



# GUIDE FOR STUDENTS

Dear Students,

This file lists courses available for incoming exchange students in the field of Art for the Fall semester Academic Year of 2022/2023. It includes the subject list for BA and MA level students for the Art program.

Incoming students cannot choose courses across all academic areas or levels (exception is optional subjects that can be added to your program). The maximum number of the ECTS taken by the guest students is 35.

Regarding your Learning Agreement, based on the modules list, you can fill out your Before Mobility LA using the template or Online Learning Agreement Platform. Still, please be aware that the course registration at METU is competitive, and it can happen that you will have to change it using the During the Mobility section of your LA in case any of the courses fill up or be cancelled. Please pay attention to the Notes section of the list; it contains important information about the pre-requisites and the number of limited places if any. Before course registration period starts, the Art faculty might suggest you different subjects based on your portfolios. There is a high probability that subjects with a limited number won't be available for everybody during the registration. For communication, please use **[incoming.erasmus@metropolitan.hu](mailto:incoming.erasmus@metropolitan.hu)**.





# ART MODULES

# ANIMATION

Course-unit	Lecture	Practical class/ seminar	Requirements Practice /Lecture	Credit points	Number of the Erasmus students / limits	Description of the Course	Prerequisites / Prerequisites Skills
Drawing (Animation)	0	4	P	5	3	"The aim is to survey about the drawing skills and technical level of the students. Students can improve their depicting and literary skills by drawing live portrait models using different art supply materials (crayon, pencil, colour pencil etc.). Improving of the depicting skills on the characteristic approach of the students by drawing several portrait models, moves of the human figure. Depicting of the proportion and bulk of the human figure in space."	None
Animation Design 1.	0	4	P	5	3	The course help to translate literary text to audio-visual product. Also help the students to learn the basics of visual storytelling. Concept of storyboarding, animatic, camera movements, shots will be introduced.	None
Sound for Animation 1.	0	2	P	4	3	Analyzing the percepts, meanings and emotions caused by sounds as well as creating audio exercises the students will get acquainted with the sound phenoma. In the process of realizing the audio etudes fundamentals of digital sound recording, editing and mixing will be taught.	None
Digital Studies 1.	0	4	P	5	3	Introduction to basics of 3d modelling and animation using the Blender software.	None
Animation Technologies 1.	0	4	P	5	3	Module 1 The course will introduce students to theoretical and practical aspects of drawing animation. The basics will be acquired through simple predetermined drawing animation exercises realized with the classical technique: pencil on paper. Besides these predetermined tasks, the course will offer opportunities for creativity as well. Module 2 Introduction in basics of editing for animation using the Adobe Premiere software and to basics for stop motion animation by crating an object based animation.	None
History of Animation 1.	2	0	E	4	15	The course offers an introduction to the theory and history of animation from the very beginnings until the the II WW, when the full age of animation is considered to be started.	None
Digital Studies 3.	0	4	P	5	3	Subject of the course is to cover 3D sculpting and 3D direct painting workflows and concepts in practice. Introduction to MOHO12 software.	Digital Studies 2.
Digital Studies 5.	0	4	P	5	4	The course offers an introduction to Maya 3D animation. It covers the most important principles, animation tools and rigging techniques.	Digital Studies 4. Basics skills in any 3d software can be useful

