full-time and/or part-time studies.

4. Upon completion of the studies in the field of Media Art, the professional bachelor's/ bachelor's /master's degree in arts that is in conformity with the sixth/seventh level of the Lithuanian Qualifications Framework and the European Qualifications Framework for lifelong learning, and first/second cycles of the Framework for Qualifications of the European Higher Education Area attested by the diploma of professional bachelor's/ bachelor's/ master's degree and diploma supplement issued by the higher education institution are awarded.

5. If the higher education institution justifies the need, the studies in the field of Media Art may also be provided as studies within the study programmes classified under two study fields together with the studies of Fine Art (P01), Design (P02), Film (P05), Management (L02) or other study fields. The study programme classified under two study fields has to satisfy the requirements of both study fields.

6. No special requirements are established in the Descriptor for persons applying to the studies of the first cycle. The persons may be admitted to the studies of the second cycle if:

6.1. they have completed the university studies of the first cycle or college studies in the group of study fields of Arts;

6.2. they have completed the college or the university studies of the first cycle of other study fields (not within the group of study fields of Arts) and the bridging courses conducted in universities, the scope, list of subjects and content whereof are established by the higher education institution.

7. The purpose of the study field of Media Art is to develop the capacity to engage in individual artistic and artistic research activities using the media technologies and technological processes and tools; to train an independent artist or creator of media art, who would be able to work in the chosen area of media art (animation, photography, videography, media art, new media art, etc).

CHAPTER II
CONCEPT AND SCOPE OF THE STUDY FIELD

8. Media art is an art, where media are used as communication means and creative material. It is also called a device-based media art.

9. The concept of media art includes animation, videography, interdisciplinary art (partially), audio art, installation, bioart, interactive art, media art in public spaces, internet art, media-based performance, films of artists and other art created with the help of old and new technologies, such as extended reality (*XR*), i.e., virtual reality (*VR*), augmented reality (*AR*), etc., artificial intellect (*AI*), biotechnologies, and more. The media art may be created by linking various areas and branches of science (*Art + Science*). The media art is sometimes distinguished as the art movement or as the branch of modern art. The work named as modern or interdisciplinary art may also be called a media art, if it is examining or referring to the media or technologies and the processes related to them.

10. The media art may be created using old and new media. It is not limited to any particular media or technology. The media art is characterised by inter-genre character, discursiveness, temporality, media criticism, deconstruction of mass media, and search for links between art, science and technologies.

11. The media art appeared in the intersection of fine art (also called visual or imitative arts), film, music and other art fields and is partially based on their traditions; however, at the same time it is creating a new language, aesthetics and tradition. The media art is also directly related or overlaps with the topics of fine art, fil, design and other art fields.

12. The studies in the field of Media Art are related to other science and art areas: Media and Communication, Information Technologies, Fine Art, Film, Music, Design, Philosophy, Aesthetics, Art History, etc. The artistic and scientific researches of different levels affecting the solution of practical tasks in all the study stages have to be an integral part of the studies.

13. The author of media art operates in a broad ecosystem of creative, cultural industries or modern art and has to comply with the principles of harmonious cooperation and sustainable creation.

14. The professional activities of the author of media art are characterised by diversity of approaches, practices and opinions that is manifested through the results of professional activities in the creative and cultural industries and visual culture. Besides, the harmony between the social and natural environments should be endeavoured at while creating.

15. The graduates of the study programmes in the field of Media Art will be able to work as independent authors of media art, artists, members of creative teams, freelance media art professionals, creative directors in creative and cultural industries, or they will be able to incorporate own companies and create work places.

16. After the college and university studies of the first cycle, the persons will be able to engage in creative practice and formulate independently the problem of artistic research in compliance with the admission requirements to the studies of the second cycle, while after the studies of the second cycle, the persons will have adequate qualification to continue the studies in the art studies of the third cycle.

