

AFAD HANDBOOK FOR EXCHANGE STUDENTS 2026/2027

Course structure:

1.Compulsory course: Main Studio

2.Compulsory theoretical courses – student must select one of the following courses:

Selected Chapters from Modern and Contemporary Visual Art

or

History of Eastern European Art

3.Compulsory optional courses: Students must select at least one course from their department

4.Optional courses: Students can select any course from the optional courses list

Note:

Selecting courses from different departments is possible only after consultation with the Erasmus+ coordinator and the pedagogue.

Some courses have a maximum number of students who can attend the course. If a course is in the optional list of your department but also in the compulsory optional list of another department, preference is given to students who have the course as compulsory optional.

The optimal number of credits per semester is **30 ECTS**.

Department: Painting

Level: 1st (Bachelor)

Compulsory courses

Course title	Semester	ECTS	Additional notes
Main Studio	W/S	10	
Selected Chapters from Modern and Contemporary Visual Art	W/S	5	theoretical course
History of Eastern European Art	W/S	5	theoretical course

Compulsory optional courses

Course title	Semester	ECTS	Additional notes
Special Painting Techniques I	W	3	Block (not weekly)
Painting and Decorative Techniques of Glass Design I, III	W	3	
Special Painting Techniques II	S	3	Block (not weekly)
Painting and Decorative Techniques of Glass Design II, IV	S	3	
Off-Site Artistic Interventions	W/S	3	(2 nd -3 rd year: W/S, 4 th year: W)

Optional courses

Course title	Semester	ECTS	Additional notes
Photographic Concepts in Urban Space	W/S	4	
Slovak Language for Foreign Students	W/S	2	
Creative Programming	W/S	5	
Video Games and Virtual Environments I,II	W/S	5	(max. 3 exchange students)
Paper as Medium – Bookbinding	W/S	3	
Textile Technologies for Designers	W/S	2	Block (not weekly)
Performance I, II	W/S	3	
Microcontrollers II, I	W/S	3	In the WS, basics of electronics or programming required
Text, font, image I, II	W/S	3	

Screenprinting on Textiles	W/S	2	Priority given to textile students
Drawing	W/S	4 or 5	4 credits = 4 hours/week 5 credits = 5 hours/week
Supplementary Studio	W/S	5	Only after agreement with the head of the studio
Digital fabrication/robotic laboratory/CAM	W	2	Knowledge of the basics of 3D modelling and digital drawing required
Basics of Digital Modelling II	W	3	Basic knowledge of Rhinoceros software required
Digital rendering, modelling and design	S	2	
Digital weaving for Erasmus students	S	2	
Virtual Reality in Art	W/S	3	(max. 2 exchange students)

Level: 2nd (Master)

Compulsory courses

Course title	Semester	ECTS	Additional notes
Main Studio	W/S	15	
Selected Chapters from Modern and Contemporary Visual Art	W/S	5	theoretical course
History of Eastern European Art	W/S	5	theoretical course

Compulsory optional courses

Course title	Semester	ECTS	Additional notes
Special Painting Techniques I	W	3	Block (not weekly)
Painting and Decorative Techniques of Glass Design I, III	W	3	
Special Painting Techniques II	S	3	Block (not weekly)
Painting and Decorative Techniques of Glass Design II, IV	S	3	

Optional courses

Course title	Semester	ECTS	Additional notes
Photographic Concepts in Urban Space	W/S	4	
Slovak Language for Foreign Students	W/S	2	
Creative Programming	W/S	5	
Designing games and virtual environments	W/S	4	
Performance I, II	W/S	3	
Microcontrollers II, I	W/S	3	In the WS, basics of electronics or programming required
Text, font, image I, II	W/S	3	
Dyes and Pigments	W/S	2	
Drawing	W/S	4 or 5	4 credits = 4 hours/week 5 credits = 5 hours/week
Supplementary Studio	W/S	5	Only after agreement with the head of the studio
Digital fabrication/robotic laboratory/CAM	W	2	Knowledge of the basics of 3D modelling and digital drawing required
Basics of Digital Modelling II	W	3	Basic knowledge of Rhinoceros software required
Digital rendering, modelling and design	S	2	

Department: Printmaking and Other Media

Level: 1st (Bachelor)

Compulsory courses

Course title	Semester	ECTS	Additional notes
Main Studio	W/S	10	
Selected Chapters from Modern and Contemporary Visual Art	W/S	5	theoretical course
History of Eastern European Art	W/S	5	theoretical course

Compulsory optional courses

Course title	Semester	ECTS	Additional notes
Paper as Medium – Bookbinding	W/S	3	
Printmaking Techniques III	W	5	
Text, font, image I	W	3	
Printmaking Techniques II	S	5	
Text, font, image II	S	3	