# MEDIA DESIGN

Course-unit	Lecture	Practical class/ seminar	Requirements Practice /Lec- ture	Credit points	Number of the Erasmus students / limits	Description of the Course	Prerequisites / Prerequisited Skills
Media Design Studies 1.	0	4	P	5	4	This course is the first step to the Media Design world, guiding the student through the graphic design experience. The students will take a journey from understanding and reading a complex image, to breaking it down to detail, and recreating it with digital tools. Students will acquire the essential skills of moving around in Adobe Illustrator to be able to design their own vision and create their own still image work. This course is also the basis for motion graphics.	None
Digital Graphic Studies	0	4	P	5	4	The students will learn the base typographical elements, rules, possibilities and techniques with a living example: the goal of the course is providing the students the necessary skills to handle a text based project both theoretically (planning and designing) and practically (handling InDesign, the most advanced application for typographic purposes).	None
Interaction Design 1.	0	6	P	7	4	Students will develop interactive objects based on Processing programming language and physical computing. Also, students will be introduced to some critical perspectives on interaction design. The main aim of the course is developing creative and critical skills and encouraging thinking in new media.	None
UX Design Studies 1.	0	2	P	4	4	Creating a good, simple, and easily usable interface is a long and hard process, full of iterations and jumping back and forth. During this course, we will go through together in the most important stages of this process	None
Media Design Studies 3.	0	4	P	5	2	Introduction to the basics of history and theory of media hacktivism; discovery of utopistic, and of fictional fusions between art and activism; reflections by means of personal concepts; students acquire methods of intervention into cultural visual codes by experimental projects. The introduction to the historical and theoretical background of computer culture supports the new media design assignment.	None
Media Laboratory Practice 1.	0	4	P	5	2	Introduction to motion graphics through Adobe After Effects. Exploration of the capabilities, possibilities, fields of use of the software through practical exercises. Presentation of various workflows in different fields of motion graphics. Developing a skill set to produce a personal project. Students need to prepare homework on weekly basis, and create a final project. 3Ds Max: The course will introduce students to 3ds Max 3D modelling, animation, rendering, and composition software; we will explore a range of possibilities and areas of use of the software through practical exercise. Over the ten weeks of classes we will immerse into exploring how to put together 3D virtual scenes and turn them into 2D images, namely taking virtual photos by using V-Ray rendering toolkit.	None

Course-unit	Lecture	Practical class/ seminar	Requirements Practice /Lecture	Credit points	Number of the Erasmus students / limits	Description of the Course	Prerequisites / Prerequisited Skills
Motion Graphics 1.	0	4	P	5	2	Introduction to motion graphics through Adobe After Effects. Exploration of the capabilities, possibilities, fields of use of the software through practical exercises. Presentation of various workflows in different fields of motion graphics. Developing a skillset to produce a personal project. Weekly assignments.	None
Psychological Aspects of New Technology	2	0	E	4	20	In the first part of the semester, we will focus on the cognitive processes that play role in perceiving and processing experience, and the way the modalities and characteristics of external stimuli - including those created by technology - affect human experience. Personal and cultural differences in the processing of experiences are also to be discussed. The second part of the course will focus on how the spread of technological innovations of our age (eg. internet, mobile devices, high-definition visual and audio recordings, neuroimaging) influence perception and processing of experience, and how these innovations might be used as assistive technologies to serve the needs of vulnerable groups (e.g. people with sensory impairments).	None
Experimental Music Laboratory 1.	0	4	P	6	2	Introduction to music informatics in contemporary media. Recording, editing, mixing, sound design, digital sampling, etc.	None
Media Laboratory Practice 3.	0	6	P	7	2	Introduction to the compositing pipeline through Adobe After Effects. Exploration of the capabilities, possibilities, fields of use of the software through practical exercises. Presentation of various workflows in different fields of compositing. Developing a skillset to produce a personal project.	Media Laboratory Practice 2.
Media Design Studies 5.	0	4	P	5	2	Creating a good, simple and easily usable interface is a long and hard process, full of iterations and jumping back and forth. During this course, we will go through together in the most important stages of this process. During this workshop-based 10 weeks, we will define and scope a few design problem, and we try to solve them with design thinking methods. Once we will have crystal clear problem space we will create user stories and storyboards to transform information about user needs into design concepts. We will produce tons of sketches in brainstorming sessions to generate many design ideas from which we can construct a low fidelity design solution. We also try to validate our ideas with user tests and design critique sessions. This course will give the students a great skillset: like design thinking, user-centric thinking, feedback giving, and receiving, group work, prototyping, etc.	Media Design Studies 4.
Game Design Theory	2	0	E	4	10	This close-reading course provides the students with a general introduction to game design theory from the point of view of formal logic, visual linguistics and storytelling. The course follows the chapters of Making Deep Games: Designing Games with Meaning and Purpose by Doris C. Rusch (2017)	none