CHAPTER III
GENERIC AND SPECIAL LEARNING OUTCOMES

17. At the completion of the college studies, the following learning outcomes have to be achieved:
17.1. knowledge and its application. The person:

17.1.1. knows main concepts and areas of media art, historical development and modern tendencies of the art fields (branches), and is able to apply the knowledge in creative activities, while generating the artistic ideas;

17.1.2. understands the particularity of certain branch of media art and its links with other art fields and applies the cultural, historical, economic, social and other skills to create the works of media art, projects and media products;

17.1.3. is able to apply the knowledge of media art and demonstrates artistic skills in the field and interdisciplinary studies, is able to choose creatively the methods of audio-visual, audio or visual expression, to use old and new technologies and equipment in the creative process and professional activities;

17.1.4. knows the peculiarities of creative business, management principles of media art projects, applies them while implementing the creative projects and creative strategies;

17.1.5. knows the requirements of health protection, safe work, fire safety and environmental protection related to the activities in particular area of media art, and is able to comply with them in practical activities;

17.2. research skills. The person:

17.2.1. is able to assess critically the manifestations of media art and recognise the predominant or relevant trends;

17.2.2. is able to collect, analyse and systemise the information needed to solve the creative problems, and to apply the artistic and scientific researches and results of creative experiments;

17.2.3. is able to perform a research in the area of media art, to summarise and apply its results for implementation of the creative ideas in the process of media art;

17.2.4. is able to apply the research results to choose adequate solution modes of creative problems, to reason their choice, and to make conclusions;

17.3. special skills. The person:

17.3.1. is able to generate the ideas of media art projects, to make creative suggestions, and to choose the solution methods, while working independently or cooperating in the professional and/or interdisciplinary environment;

17.3.2. is able to select and apply the artistic expression means and methods, to demonstrate the technological skills, to master the emerging and changing media and technologies, and to apply them for creative projects of media art;

17.3.3. is able to experiment in the creative process of particular area of media art, in consideration to personal professional practice, intercultural and modern art insights, and analysis of performance results of other authors;

17.3.4. is able to present the creative ideas and/or projects in the reasoned mode, using the visual communication and information technologies in real and virtual space;

17.3.5. is able to form a creative portfolio on the basis of composition principles and concepts of media art, in compliance with the technological requirements;

17.4. social skills. The person:

17.4.1. is able to communicate with the colleagues, potential customers and other representatives of the society, while solving the professional tasks and implementing the works and projects of media art and media products;

17.4.2. understands the relations between the media art author and customer, user, co-authors or colleagues, is able to comply with the requirements for copyright protection, labour law and ethics, when creating, implementing and presenting the works and projects of media art and media products to public;

17.4.3. is able to communicate orally and in writing in the official State language and at least one foreign language in professional activities and public space;

17.4.4. is able to work in team and to cooperate, to assume responsibility for own work quality and content and that of the subordinate employees in compliance with the professional ethics and public spirit;

17.5. personal skills. The person:

17.5.1. is able to study independently, to solve creative problems, to plan own work, to comply with the set terms, and to adjust to the changing circumstances;

17.5.2. understands moral responsibility for results of own creative activities, their impact on society, environment, economic and artistic development;

17.5.3. is able to learn independently and to plan the learning process, to assess critically personal creative activities, and understands the importance of life-long learning.

18. At the completion of the university studies of the first cycle, the following learning outcomes have to be achieved:

18.1. knowledge and its application. The person:

18.1.1. knows main concepts and areas of media art, historical development and modern tendencies of the art fields (branches), and is able to apply the knowledge in creative activities;

18.1.2. understands the particularity of certain branch of media art and its links with other areas of media art and art fields in general; and is able to think critically and to apply the general cultural, historical, economic, social and other skills to create the works and projects of media art;

18.1.3. is able to apply the knowledge and demonstrates the skills not only in the field of media art, but also in the interdisciplinary studies, is able to choose creatively the methods of audio-visual, audio or visual expression, to use old and new technologies and equipment in the creative professional work process;

18.1.4. knows the management principles of modern stage art and media art projects, peculiarities of creative and cultural industries, and applies them while implementing the creative projects and creative strategies;

18.1.5. knows the fundamentals of art history, mentorship, philosophy, media, communication or visual culture theory and is able to apply them for creation and presentation of media art works;

18.1.6. knows the requirements of health protection, safe work, fire safety and environmental protection related to the activities in particular area of media art, and is able to comply with them in practical activities;

