

Magister grafični inženir/magistrica grafična inženirka

Selected qualifications

Name of qualification	Magister grafični inženir/magistrica grafična inženirka
Translated title (no legal status)	Master of Arts in graphic engineering
Type of qualification	Diploma druge stopnje
Category of qualification	Izobrazba
Type of education	Master's education
Duration	2 years
Credits	120 credits

Admission requirements

- A completed first-cycle study programme in: graphic interactive communications, natural science, engineering, technology, computer science, information science, media, economics, organisation of work or design; or
- a completed first-cycle programme in another field, if prior to enrolment the candidate has completed course units essential for further studies, totalling 10 to 60 credits; or
- a completed pre-Bologna professional higher education programme in: graphic design, natural science, engineering, technology, computer science, information science, media, economics, organisation of work or design; or
- a completed professional higher education programme under the former programme in another field, if prior to enrolment the candidate has completed course units essential for further studies, consisting of 10-60 credits.

ISCED field

Field
Umetnost in humanistika

ISCED subfield

subfield avdiovizualno ustvarjanje, tehnike in multimedijška proizvodnja

Qualification level

SQF 8
EQF 7
Second level

Learning outcomes

The qualification holder will be able to:
(general competences)

- demonstrate advanced technical knowledge acquired through the study of theoretical and methodological concepts, linked to training in searching for new sources of knowledge using scientific research methods,
- perform critical reflection,
- experiment and visually communicate various intellectual concepts,
- learn independently in own professional and academic field,
- demonstrate understanding of the interdependence of technology and design,
- demonstrate understanding of artistic language and its technological translation into graphic products,
- show initiative and autonomy in decision-making and in managing the most complex working systems,
- demonstrate social and communication skills in leading teamwork, including in the field of projects based on integration of scientific laws from various fields,
- demonstrate professional, ethical and environmental responsibility,
- use modern tools and skills, above all from the ICT field, in everyday professional work and research.

(subject-specific competences)

- demonstrate advanced knowledge of mathematics, technical mechanics, organic and physical chemistry and scientific thought,
- evaluate the technological characteristics and strengths and weaknesses of advanced web technologies and new media,
- observe with sensitivity and depth and perceive and understand the hidden (invisible) and visible constitutional, compositional, aesthetic and communicative characteristics of a graphic product,
- develop autonomy, research skills and critical and self-critical evaluation of the use of typography for different products and contents and different information media,
- create own font on the basis of theoretical foundations for the entire range of letter and non-letter symbols; verifying its suitability for use using appropriate methods in project work,
- demonstrate familiarity with photography as a modern applied, visual, communicative medium in the design of graphic products with an emphasis on a faultless technical, aesthetic, expressive and compositional organisation of the results achieved,
- demonstrate interactions between the surface of printed materials, coatings, printer inks, adhesives, lacquers,
- demonstrate familiarity with the theory of mixing and reproducing colours in the graphic reproduction process through the study of different mathematical models describing the workings of the system, its weaknesses and strengths and possibilities for improvements; resolve complex mathematical models and focus on critical reflection and finding solutions to the problems of colour reproduction in printed media,
- demonstrate knowledge and understanding of the foundations and development of rasterisation theory in printed media,
- develop knowledge of the theoretical basics of multicolour reproduction in conventional and digital printing techniques and in analogue and digital colour photography and electronic (interactive) media; demonstrate knowledge of the theory of additive, subtractive and optical colour mixing, colour appearance models, and the effect of metamerism, shine, contrast and other factors on colour reproduction or colour perception,
- demonstrate knowledge of and creatively incorporate language technologies into modern products and services, including mobile applications,
- use natural interactivity in designing modern user interfaces,
- demonstrate in-depth understanding of modern applications of the interdisciplinary field of interactive systems in the field of investigation and extraction of information.

Assessment and completion

Examination performance is graded as follows: 10 (excellent); 9 (very good: above-average knowledge but with some mistakes); 8 (very good: solid results); 7 (good); 6 (adequate: knowledge satisfies minimum criteria); 5-1 (inadequate). In order to pass an examination, a candidate must achieve a grade between adequate (6) and excellent (10).

Progression

In order to progress to the second year, students must have completed at least 54 credits.

Transitions

Third-cycle doctoral study programmes (SQF level 10)

Condition for obtaining certificate

To complete their studies, students must complete all course units in all subjects in which they have enrolled and prepare and defend a master's thesis.

Awarding body

University of Ljubljana, Faculty of Natural Sciences and Engineering

URL

<https://www.ntf.uni-lj.si/igt/en/study/masters-degree/graphic-and-interactive-communication/>