# ENVIRONMENTAL DESIGN

Course-unit	Lecture	Practical class/ seminar	Requirements Practice /Lecture	Credit points	Number of the Erasmus students / limits	Description of the Course	Prerequisites / Prerequisites Skills
Drawing and Visual Skills 1.	0	4	P	5	4	The Drawing and Painting subject teaches the basics of free-hand drawing, the use of drawing tools, and the rules of perspective during the first semester. Students then gradually deepen their knowledge and develop their artistic expression to find their own style. During the course, students will learn how to present their spatial ideas using freehand drawing tools. Drawing skills help them meet the requirements of design subjects.	understanding perspective, sketching and manual skills
Studies in Material Structures 1.	0	4	P	5	4	This class enables students to perceive the city from a different perspective through the camera lens and digital procedure. Some of the architectural elements are abstracted and represented by each student. The class involves students in research, on-field work, digital workflow and curatorial works as well.	research, manual skills, mockuping
History of Culture and Design 1.	2	0	E	4	4	History of Culture and Design 1. Is concentrating on the design culture and the design history from 19th century to 1990s, including Arts and Crafts, Art Nouveau, Art Deco, Bauhaus, modern architecture, Abstract Design, good Design, Pop Art, Minimal design , space design and Op art design and Scandinavian design. The course shares an art historical and design historical point of view in a global context.	none
Colour Theory	0	4	P	5	4	We would like to teach color theory not only as a result of some previous research, a completed oeuvre (eg by learning about the activities of Johannes Itten or Professor Antal Nemcsics), but also by presenting the results of a practical, accompanying scientific research activity. The main areas of these would be the realized works of the Color Dynamics Workshop at the Department of Drawing and Forms of BUTE, together with all their practical and theoretical evidence. I mural fine art, colorful environmental designer, more color-focused interior design and purely painting research, works researching the problems of recoloring historic buildings	none, but basic skills in visual understanding is useful
Design 1.	0	6	P	7	2	The course is focusing on the design and installation of a living space into a basic volume with transformations. The aim is to make students familiar with the basic knowledge on measurements, and the spatial requirements of diverse functions. The course starts with the spatial experimentation generated from a box/cube, which has to be transformed into a house for a small family. In two hours of the six classes the students of the course will have the chance to take the first steps in computer aided design. The basics of CAD would help them to visualize their designs, and to build a 3D virtual model that is unavoidable for prototype printing.	Creative Design 2. Architectural understanding, CAD drafting, design and abstraction skills, research

Course-unit	Lecture	Practical class/ seminar	Requirements Practice /Lecture	Credit points	Number of the Erasmus students / limits	Description of the Course	Prerequisites / Prerequisited Skills
Design 3.	0	6	P	7	2	Complex development of a floating object from theoretical research to practical understanding from both architectural and related, non-professional aspects as well. The class has practical and theoretical teaching methods in order to meet the complexity with individual needs.	Design 2. Architectural understanding, CAD drafting, design and abstraction skills, research
History of Interior Design	2	0	E	4	4	The interior design course introduces the genres, the main artists, styles, artworks from an art historical/design historical perspective. It starts from the Arts and Crafts movement and its general effect on expansion of entire inner space, through the Bauhaus works and the school's progressive way of thinking and unique ideas related to interior design elements and through the post war tendencies around the world with different trends, to the deconstructivist, interdisciplinary ideas. Finally, it historically shows also the contemporary trends and specific design furniture	none

# COMMON THEORY FOR ART STUDENTS

Course-unit	Lecture	Practical class/ seminar	Requirements Practice /Lecture	Credit points	Number of the Erasmus students / limits	Description of the Course	Prerequisites / Prerequisited Skills
History of Art in the Context of Social Sciences I.	2	0	E	4	limit 75 students in class	The operation and the determination of the history of art as a historical structural system and as a scientific subject can be divided in different ways. One of the possible approach is created by Werner Hofman, an art historian, who discusses that art history can be divided into two ways for 1, the classical culture, classical perspective, point of view 2, optical-mental history which started after the appearance of the photography in the second half of the 19th century. This course deals with the 1st period.	none
The Basics of Communication Studies	2	0	E	4	limit 75 students in class	“The Basics of Communication Studies is an introduction to the analysis and succesful usage of communication. By the end of the course participants will be able to understand better the different communicative situations they are usually in, and use communication more effectively in their private and professional life.”	none
Critical Thinking and Art	2	0	E	4	limit 75 students in class	The students get familiar with historic and thematical knowledge concerning the workings of critical thinking and thus are supported in developing their own critical sense and sensitivity. They study concepts and gain inspiration in the process of critical attitude in thinking which might come useful not only in their everyday life but might be fruitful in their present and future artistic activity.	none
Basics of Law, Economy and Management	2	0	E	4	limit 75 students in class	Focus on the explanation of territories where legal issues do influence the creation, trade, protection, preservation and maintenance of art and culture related activities and objects both offline and online. The spectrum of the course will vary from the needs of a single artist through art enterprises to art as part of the cultural industry.	none
Art Theory	2	0	E	4	limit 75 students in class	Intoduction to art theory , experiments with a variety of different notions of theoretical praxis. The course concentrates on the role of theory and criticism in the context of art.	none
Introduction to Media Culture	2	0	E	4	limit 75 students in class	The course also gives an insight to coaching and corporate management by introducing examples of recent trends.	none
Theories of Images	2	0	E	4	limit 75 students in class	The aim of the course is to give an introduction and convey approaches to studying intermedial art practices, situated in the context of media-convergency. The main focus is on the photography-based media and in-between (intermedial) picture forms; highlighting cross-media vantage-points as spectatorship and re-animation.	none