18.2. research skills. The person:

18.2.1. is able to assess critically the manifestations of media art and to recognise the predominant or relevant trends, and to justify own position on the basis of media and art theories;

18.2.2. is able to collect, analyse and systemise the information needed to solve the creative problems, and to apply the artistic and scientific researches and results of creative experiments;

18.2.3. is able to perform independently a research in the area of media art, to summarise and apply its results for implementation of the creative ideas in the process of media art;

18.3. is able to apply the research results and theoretical knowledge to choose adequate solution modes of creative problems, to reason their choice, and to make rational conclusions;

18.4. special skills. The person:

18.4.1. is able to generate the ideas of media art projects, to make creative suggestions, and to choose the solution methods, while working independently or cooperating in the professional and/or interdisciplinary environment;

18.4.2. is able to select and apply the artistic expression means and methods, to demonstrate the technological skills, to master the emerging media and technologies, and to apply them for creative projects of media art;

18.4.3. is able to initiate, organise and implement the media art works in the interdisciplinary intermedial context and to choose the adequate exhibiting situation and context, to assess the raised requirements and to follow them;

18.4.4. is able to experiment in the creative process of particular area of media art, in consideration to personal professional practice, intercultural and modern art insights, and analysis of results of creative experiments of other media art authors;

18.4.5. is able to present the creative ideas and/or projects in the reasoned mode, using the visual communication and information technologies in real and virtual space;

18.4.6. is able to prepare a project of media art and to choose the adequate media and context for its implementation in the reasoned and conceptual mode; is also able to contextualise own work in modern theories of culture and media and history of media art;

18.4.7. is able to form a creative portfolio on the basis of composition principles and concepts of media art, in compliance with the technological requirements;

18.4.8. is familiar with the markets of media art and modern art in a broad sense and is able to present the personal position of the artist there;

18.5. social skills. The person:

18.5.1. is able to communicate with general public and professionals of art and media, as well as with potential customers and other representatives of the society, while solving the professional tasks and implementing the works and projects of media art;

18.5.2. understands the civil dimension of the creative work and art creation as the socially engaged act;

18.5.3. understands the relations between the media art author and customers, users and/or spectators, co-authors, colleagues, and art critics, is able to comply with the requirements for copyright protection, labour law and ethics, when creating, implementing and presenting the works and projects of media art to public;

18.5.4. is able to communicate orally and in writing in the official State language and at least one foreign language in public space of professional activities;

18.5.5. is able to work in team and to cooperate, to assume responsibility for own work quality and content and that of the subordinate employees in compliance with the professional ethics and public spirit;

18.6. personal skills. The person:

18.6.1. is able to study independently, to solve creative problems, to plan own work, to comply with the set terms, and to adjust to the changing circumstances;

18.6.2. understands moral responsibility for results of own creative activities, their impact on society, environment, economic and artistic development;

18.6.3. is able to learn independently and to plan the learning process, to assess critically personal creative activities, and understands the importance of life-long learning.

19. At the completion of the university studies of the second cycle, the following learning outcomes have to be achieved:

19.1. knowledge and its application. The person:

19.1.1. is able to envisage and compare modern tendencies of the interdisciplinary media art and to carry out independent art research, using the latest theoretical and practical knowledge;

19.1.2. understands the links between certain branch of media art and other areas of media art and art fields in general; and is able to think self-reflectively, interdisciplinarily, critically and analytically, and to apply the general cultural, historical, economic, social and other skills;

19.1.3. knows the management and mentorship principles of modern stage art and media art projects, peculiarities of creative and cultural industries, and applies them while implementing and initiating the creative projects;

19.1.4. is able to apply the latest interdisciplinary knowledge, certain scientific and artistic researches for creation of media art works and projects, and to contextualise own position there;

19.1.5. is able to apply and adapt the acquired knowledge in the always changing creative and research environment, to solve the problems and to foresee the tendencies;

19.2. research skills. The person:

19.2.1. is able to assess critically the manifestations of interactions between media art, technologies and society, to foresee the relevant trends, and to justify own position within public and cultural contexts;