Optional courses

Course title	Semester	ECTS	Additional notes
Photographic Concepts in Urban Space	W/S	4	
Slovak Language for Foreign Students	W/S	2	
Creative Programming	W/S	5	
Video Games and Virtual Environments I,II	W/S	5	(max. 3 exchange students)
Textile Technologies for Designers	W/S	2	Block (not weekly)
Performance I, II	W/S	3	
Microcontrollers II, I	W/S	3	In the WS, basics of electronics or programming required
Screenprinting on Textiles	W/S	2	Priority given to textile students
Drawing	W/S	4 or 5	4 credits = 4 hours/week 5 credits = 5 hours/week
Supplementary Studio	W/S	5	Only after agreement with the head of the studio
Digital fabrication/robotic laboratory/CAM	W	2	Knowledge of the basics of 3D modelling and digital drawing required
Basics of Digital Modelling II	W	3	Basic knowledge of Rhinoceros software required
Digital rendering, modelling and design	S	2	
Digital weaving for Erasmus students	S	2	
Off-Site Artistic Interventions	W/S	3	(2 nd -3 rd year: W/S, 4 th year: W)
Virtual Reality in Art	W/S	3	(max. 2 exchange students)

Level: 2nd (Master)

Compulsory courses

Course title	Semester	ECTS	Additional notes
Main Studio	W/S	15	
Selected Chapters from Modern and Contemporary Visual Art	W/S	5	theoretical course
History of Eastern European Art	W/S	5	theoretical course

Compulsory optional courses

Course title	Semester	ECTS	Additional notes
Text, font, image I	W	3	

Specific Problems of Graphical Techniques I	W	2
Text, font, image II	S	3
Specific Problems of Graphical Techniques II	S	2

Optional courses			
Course title	Semester	ECTS	Additional notes
Photographic Concepts in Urban Space	W/S	4	
Slovak Language for Foreign Students	W/S	2	
Creative Programming	W/S	5	
Designing games and virtual environments	W/S	4	
Performance I, II	W/S	3	
Microcontrollers II, I	W/S	3	In the WS, basics of electronics or programming required
Dyes and Pigments	W/S	2	
Drawing	W/S	4 or 5	4 credits = 4 hours/week 5 credits = 5 hours/week
Supplementary Studio	W/S	5	Only after agreement with the head of the studio
Digital fabrication/robotic laboratory/CAM	W	2	Knowledge of the basics of 3D modelling and digital drawing required
Basics of Digital Modelling II	W	3	Basic knowledge of Rhinoceros software required
Digital rendering, modelling and design	S	2	

Department: Photography and New Media

Level: 1st (Bachelor)

Compulsory courses			
Course title	Semester	ECTS	Additional notes
Main Studio	W/S	10	
Selected Chapters from Modern and Contemporary Visual Art	W/S	5	theoretical course
History of Eastern European Art	W/S	5	theoretical course

Compulsory optional courses			
Course title	Semester	ECTS	Additional notes
Photographic Concepts in Urban Space	W/S	4	
Historical Photography Theory and Practice	W/S	3	

Optional courses			
Course title	Semester	ECTS	Additional notes
Photographic Concepts in Urban Space	W/S	4	
Slovak Language for Foreign Students	W/S	2	
Creative Programming	W/S	5	
Video Games and Virtual Environments I,II	W/S	5	(max. 3 exchange students)
Paper as Medium – Bookbinding	W/S	3	
Textile Technologies for Designers	W/S	2	Block (not weekly)
Performance I, II	W/S	3	
Microcontrollers II, I	W/S	3	In the WS, basics of electronics or programming required
Text, font, image I, II	W/S	3	
Screenprinting on Textiles	W/S	2	Priority given to textile students
Drawing	W/S	4 or 5	4 credits = 4 hours/week

			5 credits = 5 hours/week
Supplementary Studio	W/S	5	Only after agreement with the head of the studio
Digital fabrication/robotic laboratory/CAM	W	2	Knowledge of the basics of 3D modelling and digital drawing required
Basics of Digital Modelling II	W	3	Basic knowledge of Rhinoceros software required
Digital rendering, modelling and design	S	2	
Digital weaving for Erasmus students	S	2	
Off-Site Artistic Interventions	W/S	3	(2 nd -3 rd year: W/S, 4 th year: W)
Virtual Reality in Art	W/S	3	(max. 2 exchange students)

Level: 2nd (Master)

Compulsory courses			
Course title	Semester	ECTS	Additional notes
Main Studio	W/S	15	
Selected Chapters from Modern and Contemporary Visual Art	W/S	5	theoretical course
History of Eastern European Art	W/S	5	theoretical course

Compulsory optional courses			
Course title	Semester	ECTS	Additional notes
Photographic Concepts in Urban Space	W/S	4	
Historical Photography Theory and Practice	W/S	3	

Optional courses			
Course title	Semester	ECTS	Additional notes
Photographic Concepts in Urban Space	W/S	4	
Slovak Language for Foreign Students	W/S	2	
Creative Programming	W/S	5	
Designing games and virtual environments	W/S	4	
Performance I, II	W/S	3	
Microcontrollers II, I	W/S	3	In the WS, basics of electronics or programming required
Text, font, image I, II	W/S	3	
Dyes and Pigments	W/S	2	
Drawing	W/S	4 or 5	4 credits = 4 hours/week 5 credits = 5 hours/week
Supplementary Studio	W/S	5	Only after agreement with the head of the studio
Digital fabrication/robotic laboratory/CAM	W	2	Knowledge of the basics of 3D modelling and digital drawing required
Basics of Digital Modelling II	W	3	Basic knowledge of Rhinoceros software required
Digital rendering, modelling and design	S	2	

