# Time table 2026/2027

## 2/II CREATIVE MANAGEMENT IN NEW MEDIA, ERASMUS

| | Monday 02.11 | Tuesday 03.11 | Wednesday 04.11 | Thursday 05.11 | Friday 06.11 |
|---|---|---|---|---|---|
| 8:00 – 9:30 | | *Protection of intellectual property*<br><br>**dr hab. M. Jankowska-Augustyn, prof. UŚ** | | | |
| 9:45 – 11:15 | | *Protection of intellectual property*<br><br>**dr hab. M. Jankowska-Augustyn, prof. UŚ** | | | |
| 11:30 – 13:00 | | *Protection of intellectual property*<br><br>**dr hab. M. Jankowska-Augustyn, prof. UŚ** | | | |
| 13:45 – 15:15 | | | | | |
| 15:30 – 17:00 | | | | | |
| 17:15 – 18:45 | | | | | |
| 19:00 – 20:30 | | | | | |

# Time table 2026/2027

## 2/II CREATIVE MANAGEMENT IN NEW MEDIA, ERASMUS

| | ***Monday 09.11*** | ***Tuesday 10.11*** | ***Wednesday 11.11*** | ***Thursday 12.11*** | ***Friday 13.11*** |
|---|---|---|---|---|---|
| 8:00 – 9:30 | | | | | |
| 9:45 – 11:15 | | | | *Film Editing (optional courses: Feature Film Editing or Documentary Film Editing)* **dr F. Czernow** | |
| 11:30 – 13:00 | | | | *Film Editing (optional courses: Feature Film Editing or Documentary Film Editing)* **dr F. Czernow** | |
| 13:45 – 15:15 | | | | *Extended Reality Technologies* **dr F. Czernow** | |
| 15:30 – 17:00 | | | | *Extended Reality Technologies* **dr F. Czernow** | |
| 17:15 – 18:45 | | | | | |
| 19:00 – 20:30 | | | | | |

# Time table 2026/2027

## 2/II CREATIVE MANAGEMENT IN NEW MEDIA, ERASMUS

| | *Monday 16.11* | *Tuesday 17.11* | *Wednesday 18.11* | *Thursday 19.11* | *Friday 20.11* |
|---|---|---|---|---|---|
| 8:00 – 9:30 | | | | | |
| 9:45 – 11:15 | | | | *Video game design - logic and game mechanics*<br>**mgr A. Sokólska** | *Video game design - logic and game mechanics*<br>**mgr A. Sokólska** |
| 11:30 – 13:00 | | | | *Video game design - logic and game mechanics*<br>**mgr A. Sokólska** | *Video game design - logic and game mechanics*<br>**mgr A. Sokólska** |
| 13:45 – 15:15 | | | | *Video game design - logic and game mechanics*<br>**mgr A. Sokólska** | *Video game design - logic and game mechanics*<br>**mgr A. Sokólska** |
| 15:30 – 17:00 | | | | *Video game design - logic and game mechanics*<br>**mgr A. Sokólska** | *Video game design - logic and game mechanics*<br>**mgr A. Sokólska** |
| 17:15 – 18:45 | | | | *Video game design - logic and game mechanics*<br>**mgr A. Sokólska** | *Video game design - logic and game mechanics*<br>**mgr A. Sokólska** |
| 19:00 – 20:30 | | | | | |

# Time table 2026/2027

## 2/II CREATIVE MANAGEMENT IN NEW MEDIA, ERASMUS

| | *Monday 23.11* | *Tuesday 24.11* | *Wednesday 25.11* | *Thursday 26.11* | *Friday 27.11* |
|---|---|---|---|---|---|
| 8:00 – 9:30 | | | | | |
| 9:45 – 11:15 | | *Film Editing (optional courses: Feature Film Editing or Documentary Film Editing)* **dr F. Czernow** | *Production Team Management* **mgr A. Hickinbotham** | | |
| 11:30 – 13:00 | | *Film Editing (optional courses: Feature Film Editing or Documentary Film Editing)* **dr F. Czernow** | *Production Team Management* **mgr A. Hickinbotham** | | |
| 13:45 – 15:15 | | *Extended Reality Technologies* **dr F. Czernow** | *Production Team Management* **mgr A. Hickinbotham** | | |
| 15:30 – 17:00 | | *Extended Reality Technologies* **dr F. Czernow** | | *Production Team Management* **mgr A. Hickinbotham** | |
| 17:15 – 18:45 | | | | *Production Team Management* **mgr A. Hickinbotham** | |
| 19:00 – 20:30 | | | | *Production Team Management* **mgr A. Hickinbotham** | |