19.2.2. is able to collect, analyse and systemise the information purposefully and to assess its reliability;

19.2.3. is able to choose adequate methodologies for personal artistic research, and to use the artistic and scientific researches performed by other researchers;

19.2.4. is able to present structurally the results of personal artistic research orally and in writing, complying with certain requirements (protocol of artistic or scientific research);

19.3. special skills. The person:

19.3.1. is able to identify the relevant problems of media art, to assess them and to formulate the topic of creative project or artistic research independently;

19.3.2. is able to think conceptually, to undertake projects of exploratory character, and to integrate the interdisciplinary knowledge that helps to solve the formed creative topic;

19.3.3. is able to prepare not only personal but also a collective media art project, and to justify the choice of adequate media and context for its implementation;

19.3.4. is able to implement individually the complex media art project that would have impact on subsequent development of art, science and society;

19.3.5. is able to prepare individual and collective application for competition or funding (for example, for the project, exhibition, residence);

19.4. social skills. The person:

19.4.1. understands the relations of participants in the interdisciplinary and international media art context and is able to present the project in a reasoned mode successfully, and to defend personal author's or team's position;

19.4.2. is able to communicate orally and in writing in the official State language and at least one foreign language in public space and professional activities, feels the duty to express socially and civilly engaged personal artistic position;

19.4.3. is able to work independently and in team, to lead the team; to initiate international projects, to assume responsibility for own work quality and content and that of the subordinate employees; to comply with the professional ethics and public spirit;

19.5. personal skills. The person:

19.5.1. is able to study and research independently, to make decisions in case of difficult complex situations, to plan own and team's work, and to adjust to the changing circumstances;

19.5.2. understands moral responsibility for results of own creative activities, their impact on society, economic, political, sociocultural, ecological and artistic development;

19.5.3. understands social, ecological, ethical and economic consequences of own activities and is able to assume responsibility for them;

19.5.4. is able to learn and/or research independently, to plan the learning and/or research process, to establish goals, terms, and to comply with them, to assess critically personal creative activities, and understands the importance of life-long learning.

CHAPTER IV
TEACHING, LEARNING AND ASSESSMENT

20. The setting of the taught subjects/modules in the study programmes has to be consistent and based on interdisciplinary links between media art and study fields of informational, technological or other arts. The teaching and learning have to be based on the goals clearly formulated by the teacher and set by the student that would conform to the aims of the study programme and the learning outcomes.

21. The importance of media literacy has to be stressed in all the study programmes.

22. The teaching has to be based on the latest developments of media art, creative and technological activities, knowledge of aesthetics and art history, training of visual, media and computer literacy, and understanding of creative business, creative and cultural industries, modern art, and particularity of research activities.

23. The teaching methodology applied in different higher education and research institutions may differ, yet creativity, imagination, erudition and communication skills have to be trained.

24. The learning/teaching methods have to comply with the concept of life-long learning. The students have to be trained and encouraged to assume responsibility for their learning.

25. The same methods may be applied for studies of different cycles; however, the content of tasks, complexity degree, and volume of the student's independent work have to differ.

26. The learning has to be linked with individual or group research and creative work and its public presentation. This has to help the students to acquire communication skills, to create the opportunity for them to achieve the intended learning outcomes, and to oblige the students to perform the professional tasks practically.

27. The didactic conception of teaching and learning has to cover the flexible application of various learning/teaching methods in order for the students to acquire knowledge and develop special, social and personal researching and creative skills. The following learning/teaching methods may be applied in the process of studies:

27.1. passive: lectures (methods of knowledge conveyance and perception: narrative, illustration, demonstration, observation, case analysis, etc.), individual consultations, and other methods attributed to the traditional concept of studies;

27.2. active: problem-based teaching, project-based activities (individual or group), workshops, seminars, teaching and professional practical training, preparation and presentation of report, and other methods directed to active learning of the students. The project-based activities should be among the main active learning methods directed to training of practical (including transferrable) skills. The project (visual or audio material, conceptual drawings, photography or cycle, filmed, edited or sound-recorded material of moving image or its shots, animated work, virtual and extended reality (XR), etc.) is presented or defended in public discussion, in presence of students, teachers, media art professionals, and stakeholders;

27.3. interactive: online teaching courses of the subject, conferences when virtual environments, online teaching material, and products of video classes are used;

27.4. exploratory (or promoting individual studies): studying of literature, search for information, its analysis and synthesis, reflexion, application of particular research method, data interpretation, etc.;

27.5. specific teaching/learning methods: interim reviews of semester's work or review of final work, visits to exhibitions and their analysis, documentation of creative works (analog and digital) and their presentation, participation in group and individual exhibitions, local and international creative competitions of various levels, creative workshops, real projects implemented in industries or on the stage.

