1.	Course title	Computer art	
2.	Course code	SI-I-08	
3.	Study program	**Master studies of Computer Science and Engineering - Software Engineering**	
4.	Unit offering the course	**FCSE**	
5.	Undergraduate/master/PhD	**Master**	
6.	Year/semester 2/summer/elective	7. ECTS: **6**	
8.	Teacher(s)	Prof. dr. Dragan Mihajlov / prof. dr. Suzana Loshkovska	
9.	Course prerequisites	None	
10.	Goals (learning outcomes): Upon completion of the course the candidate is expected to know the concepts of the computer computer art and design and to use modern computer tools in applied art and graphic design.		
11.	Course content: History of the art. Introduction to basic concepts of computer design. Systems for colour management and its use in web design. Mathematics in the art. Basic elements and principles of design in the creation of web pages. Theory of web design. Standards for creating and editing images. Optimization of the graphics. Characteristics of static and dynamic web-pages. Introduction to Micromedia Flash. Web-site design project.		
12.	Teaching methods: Lectures supported by slide presentations, interactive lectures, trainings (using lab equipment and software packages), team work, case studies, invited guests and lectures, individual practical assignments presentations, seminar paper, e-learning (forums, consultations).		
13.	Total available time	6 ECTS x 30 hours = 180 hours	
14.	Distribution of the available time	60+0+120 = 180 hours	
15.	Teaching activities	15.1. Lectures	60 hours
		15.2. Training (labs, problem solving), seminar and team work	0 hours
16.	Other activities	16.1. Project work	45 hours
		16.2. Self study	45 hours
		16.3. Home work	30 hours
17.	Grading		
	17.1. Tests		45 points
	17.2. Seminar work/project (written or oral presentation)		45 points
	17.3. Active participation		10 points
18.	Grading criteria	to 59 points	5 (five) (F)
		from 60 to 68 points	6 (six) (E)
		from 69 to 76 points	7 (seven) (D)
		from 77 to 84 points	8 (eight) (C)

			from 85 to 92 points	9 (nine) (B)
			from 93 to 100 points	10 (ten) (A)
19.	Final exam prerequisites		Successfully completed activities 15.1 and 15.2	
20.	Course language		Macedonian and English	
21.	Quality assurance methods		Internal evaluation and student questionnaires	

22.	Literature					
	22.1.	Compulsory				
		No.	Authors	Title	Publisher	Year
		1.	James G. Lengel	The Web Wizard's Guide to Web Design	Addison-Wesley	2002
		2.	Niederst, Jennifer	Design in a Nutshell, 2nd Edition	O'Reilly & Associates	2001
		3.				
	22.2.	Additional				
		No.	Authors	Title	Publisher	Year
		1.				
		2.				
		3.				