Course-unit	Lecture	Practical class/ seminar	Requirements Practice /Lecture	Credit points	Number of the Erasmus students / limits	Description of the Course	Prerequisites / Prerequisited Skills
Applied Philosophy	2	0	E	4	limit 75 students in class	A lingering misconception about philosophy is that it is abstract and removed from the issues we currently face. Nothing could be further from the truth. What you will study will help you better understand and address issues like healthcare ethics, globalization, the affect of technology on human existence, class oppression and many other hot-topic issues we hear about every day. The aim of the course is to engage students in a wide variety of topics and experiences that will assist in the development of critical thinking analysis and problem solving skills. Through an exposure to a wide range of perspectives across different domains of knowledge (including history, science, art, ethics and literature) and opportunity to discuss problems and scenarios from everyday life, students will develop a deeper understanding of their personal values and the perspectives of others. This course aims to develop students into inquirers with a critical disposition and a thirst for knowledge.	none
Art and Culture	2	0	P	4	limit 75 students in class	Cultural studies is an extremely broad field of investigations, working in-between, within the arts, the humanities, the social sciences and even science and technology. It is one of the major fields of cultural research, and yet, one cannot clearly define its subject area, theories or methods: its starting point is a very broad and all-inclusive notion of culture that is used to describe and study a whole range of practices. Cultural studies is culture "in the making" – that is our point of departure for this course. This year we shall examine the work of eminent scholars and artists in the crossroads of two disciplines, "cultural studies" and "performance studies", entering in discussion with Richard Schechner's "Introduction to Performance Studies"- course, available for us on Coursera.	none
Law and Economics	2	0	E	4	limit 75 students in class	The course gives an introduction about those most important economic and legal factors which have major affections on the foundation and on the rightful and profitable operation of any companies. After drafting and clarifying these factors (and their main interrelations), we also highlight those aspects which are especially characteristics of the markets of artistic and cultural products and services."	none
Social Philosophy and Art	2	0	E	4	limit 75 students in class	As an interdisciplinary course, our aim is to explore contemporary aspects of culture "in the making": we'll examine the networks of creativity between social sciences and arts, their interactions, cooperations, their different means of communication.	none

# ART AND DESIGN MANAGEMENT

Course-unit	Lecture	Practical class/ seminar	Requirements Practice /Lecture	Credit points	Number of the Erasmus students / limits	Description of the Course	Prerequisites / Prerequisited Skills
Financial Models of Culture	0	6	P	7	limit 15 students	In the course of the seminar, we'll talk about financial resources for arts & culture, identify and analyze various financial models of cultural organizations within their respective social and political contexts, and discuss professional, political, economic, administrative and moral considerations that cultural funding entail.	none
Creative Thinking	0	4	P	5	limit 12 students	The aim of the course is to study the basic elements of creative thinking. Students are invited to realize how thinking together can become a valuable experience, how getting involved in different types of philosophical practices may contribute to the improvement of our cooperative skills. Students by sharing their thoughts and understanding with others can become more open to different perspectives and improve their attention paying capacity.	none
Art Psychology	0	4	P	5	limit 12 students	Introduction to the discipline of art psychology. The aim of the course is to raise the psychological sensitivity of students towards some of the most important questions of art and art theory.	none
Communication Studies	2	0	E	4	limit 25 students	The aim of the course is the understanding of the operation, the workings of the regularities of non verbal communication and the conscious application of those in practice. It also aims to help students find their unique, specific style or so called creative philosophy and or facilitate the strengthening of those and thus support students in the future implementation of their art projects.	none
Contemporary Ecoconscious Design	2	0	E	4	limit 25 students	The aim of the course is to get students familiar with the role of design-culture in the climatic crisis, the context of the responsibility of the profession, the experimental solution possibilities and moral dilemmas.	none