Department: Digital Arts

Level: 1st (Bachelor)

Compulsory courses			
Course title	Semester	ECTS	Additional notes
Main Studio	W/S	10	

Selected Chapters from Modern and Contemporary Visual Art	W/S	5	theoretical course
History of Eastern European Art	W/S	5	theoretical course

Compulsory optional courses

Course title	Semester	ECTS	Additional notes
Microcontrollers II	W	3	
Creative Programming I, III	W	5	
Video Games and Virtual Environments I,II	W/S	5	(max. 3 exchange students)
Microcontrollers I	S	3	
Creative Programming II, IV	S	5	
Video Games and Virtual Environments II	S	4	

Optional courses

Course title	Semester	ECTS	Additional notes
Photographic Concepts in Urban Space	W/S	4	
Slovak Language for Foreign Students	W/S	2	
Paper as Medium – Bookbinding	W/S	3	
Textile Technologies for Designers	W/S	2	Block (not weekly)
Performance I, II	W/S	3	
Text, font, image I, II	W/S	3	
Screenprinting on Textiles	W/S	2	Priority given to textile students
Drawing	W/S	4 or 5	4 credits = 4 hours/week 5 credits = 5 hours/week
Supplementary Studio	W/S	5	Only after agreement with the head of the studio
Digital fabrication/robotic laboratory/CAM	W	2	Knowledge of the basics of 3D modelling and digital drawing required
Basics of Digital Modelling II	W	3	Basic knowledge of Rhinoceros software required
Digital rendering, modelling and design	S	2	
Digital weaving for Erasmus students	S	2	
Off-Site Artistic Interventions	W/S	3	(2 nd -3 rd year: W/S, 4 th year: W)
Virtual Reality in Art	W/S	3	(max. 2 exchange students)

Level: 2nd (Master)

Compulsory courses

Course title	Semester	ECTS	Additional notes
Main Studio	W/S	15	
Selected Chapters from Modern and Contemporary Visual Art	W/S	5	theoretical course
History of Eastern European Art	W/S	5	theoretical course

Compulsory optional courses

Course title	Semester	ECTS	Additional notes
Microcontrollers II	W	3	
Creative Programming I, III	W	5	
Video Games and Virtual Environments I	W	4	
Microcontrollers I	S	3	
Creative Programming II, IV	S	5	
Video Games and Virtual Environments II	S	4	

Optional courses			
Course title	Semester	ECTS	Additional notes
Photographic Concepts in Urban Space	W/S	4	
Slovak Language for Foreign Students	W/S	2	
Creative Programming	W/S	5	
Designing games and virtual environments	W/S	4	
Performance I, II	W/S	3	
Microcontrollers II, I	W/S	3	In the WS, basics of electronics or programming required
Text, font, image I, II	W/S	3	
Dyes and Pigments	W/S	2	
Drawing	W/S	4 or 5	4 credits = 4 hours/week 5 credits = 5 hours/week
Supplementary Studio	W/S	5	Only after agreement with the head of the studio
Digital fabrication/robotic laboratory/CAM	W	2	Knowledge of the basics of 3D modelling and digital drawing required
Basics of Digital Modelling II	W	3	Basic knowledge of Rhinoceros software required
Digital rendering, modelling and design	S	2	

Department: Intermedia

Level: 1st (Bachelor)

Compulsory courses			
Course title	Semester	ECTS	Additional notes
Main Studio	W/S	10	
Selected Chapters from Modern and Contemporary Visual Art	W/S	5	theoretical course
History of Eastern European Art	W/S	5	theoretical course

Compulsory optional courses			
Course title	Semester	ECTS	Additional notes
Experimental materials I	W	3	
Sound I, III	W	3	
Performance I	W	3	
Sound II, IV	S	3	
Performance II	S	3	

Optional courses			
Course title	Semester	ECTS	Additional notes
Photographic Concepts in Urban Space	W/S	4	
Slovak Language for Foreign Students	W/S	2	
Creative Programming	W/S	5	
Video Games and Virtual Environments I,II	W/S	5	(max. 3 exchange students)
Paper as Medium – Bookbinding	W/S	3	
Textile Technologies for Designers	W/S	2	Block (not weekly)
Microcontrollers II, I	W/S	3	In the WS, basics of electronics or programming required
Text, font, image I, II	W/S	3	
Screenprinting on Textiles	W/S	2	Priority given to textile students
Drawing	W/S	4 or 5	4 credits = 4 hours/week 5 credits = 5 hours/week

