

Faculty of Design and Multimedia

Design and multimedia

(Modules: Graphic design, Fashion design, Film and media)

Postgraduate studies in design round off analytical and practical ways of research, recognizing the increasing importance of design in the 21st century. For this reason, the need for this program is of great importance in Montenegro because of the opportunities that UDG provides to its students in their preparation for life's journey. The community of design students within UDG and Montenegro are investigating the capacities for the transformation of everyday experience and examining how social changes have been reflected in the design process. Creating new, sustainable design solutions through direct trials and experiments, always looking for added value and going beyond the average way of thinking, sometimes breaking the rules of the profession and crossing their boundaries.

Accordingly, FDM not only keeps up with the times, but often successfully leads the upcoming trends. FDM is a conceptual innovation center and a laboratory for new design products and practices. A range of experts come from different backgrounds, to ensure an entry point for cross-sectoral collaboration in various areas and disciplines. The result is excellence. Evidence of this is found in the fundamental role of FDM in such leading events as Montenegrin Fashion Week, FLUID design festival, Galleries in Porto Montenegro.

Graphic design - curriculum

<u>I semester</u> 1. History of ideas 2. Research methodology 3. Photography in new media 4. Animated graphic design 5. Experimental and kinetic typography	<u>II semester</u> 1. Philosophy of globalization 2. Research methodology 2 3. Basics of digital marketing 4. Basics of digital printing 5. WEB design
<u>III semester</u> 1. Philosophy of Art 2. Research Methodology 3 3. Visual Culture 4. Basics of User Interface Design 5. Basics of Computer Game Design	<u>IV semester</u> <i>MASTER THESIS</i>

Film and media - curriculum

<u>I semester</u> 1. History of ideas 2. Research methodology 3. Photography in new media 4. Animated graphic design 5. Experimental and kinetic typography	<u>II semester</u> 1. Research methodology 2 2. Philosophy of globalization 3. Basics of digital printing 4. Film photography 5. Original and commercial film
<u>III semester</u> 1. Philosophy of Art 2. Research Methodology 3 3. Visual Culture 4. Film Studies 1 5. Film Studies 2	<u>IV semester</u> <i>MASTER THESIS</i>

Fashion design - curriculum

<u>I semester</u> 1. History of ideas 2. Research methodology 3. Photography in new media 4. Animated graphic design 5. Experimental and kinetic typography	<u>II semester</u> 1. Research methodology 2 2. Philosophy of globalization 3. Basics of digital marketing 4. Sustainable Fashion Design 5. Stage Costume
<u>III semester</u> 1. Philosophy of Art 2. Research Methodology 3 3. Visual Culture 4. Marketing in Fashion Design 5. 3D Fashion Design	<u>IV semester</u> <i>MASTER THESIS</i>

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