# FILM AND MEDIA

Course-unit	Lecture	Practical class/ seminar	Requirements Practice /Lecture	Credit points	Number of the Erasmus students / limits	Description of the Course	Prerequisites / Prerequisited Skills
Motion Picture History - Film Genres 1.	0	2	P	4	6 students	Introduction to Film history	none
The Basics of Motion Picture Studies	0	4	P	5	4 students	Basic introduction to filmmaking: from photo analysis, to basic directing and writing practices.	none
Motion Picture specific subjects	0	4	P	5	4 students	Basic introduction of camera skills and techniques in Studio.	none
Motion Picture History and Motion Picture Theories	0	2	E	4	limit 4 students	Basic introduction to film history particularly focusing on documentary film through practical exercises and theoretical analysis of the genre.	none
Editing and Sound Studies 1	0	4	P	5	limit 6 students	Introduction to the Basic Principles of Film and Sound Editing Techniques	none
Technical Theory and Practice in Film Making 1.: Sound	0	2	P	4	limit 6 students	The course focuses on dramaturgical techniques of film and sound editing through practical assignments and tasks.	Basic editing skills
Film and Motion Picture Theory	2	0	E	4	limit 6 students	This course discusses the basics of film theory and the main related trends. During the semester students will be introduced to a problem facing approach to the discipline, especially in terms of contemporary challenges of film theory and the current much debated questions.	advanced writing and directing skills
Dramaturgy Practice	0	2	P	4	limit 6 students	The course focuses on dramaturgical techniques of storytelling, improving writing skills, analyses and development of screenplays.	advanced writing and directing skills
Directing and Writing 5.	0	4	P	5	limit 4 students	The aim of this course is to enable students to understand the basic stages and the process of the filmmaking, from the idea to the production improving their writing and directing skills.	Directing and Writing 4. Advanced writing and directing skills
Creative Sound	0	4	P	5	limit 4 students	The course helps to understand the psychology of audio-visual media consumption focusing on the relation between visual concept and creative sound design according the dramaturgical elements of the screenplay, and also introducing and offering several techniques for capturing and driving the attention of audience.	advanced editing skills
Cameraman Skills 4.	0	6	P	7	limit 4 students	The course offers a great possibility for Team work in Studio, creating short films and scenes - based on script developed at Directing and Writing 5 - with special focus on lightening, acting and camera exercises.	Cameraman Skills 3. Advanced camera and directing skills

Course-unit	Lecture	Practical class/ seminar	Requirements Practice /Lecture	Credit points	Number of the Erasmus students / limits	Description of the Course	Prerequisites / Prerequisites Skills
Drawing studies 1.	0	4	P	5	5 students	The course aims to provide students with the skills to independently use drawing tools, learn about the potential of the assets and be able to depict the phenomenons of the material and natural world. Furthermore, students will be able to show their subjective visual experiences. They will be familiar with the different modes of pictorial representation and use them according to the different tasks. Visual representation of the human figure, developing the manual skills in drawing, and art anatomy are the most important topics of the course.	Good manual skills, basic practice in drawing
Graphic design studies 1.	0	4	P	5	5 students	“During the designing courses, the students get familiar with the different exercises of creative thinking (especially manual techniques) learn the basics of the editing software, the logic of the graphic interfaces, structure and opportunities. The main aspect of the designing exercises in this semester is to emphasize the creative and manual aptitude of the designing and the application as one of the graphical idea/inventiveness, as well as to practise the intensive and precise work.”	DTP program knowledges
Paper and Packaging Design Studies and Practice	0	4	P	5	5 students	The aim of the course is that the students during their packaging and graphic design tasks should take into account the preparation and the industrial scale reproduction of the intellectual property (plan). Learn about the applied materials related to a specific topic, their processing, the possibilities and limitations of reproduction in printing and other manufacturing technologies. Within the framework of the course through practical assignments, students can experience and learn the communication strategy, the structure of the visual concept, global design, creation of image identity. With these global tasks students learn how to set up a visual strategy for a target group, contemporary packaging design, formal expectations of a product.	Good manual and digital design skills
Drawing Studies 3.	0	4	P	5	5 students	The main aim of the course is to enable students to independently use drawing tools by understanding the potential of the assets at their disposal and by becoming able to depict the phenomena of the material and natural world around them. Furthermore, students will become able to show their subjective visual experiences as they study the different modes of pictorial representation with the aim of using them in the appropriate way depending on specific tasks. The most important topics of the course are anatomy, the visual representation of the human figure, and the development of manual skills in drawing.	Drawing Studies 2. Good manual skills, advanced practice in drawing