Supplementary Studio	W/S	5	Only after agreement with the head of the studio
Digital fabrication/robotic laboratory/CAM	W	2	Knowledge of the basics of 3D modelling and digital drawing required
Basics of Digital Modelling II	W	3	Basic knowledge of Rhinoceros software required
Digital rendering, modelling and design	S	2	
Digital weaving for Erasmus students	S	2	
Off-Site Artistic Interventions	W/S	3	(2 nd -3 rd year: W/S, 4 th year: W)
Virtual Reality in Art	W/S	3	(max. 2 exchange students)

Level: 2nd (Master)

Compulsory courses			
Course title	Semester	ECTS	Additional notes
Main Studio	W/S	15	
Selected Chapters from Modern and Contemporary Visual Art	W/S	5	theoretical course
History of Eastern European Art	W/S	5	theoretical course

Compulsory optional courses			
Course title	Semester	ECTS	Additional notes
Experimental materials I	W	3	
Sound I, III	W	3	
Performance I	W	3	
Sound II, IV	S	3	
Performance II	S	3	

Optional courses			
Course title	Semester	ECTS	Additional notes
Photographic Concepts in Urban Space	W/S	4	
Slovak Language for Foreign Students	W/S	2	
Creative Programming	W/S	5	
Designing games and virtual environments	W/S	4	
Microcontrollers II, I	W/S	3	In the WS, basics of electronics or programming required
Text, font, image I, II	W/S	3	
Dyes and Pigments	W/S	2	
Drawing	W/S	4 or 5	4 credits = 4 hours/week 5 credits = 5 hours/week
Supplementary Studio	W/S	5	Only after agreement with the head of the studio
Digital fabrication/robotic laboratory/CAM	W	2	Knowledge of the basics of 3D modelling and digital drawing required
Basics of Digital Modelling II	W	3	Basic knowledge of Rhinoceros software required
Digital rendering, modelling and design	S	2	

Department: Sculpture, Object, Installation

Level: 1st (Bachelor)

Compulsory courses			
Course title	Semester	ECTS	Additional notes

Main Studio	W/S	10	
Selected Chapters from Modern and Contemporary Visual Art	W/S	5	theoretical course
History of Eastern European Art	W/S	5	theoretical course

Compulsory optional courses

Course title	Semester	ECTS	Additional notes
Experimental materials I	W	3	
Figural Modelling	W/S	4	
Digital Reproduction Technologies	W/S	3	
Sculptural Techniques - Wood I, II	W/S	3	
Sculptural Techniques - Stone I, II	W/S	3	

Optional courses

Course title	Semester	ECTS	Additional notes
Photographic Concepts in Urban Space	W/S	4	
Slovak Language for Foreign Students	W/S	2	
Creative Programming	W/S	5	
Video Games and Virtual Environments I,II	W/S	5	(max. 3 exchange students)
Paper as Medium – Bookbinding	W/S	3	
Textile Technologies for Designers	W/S	2	Block (not weekly)
Performance I, II	W/S	3	
Microcontrollers II, I	W/S	3	In the WS, basics of electronics or programming required
Text, font, image I, II	W/S	3	
Screenprinting on Textiles	W/S	2	Priority given to textile students
Drawing	W/S	4 or 5	4 credits = 4 hours/week 5 credits = 5 hours/week
Supplementary Studio	W/S	5	Only after agreement with the head of the studio
Digital fabrication/robotic laboratory/CAM	W	2	Knowledge of the basics of 3D modelling and digital drawing required
Basics of Digital Modelling II	W	3	Basic knowledge of Rhinoceros software required
Digital rendering, modelling and design	S	2	
Digital weaving for Erasmus students	S	2	
Off-Site Artistic Interventions	W/S	3	(2 nd -3 rd year: W/S, 4 th year: W)
Virtual Reality in Art	W/S	3	(max. 2 exchange students)

Level: 2nd (Master)

Compulsory courses

Course title	Semester	ECTS	Additional notes
Main Studio	W/S	15	
Selected Chapters from Modern and Contemporary Visual Art	W/S	5	theoretical course
History of Eastern European Art	W/S	5	theoretical course

Compulsory optional courses

Course title	Semester	ECTS	Additional notes
Experimental materials I	W	3	
Figural Modelling	W/S	4	
Digital Reproduction Technologies	W/S	3	
Sculptural Techniques - Stone I, II	W/S	3	

Optional courses			
Course title	Semester	ECTS	Additional notes
Photographic Concepts in Urban Space	W/S	4	
Slovak Language for Foreign Students	W/S	2	
Creative Programming	W/S	5	
Designing games and virtual environments	W/S	4	
Performance I, II	W/S	3	
Microcontrollers II, I	W/S	3	In the WS, basics of electronics or programming required
Text, font, image I, II	W/S	3	
Dyes and Pigments	W/S	2	
Drawing	W/S	4 or 5	4 credits = 4 hours/week 5 credits = 5 hours/week
Supplementary Studio	W/S	5	Only after agreement with the head of the studio
Digital fabrication/robotic laboratory/CAM	W	2	Knowledge of the basics of 3D modelling and digital drawing required
Basics of Digital Modelling II	W	3	Basic knowledge of Rhinoceros software required
Digital rendering, modelling and design	S	2	

