

# **Visual Theory**

Programme course

6 credits

Visuell teori

TRTE13

Valid from: 2017 Spring semester

**Determined by**Board of Studies for Computer Science and Media Technology

**Date determined** 2017-01-25

### Main field of study

No Main Field of Study

### Course level

First cycle

### Advancement level

G<sub>1</sub>X

### Course offered for

• Graphic Design and Communication

### **Entry requirements**

Note: Admission requirements for non-programme students usually also include admission requirements for the programme and threshold requirements for progression within the programme, or corresponding.

### Examination

UPG1 Assignments

6 credits

U, 3, 4, 5

#### Grades

Four-grade scale, LiU, U, 3, 4, 5

### Department

Institutionen för kultur och kommunikation

## Director of Studies or equivalent

Gary Svensson

### **Examiner**

Gary Svensson

### Course website and other links

http://www.liu.se/ikk/konst



# **Education components**

Preliminary scheduled hours: 48 h Recommended self-study hours: 112 h

### Course literature

#### **Additional literature**

#### **Books**

Marita Sturken, Lisa Cartwright, (2009) *Practices of Looking* W J T Mitchell, (2005) *What Do Pictures Want?: The Lives and Loves of Images* 



### **Common rules**

Regulations (apply to LiU in its entirety)

The university is a government agency whose operations are regulated by legislation and ordinances, which include the Higher Education Act and the Higher Education Ordinance. In addition to legislation and ordinances, operations are subject to several policy documents. The Linköping University rule book collects currently valid decisions of a regulatory nature taken by the university board, the vice-chancellor and faculty/department boards.

LiU's rule book for education at first-cycle and second-cycle levels is available at http://styrdokument.liu.se/Regelsamling/Innehall/Utbildning\_pa\_grund\_och\_avancerad\_niva.