Course-unit	Lecture	Practical class/ seminar	Requirements Practice /Lecture	Credit points	Number of the Erasmus students / limits	Description of the Course	Prerequisites / Prerequisited Skills
Graphic Design Technics 3. (Graphic Workshop)	0	4	P	5	5 students	Focusing on the traditional analogue printing techniques, we also explore the new possibilities of graphic, printmaking and illustration design mixing the analogue and digital technologies.	Graphic Design Technics 2. (Graphic Workshop) Good manual and digital design skills, practice in print-making techniques.
Graphic Design Studies 3.	0	4	P	6	5 students	The main aim of the course is to enable students to independently use drawing tools by understanding the potential of the assets at their disposal and by becoming able to depict the phenomena of the material and natural world around them. Furthermore, students will become able to show their subjective visual experiences as they study the different modes of pictorial representation with the aim of using them in the appropriate way depending on specific tasks. The most important topics of the course are anatomy, the visual representation of the human figure, and the development of manual skills in drawing.	Graphic Design Studies 2. Advanced manual and digital design skills, knowledge of DTP programs
Typography Design Theory	4	0	E	5	5 students	The course focuses on the development of students' skills in the fields of Typography, focusing on experimental methods as well as relying on students' personal visual language of visual communication.	Basic knowledge and practice of Typography

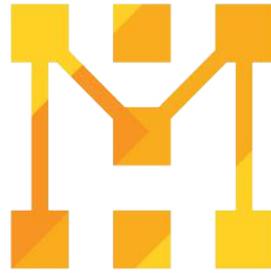


# OPTIONAL MODULES

Code	Course Name	Lecture	Seminar	Credits	Semester	Remarks	Notes
BN-ACADW-03-GY MN-ACADWR-03-GY	Academic Writing	0	2	3	Autumn / Spring	Developing research questions; creating a thesis statement; conducting academic research; outlining research into organized sections; writing an introduction; writing body paragraphs; academic writing strategies and rules; argumentation skills; writing a conclusion; academic paper formatting; properly citing sources	Max 5 Students Bachelor and Master
BN-ADVENG-04-GY	Advanced English	0	4	4	Autumn / Spring	The aim of the subject is to prepare students for the available and approved C1 level English exams, both for the written and oral parts, putting emphasis on incorporating the latest topics/themes. After the so-called intermediate plateau, it is a demanding task for most students to take their knowledge to a higher level, even though nowadays it is a must in an international environment. The course is interactive and helps students learn the vocabulary and techniques necessary for a correct and fluent communication and understand even business-related texts and topics. They are also expected to do individual research into certain topics.	Max 7 Students Bachelor and Master
BN-BETWEW-03-GY	Between East and West	0	2	3	Autumn / Spring	East and West as cardinal points, Continents, Europe, Central Europe – a definition; Physical and symbolic geography; Three Historical Regions of Europe; Fault lines in Europe; Debate on an imaginary region; The Ottoman Empire; Austro-Hungary; Cold War; Change of system in 1989; Symbols in public spaces	Max 15 Students Bachelor and Master
BN-BECT1A-07-GY	Business and Economic Terminology I.	0	4	7	Autumn	The course starts with introduction and setting course objectives. The topics discussed during the term cover basic economic and financial issues: services, service activities, characteristics, service quality and management, tourism industry and types of tourism, their effects on the environment, sustainable tourism and further environmental topics.	Max 5 Students Bachelor and Master
BN-BUSNEN-05-GY	Business English	0	4	5	Autumn / Spring	This course is tailored to give insight into the basics of economic and business studies, and it provides the students with the basic concepts and practices of the subject. Students are expected to analyze texts and answer the questions referring to the direct issues arising from the topics. The course is interactive and helps students learn the vocabulary and techniques necessary for a correct and fluent business communication and understand business-related texts and topics. They are also expected to do individual research into certain topics.	Max 5 Students Bachelor