Department: Applied Arts

Level: 1st (Bachelor)

Compulsory courses			
Course title	Semester	ECTS	Additional notes
Main Studio	W/S	10	
Selected Chapters from Modern and Contemporary Visual Art	W/S	5	theoretical course
History of Eastern European Art	W/S	5	theoretical course

Compulsory optional courses			
Course title	Semester	ECTS	Additional notes
Ceramic Techniques	W/S	3	Studio of Ceramics
Metallurgic Techniques of Glass Design	W/S	3	Studio of Glass
Basics of Jewellery Making I, II	W/S	3	Studio Metal and Jewel
Basic Technologies in Jewellery Creation I, II	W/S	3	Studio Metal and Jewel
Painting and Decorative Techniques of Glass Design I, III	W	3	
Costume Jewellery Enamel	W	4	Studio Metal and Jewel
Painting and Decorative Techniques of Glass Design II, IV	S	3	

Optional courses			
Course title	Semester	ECTS	Additional notes
Photographic Concepts in Urban Space	W/S	4	
Slovak Language for Foreign Students	W/S	2	
Creative Programming	W/S	5	
Video Games and Virtual Environments I,II	W/S	5	(max. 3 exchange students)
Paper as Medium – Bookbinding	W/S	3	
Textile Technologies for Designers	W/S	2	Block (not weekly)
Performance I, II	W/S	3	
Microcontrollers II, I	W/S	3	In the WS, basics of electronics or programming required

Text, font, image I, II	W/S	3	
Screenprinting on Textiles	W/S	2	Priority given to textile students
Drawing	W/S	4 or 5	4 credits = 4 hours/week 5 credits = 5 hours/week
Supplementary Studio	W/S	5	Only after agreement with the head of the studio
Digital fabrication/robotic laboratory/CAM	W	2	Knowledge of the basics of 3D modelling and digital drawing required
Basics of Digital Modelling II	W	3	Basic knowledge of Rhinoceros software required
Digital rendering, modelling and design	S	2	
Digital weaving for Erasmus students	S	2	
Off-Site Artistic Interventions	W/S	3	(2 nd -3 rd year: W/S, 4 th year: W)
Virtual Reality in Art	W/S	3	(max. 2 exchange students)

Level: 2nd (Master)

Compulsory courses

Course title	Semester	ECTS	Additional notes
Main Studio	W/S	15	
Selected Chapters from Modern and Contemporary Visual Art	W/S	5	theoretical course
History of Eastern European Art	W/S	5	theoretical course

Compulsory optional courses

Course title	Semester	ECTS	Additional notes
Ceramic Techniques	W/S	3	Studio of Ceramics
Metallurgic Techniques of Glass Design	W/S	3	Studio of Glass
Basics of Jewellery Making I, II	W/S	3	Studio Metal and Jewel
Basic Technologies in Jewellery Creation I, II	W/S	3	Studio Metal and Jewel
Painting and Decorative Techniques of Glass Design I, III	W	3	
Costume Jewellery Enamel	W	4	Studio Metal and Jewel
Painting and Decorative Techniques of Glass Design II, IV	S	3	

Optional courses

Course title	Semester	ECTS	Additional notes
Photographic Concepts in Urban Space	W/S	4	
Slovak Language for Foreign Students	W/S	2	
Creative Programming	W/S	5	
Designing games and virtual environments	W/S	4	
Performance I, II	W/S	3	
Microcontrollers II, I	W/S	3	In the WS, basics of electronics or programming required
Text, font, image I, II	W/S	3	
Dyes and Pigments	W/S	2	
Drawing	W/S	4 or 5	4 credits = 4 hours/week 5 credits = 5 hours/week
Supplementary Studio	W/S	5	Only after agreement with the head of the studio
Digital fabrication/robotic laboratory/CAM	W	2	Knowledge of the basics of 3D modelling and digital drawing required
Basics of Digital Modelling II	W	3	Basic knowledge of Rhinoceros software required

Digital rendering, modelling and design	S	2	
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Department: Design

Level: 1st (Bachelor)

Compulsory courses

Course title	Semester	ECTS	Additional notes
Main Studio	W/S	10	
Selected Chapters from Modern and Contemporary Visual Art	W/S	5	theoretical course
History of Eastern European Art	W/S	5	theoretical course

Compulsory optional courses

Course title	Semester	ECTS	Additional notes
Textile Technologies for Designers	W/S	2	Block (not weekly)
Drawing for Designers III	W	3	
Virtual Reality I	W	3	
Drawing for Designers IV	S	3	
Design, Context, Society	S	2	
Virtual Reality II	S	3	

