SUBJECT	/MODULE	SYLLABUS*
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1. Subject/module name	
Practical classes in museology	
2. Discipline	
archaeology	
3. Lecture language	
Polish	
4. The entity conducting subject	
Institute of Archaeology	
5. Subject/module code	
22-AR-S1-01-CwM	
6. Type of subject/module (<i>obligatory or optional</i>)	
obligatory	
7. Field of study (specialization)*	
archaeology	
8. Level of studies (1st degree*, 2nd degree*, long-cycle master's studies	* name of
the Doctoral College*)	, name or
1st degree	
9. Year of studies (<i>if applicable</i>)	
2nd year	
10. Semester (winter or summer)	
summer 11. Form of classes and number of hours (including number of hours of online)	na classas*)
classes 75 hours	ne classes")
	.h.o.
12. Prerrequisites in terms of knowledge, skills and social competences for t	.ne
subject/module	
none	
12 Learning chiestives for the subject	
13. Learning objectives for the subject	
Practical use of existing knowledge regarding exhibitions and other form	is of
presenting archaeological monuments. Getting to know in practice the n	nethods of
functioning of museum units in the field of exhibition, educational and p	opularization
activities. Learning about various methods of presenting collections (pre	paration of
exhibitions, graphic materials, lectures and workshops).	
exhibitions, graphic materials, lectures and workshops).	
14	
14.	
14. Program content:	
Program content:	

openings)		
2. arranging exhibition space for static and interactive presentation of archaeological		
sources		
3. collecting substantive data on a given topic		
4. selection of monuments for the exhibition		
5. graphic design of the exhibition		
6. preparation of interactive shows		
7. preparing a lecture using multimedia techniques		
8. preparation of the exhibition opening		
Assumed learning outcomes	Appropriate directional symbols	
	learning outcomes	
Has basic knowledge in the field of cultural heritage	K_W09	
protection		
Has basic knowledge of scientific and cultural		
institutions and is familiar with the contemporary	K_W10	
life of scientific communities and their		
popularization activities		
Has the skills to conduct technical and		
documentation work during archaeological research	K_U11	
and inventory and laboratory work		
Is able to use basic information technologies,		
multimedia and Internet resources and process	K_U12	
archaeological data through the use of basic		
computer programs and multimedia devices and		
computer programs and multimedia devices and		

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	techniques Ability to work in a team, solving simple problems	K_U13
		N_010
	in the field of archaeological research and	
	presenting their results	
	Is aware of the responsibility for preserving culture	
	heritage	К_КО5
	Demonstrates basic responsibility and civil courage	е К_КО9
	in presenting a picture of history consistent with the	
45	current state of archaeological knowledge	
15.	Required and recommended literature (sources, studies, textbooks, etc.)	
	The scope of literature is selected depending on the topic of the exhibition being	
16.	prepared and accompanying events	
	Methods of verifying the assumed learning outcomes:	
17	preparation and implementation of a project (individual or group)	
17.	Conditions and form of passing individual components of the subject/module:	
	- continuous monitoring of attendance and progress in the scope of classes	
	- preparation and implementation of a project (individual or group):	
	preparing materials on a given topic, preparing a museum exhibition and	
	accompanying events (lectures, vernissages)	
	- active participation in classes	
18.	Student/PhD student workload	
	the form of carrying out classes by the	the number of hours allocated to
	student*/doctoral student*	carry out a given type of classes
	classes (according to the study plan) with the	

instructor: - classes:	75
student/doctoral student's own work (including	
participation in group work), e.g.:	
- reading the indicated literature:	35
- preparation of works/speeches/projects:	40
Total number of hours	150
Number of ECTS points (<i>if required</i>)	5

(T) – implemented in a traditional way(O) – implemented online

* remove unnecessary