Code	Course Name	Lecture	Seminar	Credits	Semester	Remarks	Notes
BN-BUPRCO-04-GY	Business Presentation and Correspondence	0	2	4	Autumn	The course starts with introduction and setting course objectives. The topics discussed during the term cover basic issues of presentation techniques and letter writing. We are going to focus on different important topics: the structure and purpose of a talk, how to make an impressive beginning, how to maintain the level of interest of the audience, how to conclude and what techniques to use to deliver a professional presentation, e.g. dramatic language structures, etc. We are going to practice letter writing: language, structure, image and other important things to be able to project a positive image about the writer and the subject.	Max 10 Students Bachelor
BN-HUSLA1-04-GY	Hungarian as a Second Language II.	0	4	4	Autumn / Spring	The main aim of the course is to familiarize students with the principles of the Hungarian language on a higher level, making further progress through the second stage of course I. At the end of the course the students will be able to understand and use phrases and the highest frequency vocabulary related to areas of most immediate personal relevance (e.g. basic personal and family information, shopping, local area, employment), make short conversations about the weather, seasons, items of the agenda, clothes, using the three directions by describing places and expressing purposes by using future sentences.	Max 5 Students Bachelor and Master
BN-HUSLA1-04-GY	Hungarian as a Second Language I.	0	4	4	Autumn / Spring	A beginner Hungarian language course for foreigners staying in Hungary for a short period. It introduces basic communication skills, sounds, pronunciation and basic language structures. The course also presents the most important aspects of Hungarian culture and civilization. Introduction, basic activities, numbers, countries, positioning, flat, time.	Max 5 Students Bachelor and Master
BN-INCEUF-04-GY	Intercultural Communication through Central European Film 1957-2010	0	4	4	Autumn / Spring	The aim of this course is awareness raising, identifying sensitive issues, observing and interpreting body language, comparing your culture with others through discussing Central European films, 1957-2018. We will survey major directors and their key films mostly from Hungary but also from Germany, Romania, the former Czechoslovakia and Yugoslavia.	Max 20 Students Bachelor
BN-INTNET-03-GY	International Negotiation Techniques	0	2	3	Autumn / Spring	Teaching objectives of course-unit: This course focuses on professional business negotiations, describing how culture impacts negotiations and numerous techniques business people use around the world. It also provides country-specific information about the use and effectiveness of the different techniques.	Bachelor

Code	Course Name	Lecture	Seminar	Credits	Semester	Remarks	Notes
BN-INPROE-04-EA	International Protocol and Etiquette	2	0	4	Autumn / Spring	The course provides the students with theoretical and practical information referring to business etiquette and protocol in international environment.	Bachelor
BN-JABUCU-03-GY	Japanese Business and Culture	0	2	3	Autumn / Spring	As Japan has become a key part of the intricate global business environment, the foreign businessperson working in Japan or with Japanese companies outside of Japan may encounter a wide variety of communication gaps arising from differences in cultural values and assumptions, business customs, and language. This course is designed to provide practical insight and strategies for navigating the seemingly opaque waters of business communication in Japan by discovering Japanese language, society, religions, economy, communication, business organizations, negotiating techniques.	Max 15 Students Bachelor
BN-HIFIMU-03-GY	The History of Film Music	0	2	3	Autumn / Spring	The first two-thirds of the course focuses on Hollywood film scoring ranging from the silent era, the early sound film, the classic studio era up to the 1958 AFM strike. The director's individual style of using film music is shown through the examples of two giants of filmmaking (Hitchcock and Kubrick). Important Hollywood composers of the recent past and present are discussed next. The last few lessons take a look at some films outside Hollywood, including the James Bond films that show the incorporation of pop music into film scores as well as some interesting European tendencies. The last lesson features examples of rejected scores where students must think with the mind of a filmmaker in making the right musical selections. Each lesson is illustrated with a rich selection of film excerpts with isolated scores, unavailable anywhere else	Max 10 Students Bachelor and Master



BUDAPEST  
**METROPOLITAN**  
UNIVERSITY

INSPIRED BY **CREATIVITY**

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