Optional courses

Course title	Semester	ECTS	Additional notes
Photographic Concepts in Urban Space	W/S	4	
Slovak Language for Foreign Students	W/S	2	
Creative Programming	W/S	5	
Video Games and Virtual Environments I,II	W/S	5	(max. 3 exchange students)
Paper as Medium – Bookbinding	W/S	3	
Performance I, II	W/S	3	
Microcontrollers II, I	W/S	3	In the WS, basics of electronics or programming required
Text, font, image I, II	W/S	3	
Screenprinting on Textiles	W/S	2	Priority given to textile students
Drawing	W/S	4 or 5	4 credits = 4 hours/week 5 credits = 5 hours/week
Supplementary Studio	W/S	5	Only after agreement with the head of the studio
Digital fabrication/robotic laboratory/CAM	W	2	Knowledge of the basics of 3D modelling and digital drawing required
Basics of Digital Modelling II	W	3	Basic knowledge of Rhinoceros software required
Digital rendering, modelling and design	S	2	
Digital weaving for Erasmus students	S	2	
Off-Site Artistic Interventions	W/S	3	(2 nd -3 rd year: W/S, 4 th year: W)
Virtual Reality in Art	W/S	3	(max. 2 exchange students)

Level: 2nd (Master)

Compulsory courses

Course title	Semester	ECTS	Additional notes
Main Studio	W/S	15	
Selected Chapters from Modern and Contemporary Visual Art	W/S	5	theoretical course
History of Eastern European Art	W/S	5	theoretical course

Compulsory optional courses			
Course title	Semester	ECTS	Additional notes
Design, Context, Now	S	2	
Alias	W/S	2	

Optional courses			
Course title	Semester	ECTS	Additional notes
Photographic Concepts in Urban Space	W/S	4	
Slovak Language for Foreign Students	W/S	2	
Creative Programming	W/S	5	
Designing games and virtual environments	W/S	4	
Performance I, II	W/S	3	
Microcontrollers II, I	W/S	3	In the WS, basics of electronics or programming required
Text, font, image I, II	W/S	3	
Dyes and Pigments	W/S	2	
Drawing	W/S	4 or 5	4 credits = 4 hours/week 5 credits = 5 hours/week
Supplementary Studio	W/S	5	Only after agreement with the head of the studio
Digital fabrication/robotic laboratory/CAM	W	2	Knowledge of the basics of 3D modelling and digital drawing required
Basics of Digital Modelling II	W	3	Basic knowledge of Rhinoceros software required
Digital rendering, modelling and design	S	2	

Department: Textiles

Level: 1st (Bachelor)

Compulsory courses			
Course title	Semester	ECTS	Additional notes
Main Studio	W/S	10	
Selected Chapters from Modern and Contemporary Visual Art	W/S	5	theoretical course
History of Eastern European Art	W/S	5	theoretical course

Compulsory optional courses			
Course title	Semester	ECTS	Additional notes
Experimental Textile Techniques – 1 st level	W/S	2	
Screenprinting on Textiles	W/S	2	
Dyeing technology I	W	2	
Historical Textile Techniques I	W	3	
Technical Digital Drawing I	W	2	
Historical Textile Techniques II	S	3	
Dyeing technology II	S	2	
Textile Technology II. - tapestry	S	3	

Optional courses			
Course title	Semester	ECTS	Additional notes
Photographic Concepts in Urban Space	W/S	4	
Slovak Language for Foreign Students	W/S	2	

Creative Programming	W/S	5	
Video Games and Virtual Environments I,II	W/S	5	(max. 3 exchange students)
Paper as Medium – Bookbinding	W/S	3	
Textile Technologies for Designers	W/S	2	Block (not weekly)
Performance I, II	W/S	3	
Microcontrollers II, I	W/S	3	In the WS, basics of electronics or programming required
Text, font, image I, II	W/S	3	
Drawing	W/S	4 or 5	4 credits = 4 hours/week 5 credits = 5 hours/week
Supplementary Studio	W/S	5	Only after agreement with the head of the studio
Digital fabrication/robotic laboratory/CAM	W	2	Knowledge of the basics of 3D modelling and digital drawing required
Basics of Digital Modelling II	W	3	Basic knowledge of Rhinoceros software required
Digital rendering, modelling and design	S	2	
Digital weaving for Erasmus students	S	2	
Off-Site Artistic Interventions	W/S	3	(2 nd -3 rd year: W/S, 4 th year: W)
Virtual Reality in Art	W/S	3	(max. 2 exchange students)

Level: 2nd (Master)

Compulsory courses

Course title	Semester	ECTS	Additional notes
Main Studio	W/S	15	
Selected Chapters from Modern and Contemporary Visual Art	W/S	5	theoretical course
History of Eastern European Art	W/S	5	theoretical course

Compulsory optional courses

Course title	Semester	ECTS	Additional notes
Experimental Textile Techniques – 2 nd level	W/S	3	

Optional courses

Course title	Semester	ECTS	Additional notes
Photographic Concepts in Urban Space	W/S	4	
Slovak Language for Foreign Students	W/S	2	
Creative Programming	W/S	5	
Designing games and virtual environments	W/S	4	
Performance I, II	W/S	3	
Microcontrollers II, I	W/S	3	In the WS, basics of electronics or programming required
Text, font, image I, II	W/S	3	
Dyes and Pigments	W/S	2	
Drawing	W/S	4 or 5	4 credits = 4 hours/week 5 credits = 5 hours/week
Supplementary Studio	W/S	5	Only after agreement with the head of the studio
Digital fabrication/robotic laboratory/CAM	W	2	Knowledge of the basics of 3D modelling and digital drawing required
Basics of Digital Modelling II	W	3	Basic knowledge of Rhinoceros software required