30. The tasks of independent work have to create the conditions to achieve the learning outcomes of the study programme, to motivate the students and to use rationally time of students and professors, as well as material resources (libraries, creative studios, laboratories, equipment, etc.).

28. The students' ability to study independently should be promoted by assigning individual tasks: in the first cycle of studies, this has to be achieved in consideration to the particularity of the student's skills; in the second cycle, it is suggested to assign individual tasks after receipt of consent of the supervisor of the studies of the second cycle (final work) and approval of the committee of the studies of the study programme of the second cycle (subdivision of the quality maintenance of studies).

29. In the beginning of the semester, the teachers have to provide thorough information to the students about assessment methods of the subject's learning outcomes, number and volume of tasks, assessment criteria, structure of cumulative grade, and accounting terms.

30. The collegial (the students' works are assessed by a competent commission) and individual assessment may be applied to assess the learning outcomes. The creative works or projects of the students are assessed openly during the reviews, in presence of the students. They have to be presented and discussed publicly. The studies of each subject/module end in exam or evaluation of the independent work (project) of the student. If the system of cumulative assessment is applied, the interim assessments may form a part of the exam's grade.

31. The assessment of learning outcomes has to be based on clear assessment criteria, and the conditions of work performance and available resources have to be taken into consideration.

32. The teachers may choose various assessment methods, including interim reviews of semester's work or review of final work, exams, computer testing, analysis of problem solution, reports, presentations, reports on the works, reports on practical training, learning records or portfolios of works, self-assessment, peer review, etc., and the teachers have to know the methodical aspects of their application. Besides, it should be encouraged to look for new, specific assessment methods. All the skills described in the section of learning outcomes have to be assessed formally in the mode that would prove that the students have the skills in question.

33. An important part of the assessment system of learning outcomes is a feedback to the students about their learning outcomes and evaluation, as well as the students' feedback to the teacher in order to create preconditions for improvement of teaching quality.

CHAPTER V
REQUIREMENTS FOR IMPLEMENTATION OF STUDY PROGRAMMES

34. Requirements for the academic staff:

34.1. the basis of successful fulfilment of the study programmes is competent teachers – recognised artists, scientists and practicians of various areas. In order to achieve high quality of studies, it is important to develop creative, scientific and research activities of the academic staff in higher education institution, and to endeavour at interaction between artistic and/or research and pedagogical activities. The teachers must have at least the master's degree or equivalent higher education qualification. The practical sessions in the colleges (practical works, workshops, practical training of

students, etc.) may be supervised by a person, who has at least bachelor's or professional bachelor's degree;

34.2.   in case of college studies, at least 10 percent of the volume of college study programme have to be taught by scientists or acclaimed artists (art subjects), and more than half of the teachers of the study programme have to have a practical work experience related to the taught subject of at least 3 years. The teachers' competence of the taught subject and teaching have to be improved in the procedure determined by the college;

34.3.   in case of university studies of the first cycle, more than half of the university's teachers have to be scientists and/or acclaimed artists. The teachers' competence of the taught subject and teaching have to be improved in the procedure determined by the university;

34.4.   in case of studies of the second cycle, at least 80 percent of the teachers have to have a title/degree and/or be acclaimed artists. Other teachers may be practicians, who have acquired the professional work practice in the field of taught subject of at least 3 years in the last 7 years. At least 20 percent of the field subjects have to be taught by the teachers, who hold a professor's title. The teachers' competence of the taught subject and teaching have to be improved in the procedure determined by the university.