Digital rendering, modelling and design	S	2	
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Department: Visual Communication

Level: 1st (Bachelor)

Compulsory courses

Course title	Semester	ECTS	Additional notes
Main Studio	W/S	10	
Selected Chapters from Modern and Contemporary Visual Art	W/S	5	theoretical course
History of Eastern European Art	W/S	5	theoretical course

Compulsory optional courses

Course title	Semester	ECTS	Additional notes
Type Design	W/S	3	
Web Design	W/S	3	

Optional courses

Course title	Semester	ECTS	Additional notes
Photographic Concepts in Urban Space	W/S	4	
Slovak Language for Foreign Students	W/S	2	
Creative Programming	W/S	5	
Video Games and Virtual Environments I,II	W/S	5	(max. 3 exchange students)
Paper as Medium – Bookbinding	W/S	3	
Textile Technologies for Designers	W/S	2	Block (not weekly)
Performance I, II	W/S	3	
Microcontrollers II, I	W/S	3	In the WS, basics of electronics or programming required
Text, font, image I, II	W/S	3	
Screenprinting on Textiles	W/S	2	Priority given to textile students
Drawing	W/S	4 or 5	4 credits = 4 hours/week 5 credits = 5 hours/week
Supplementary Studio	W/S	5	Only after agreement with the head of the studio
Digital fabrication/robotic laboratory/CAM	W	2	Knowledge of the basics of 3D modelling and digital drawing required
Basics of Digital Modelling II	W	3	Basic knowledge of Rhinoceros software required
Digital rendering, modelling and design	S	2	
Digital weaving for Erasmus students	S	2	
Off-Site Artistic Interventions	W/S	3	(2 nd -3 rd year: W/S, 4 th year: W)
Virtual Reality in Art	W/S	3	(max. 2 exchange students)

Level: 2nd (Master)

Compulsory courses

Course title	Semester	ECTS	Additional notes
Main Studio	W/S	15	
Selected Chapters from Modern and Contemporary Visual Art	W/S	5	theoretical course
History of Eastern European Art	W/S	5	theoretical course

Compulsory optional courses			
Course title	Semester	ECTS	Additional notes
Type Design	W/S	3	
Web Design	W/S	3	

Optional courses			
Course title	Semester	ECTS	Additional notes
Photographic Concepts in Urban Space	W/S	4	
Slovak Language for Foreign Students	W/S	2	
Creative Programming	W/S	5	
Designing games and virtual environments	W/S	4	
Performance I, II	W/S	3	
Microcontrollers II, I	W/S	3	In the WS, basics of electronics or programming required
Text, font, image I, II	W/S	3	
Dyes and Pigments	W/S	2	
Drawing	W/S	4 or 5	4 credits = 4 hours/week 5 credits = 5 hours/week
Supplementary Studio	W/S	5	Only after agreement with the head of the studio
Digital fabrication/robotic laboratory/CAM	W	2	Knowledge of the basics of 3D modelling and digital drawing required
Basics of Digital Modelling II	W	3	Basic knowledge of Rhinoceros software required
Digital rendering, modelling and design	S	2	

Department: Architecture

Level: 1st (Bachelor)

Compulsory courses			
Course title	Semester	ECTS	Additional notes
Main Studio	W/S	10	
Selected Chapters from Modern and Contemporary Visual Art	W/S	5	theoretical course
History of Eastern European Art	W/S	5	theoretical course

Compulsory optional courses			
Course title	Semester	ECTS	Additional notes
Digital fabrication/robotic laboratory/CAM	W	2	
Basics of Digital Modelling II	W	3	
Urbanism - Projects for the City I	W	2	
Digital rendering, modelling and design	S	2	
Urbanism - Projects for the City II	S	2	

Optional courses			
Course title	Semester	ECTS	Additional notes
Photographic Concepts in Urban Space	W/S	4	
Slovak Language for Foreign Students	W/S	2	
Creative Programming	W/S	5	
Video Games and Virtual Environments I,II	W/S	5	(max. 3 exchange students)
Paper as Medium – Bookbinding	W/S	3	
Textile Technologies for Designers	W/S	2	Block (not weekly)
Performance I, II	W/S	3	

Microcontrollers II, I	W/S	3	In the WS, basics of electronics or programming required
Text, font, image I, II	W/S	3	
Screenprinting on Textiles	W/S	2	Priority given to textile students
Drawing	W/S	4 or 5	4 credits = 4 hours/week 5 credits = 5 hours/week
Supplementary Studio	W/S	5	Only after agreement with the head of the studio
Digital weaving for Erasmus students	S	2	
Off-Site Artistic Interventions	W/S	3	(2 nd -3 rd year: W/S, 4 th year: W)
Virtual Reality in Art	W/S	3	(max. 2 exchange students)