35.   Requirements for graduation:

35.1.   the study programme ends in the evaluation of the graduate's competence through public defence of the final work (project);

35.2.   the commission for defence and assessment of the final work (project) shall consist of the competent specialists in the study field – pedagogues, professional practicians, artists, scientists, stakeholders. At least one member of the commission has to be from another research and higher education institution. It is advised to invite the specialists from other units or institutions to review the final works (projects). It is recommended that the chair of the expert panel of final works (projects) of the second cycle would have the doctoral degree in science or arts;

35.3.   the same protection of intellectual property and/or trade secrets shall be applied for final works (projects) as in the case of public art and/or research work;

35.4.   the final work of college studies shall consist of the individually prepared creative project (practical part) and explanatory notes, where the chosen topic of the final work is analysed, the performed applied research, the project's ideas or concepts and used technologies are described. At least 9 study credits have to be assigned to the final work (project); in case of studies within interdisciplinary study programmes, it is recommended to perform one joint final work (project) that integrates the learning outcomes of the study fields;

35.5.   the final work of the university studies of the first cycle shall consist of the independently prepared creative project and the related explanatory notes analysing the context of the selected topic and describing the used ideas, knowledge, technologies. and theories. At least 15 study credits have to be assigned to the final work. In case of the study programme classified under two study fields, the final works (projects) of the major and minor fields have to be planned; their volume shall be determined by the higher education institutions. In case of studies within interdisciplinary study programmes, it is recommended to perform one joint final work (project) that integrates the learning outcomes of the study fields;

35.6.   the final work of the university studies of the second cycle shall consist of the independently prepared creative project and the related written theoretical research work describing the new ideas, knowledge, technologies, theories applied for the project, other researches or the process of the creative and research work. At least 30 study credits have to be assigned for preparation and defence of the final work (project). The student of the second cycle shall use the final project to reason and disclose the

topic or problem and ability to apply independently the latest practical and theoretical knowledge and technologies in the creative work.

36. Requirements for the material, information and methodical resources:

36.1.   the premises necessary to organise the studies (lecture halls, creative studios, laboratories, continuity rooms, etc.) have to satisfy the requirements of sanitation, hygiene and work safety, while their number has to conform to specific needs of the study programme;

36.2.   the lecture halls have to be modern, supplied with the visualisation equipment; large classes must have the sound recording equipment. Special premises have to be prepared for group works in order to train the students' communication skills and to form the skills of team work. The premises for studies of photography, animation, audio or videography (depending on the particular programme) have to be prepared; they should have lighting equipment, a system of shifting backgrounds, properties; the computer classes should have equipment and installed software necessary for the studies; the laboratories should have the equipment that assures smooth process of creation of analog and digital photography, videography, animation and other media (depending on the study programme), etc;

36.3.   the students should be allowed to use the study and laboratory equipment to implement individual artistic projects according to the curriculum;

36.4.   it is recommended to organise part of the practical training in open spaces so that the students could get familiar with the work conditions and particularity in natural environment. The students may be referred to the companies that apply advanced work methods, to art events and organisations;

36.5.   the libraries and reading rooms should have adequate number of printed or digital scientific literature, textbooks, methodical publications, manuals, and other publications needed for the studies in Lithuanian and foreign languages. The libraries should have computers with internet access to international databases, printing and copying equipment. The information resources have to be updated regularly and easily accessible in the information bases;

36.6.   if there are any students with special needs in the programme, the appropriate conditions for studies have to be created for them, in consideration to their special needs.

37. Social, psychological, financial and academic support shall be provided to the students. It should link introduction to studies, motivation of the students and other possibilities of academic support:

37.1.   the information about the study programmes (for example, study forms, specialisation, funding, aims of studies, learning outcomes, assessment, optional subjects, timetables, mobility opportunities, etc.) has to be public, easily accessible and available on the website;

37.2.   the students must have the opportunity to consult additionally with the teachers of the study programme, to study according to individual curriculum, to repeat the subjects or exams, to suspend the studies, to participate in the creative projects performed together with the stakeholders, and to make use of informal education opportunities provided in the higher education institution. The students have to be informed about the career possibilities after completion of the media art studies.

—————————————