Level: 2nd (Master)

Compulsory courses

Course title	Semester	ECTS	Additional notes
Main Studio	W/S	15	
Selected Chapters from Modern and Contemporary Visual Art	W/S	5	theoretical course
History of Eastern European Art	W/S	5	theoretical course

Compulsory optional courses

Course title	Semester	ECTS	Additional notes
Digital fabrication/robotic laboratory/CAM	W	2	
Basics of Digital Modelling II	W	3	
Digital rendering, modelling and design	S	2	
Creation of urban and landscape environment I	W	3	
Creation of urban and landscape environment II	S	3	

Optional courses

Course title	Semester	ECTS	Additional notes
Photographic Concepts in Urban Space	W/S	4	
Slovak Language for Foreign Students	W/S	2	
Creative Programming	W/S	5	
Designing games and virtual environments	W/S	4	
Performance I, II	W/S	3	
Microcontrollers II, I	W/S	3	In the WS, basics of electronics or programming required
Text, font, image I, II	W/S	3	
Dyes and Pigments	W/S	2	
Drawing	W/S	4 or 5	4 credits = 4 hours/week 5 credits = 5 hours/week
Supplementary Studio	W/S	5	Only after agreement with the head of the studio
Digital fabrication/robotic laboratory/CAM	W	2	Knowledge of the basics of 3D modelling and digital drawing required
Basics of Digital Modelling II	W	3	Basic knowledge of Rhinoceros software required
Digital rendering, modelling and design	S	2	

Department: Conservation and Restoration

Level: 1st (Bachelor)

Compulsory courses

Course title	Semester	ECTS	Additional notes
Main Studio	W/S	8	
Selected Chapters from Modern and Contemporary Visual Art	W/S	5	theoretical course
History of Eastern European Art	W/S	5	theoretical course

Compulsory optional courses

Course title	Semester	ECTS	Additional notes
Historical Photography Theory and Practice	W/S	3	
Printmaking Techniques for Paper Restoration	W/S	3	
Historical Textile Techniques I	W	3	2 nd year
Dyeing technology I	W	2	
Historical Textile Techniques II	S	3	2 nd year
Dyeing technology II	S	2	

Optional courses

Course title	Semester	ECTS	Additional notes
Photographic Concepts in Urban Space	W/S	4	
Slovak Language for Foreign Students	W/S	2	
Creative Programming	W/S	5	
Video Games and Virtual Environments I,II	W/S	5	(max. 3 exchange students)
Paper as Medium – Bookbinding	W/S	3	
Textile Technologies for Designers	W/S	2	Block (not weekly)
Performance I, II	W/S	3	
Microcontrollers II, I	W/S	3	In the WS, basics of electronics or programming required
Text, font, image I, II	W/S	3	
Screenprinting on Textiles	W/S	2	Priority given to textile students
Drawing	W/S	4 or 5	4 credits = 4 hours/week 5 credits = 5 hours/week
Supplementary Studio	W/S	5	Only after agreement with the head of the studio
Digital fabrication/robotic laboratory/CAM	W	2	Knowledge of the basics of 3D modelling and digital drawing required
Basics of Digital Modelling II	W	3	Basic knowledge of Rhinoceros software required
Digital rendering, modelling and design	S	2	
Digital weaving for Erasmus students	S	2	
Off-Site Artistic Interventions	W/S	3	(2 nd -3 rd year: W/S, 4 th year: W)
Virtual Reality in Art	W/S	3	(max. 2 exchange students)

Level: 2nd (Master)

Compulsory courses

Course title	Semester	ECTS	Additional notes
Main Studio	W/S	15	
Selected Chapters from Modern and Contemporary Visual Art	W/S	5	theoretical course
History of Eastern European Art	W/S	5	theoretical course

Compulsory optional courses

Course title	Semester	ECTS	Additional notes
Historical Photography Theory and Practice	W/S	3	
Printmaking Techniques for Paper Restoration	W/S	3	
Technological copy – 2 nd level I	W	5	
Technological copy – 2 nd level II	S	5	

Optional courses

Course title	Semester	ECTS	Additional notes
Photographic Concepts in Urban Space	W/S	4	
Slovak Language for Foreign Students	W/S	2	
Creative Programming	W/S	5	
Designing games and virtual environments	W/S	4	
Performance I, II	W/S	3	
Microcontrollers II, I	W/S	3	In the WS, basics of electronics or programming required
Text, font, image I, II	W/S	3	
Dyes and Pigments	W/S	2	
Drawing	W/S	4 or 5	4 credits = 4 hours/week 5 credits = 5 hours/week
Supplementary Studio	W/S	5	Only after agreement with the head of the studio
Digital fabrication/robotic laboratory/CAM	W	2	Knowledge of the basics of 3D modelling and digital drawing required
Basics of Digital Modelling II	W	3	Basic knowledge of Rhinoceros software required
Digital rendering, modelling and design	S	2	