

# Experimental Arts Education Unit (EAEU)

## COURSE SYLLABUS

FALL SEMESTER 2024/2025

Expressions written in a single gender form apply equally to both masculine and feminine genders.

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### BASIC INFORMATION

The Experimental Arts Education Unit (EAEU) is an innovative and integrated educational model by BASICSchool, designed for students aged 7 to 14 to develop creative and technical skills through selected courses. The courses cover a wide range of artistic disciplines. The model is tailored to modern needs and utilizes the latest technology, including artificial intelligence (AI) software.

### COURSE DURATION

Each course is held once a week for ninety (90) minutes. The fall semester lasts 12 weeks, and all courses conclude with final projects, performances, or presentations.

### COURSE SELECTION, LANGUAGES

Students choose the courses they wish to attend, and the lessons are conducted bilingually in Serbian/Croatian/Bosnian and English.

### GRADING METHOD

After completing all their tasks and presenting their final work, students are graded at the end of the semester with descriptive evaluations on the skills they acquired during the course.

# COURSE 1

## Melodic Journeys: Exploring Vocal Landscapes

Goal: Develop vocal abilities through technical exercises, exploring different styles, and preparing for stage performance.

Week	Topic/Content
Week 1	Introduction to pop singing. Basic breathing techniques and proper posture.
Week 2	Vocal warm-up techniques. Vocalizes – Introduction to exercises for strengthening the voice.
Week 3	Intonation and voice control. Working on tonality and vocalizes.
Week 4	Expressing emotions through singing – How emotions affect the voice.
Week 5	Analysis of pop singers' vocal techniques – Studying the techniques of popular performers. Song selection for practice.
Week 6	Personalization of vocal style – Developing a unique vocal signature. Working on the song.
Week 7	Practical exercises using the Vocal Pitch Monitor platform – Working on intonation during song performance.
Week 8	Synchronizing the voice with music – Practicing singing with instrumental backing.
Week 9	Synchronizing the voice with music – Practicing singing with instrumental backing.
Week 10	Preparation for public performance – Practical exercises and stage performance.
Week 11	Final rehearsal for the performance.
Week 12	Final performance in front of an audience. Evaluation and feedback.

### Teaching Tools

- Vocal Pitch Monitor (AI tool for real-time intonation analysis)
- Microphone, computer

# COURSE 2

## Harmony Hunters: Singing in Ensembles

Goal: Develop skills in ensemble singing and harmonized vocals.

Week	Topic/Content
Week 1	Introduction to harmonized singing – Basic principles of harmonic singing.

Week 2	Basic exercises for harmonized singing – First attempts at harmonic singing.
Week 3	Synchronizing voices in a group – Listening exercises and balancing voices.
Week 4	Introducing harmonies into songs – Working on simple harmonic lines.
Week 5	Practical exercises with the Soundtrap platform – Working on collaborative recording.
Week 6	Singing in an ensemble – Practicing group singing with a selected song.
Week 7	Practicing more complex harmonies – Working on more intricate harmonic lines in the song.
Week 8	Preparing for group song recording – Practicing harmonic transitions.
Week 9	Singing in an ensemble – Final rehearsal with the entire group of students.
Week 10	Recording the final song in Soundtrap and analyzing the performance, removing flaws.
Week 11	Final performance in front of an audience.
Week 12	Evaluation and feedback.

## Teaching Tools

- Soundtrap (tool for collaborative music recording)
- Microphone, headphones, computer

## COURSE 3

### Rhythms and Patterns: Introduction to Musical Theory

Goal: Introduction to the basic principles of musical theory, including rhythm, harmony, scales, and melody.

Week	Topic/Content
Week 1	Introduction to musical theory – Basic rhythmic structures.
Week 2	Introduction to musical scales – Intonation and listening exercises.
Week 3	Basic harmonies – Understanding intervals and chords.
Week 4	Analysis of musical examples – Understanding harmony through songs.
Week 5	Developing rhythmic patterns using O-Generator.
Week 6	Creating simple melodies using O-Generator – Practical exercises.
Week 7	Harmonic progression – Understanding the connections between chords.

Week 8	Practical application of theory – Working on melodies with harmonic progressions using O-Generator.
Week 9	Synchronizing melody and rhythm – Creating compositions using O-Generator.
Week 10	Preparing the final composition – Final edits.
Week 11	Presentation of the composition to an audience.
Week 12	Evaluation and feedback.

## Teaching Tools

- O-Generator (tool for learning musical concepts)
- Computer, headphones

## COURSE 4

### Sound Sculptors: Basics of Musical Composition

Goal: Introduce students to the basics of music composition, including rhythm, melody, harmony, and song structure.

Week	Topic/Content
Week 1	Introduction to composition – Basics of rhythm and melody.
Week 2	Song structure – Introduction, verse, chorus.
Week 3	Melody development – Creating appealing melodies.
Week 4	Introduction to harmony – Chords and their functions.
Week 5	Atmosphere and emotion in music – Conveying emotions through composition.
Week 6	Practical exercises with AIVA AI – Creating songs with the help of AI.
Week 7	Analysis of famous compositions – Understanding techniques of renowned composers.
Week 8	Developing original composition using AIVA AI – Starting work on the project.
Week 9	Working on harmony and rhythm – Adding more complex patterns.
Week 10	Finalizing the composition – Final preparations.
Week 11	Presentation of the composition to an audience.
Week 12	Evaluation and feedback.

## Teaching Tools

- AIVA AI (AI tool for composition)
- Computer, headphones

## COURSE 5

### Lost Worlds, The Hidden City: Creative Writing & Screenwriting

Goal: Develop creative writing and screenwriting skills through character development and world-building.

Week	Topic/Content
Week 1	Introduction to creative writing – Basics of story structure.
Week 2	Character development – How to create interesting characters.
Week 3	Writing dialogues – Creating convincing dialogues.
Week 4	Idea generation with ChatGPT – Developing the story.
Week 5	Introduction to screenplay format – Script structure.
Week 6	World-building – Developing the story's setting.
Week 7	Plot development – Elaborating on key events in the story.
Week 8	Character development through action – Characterization through action.
Week 9	Writing final scenes – Creating the story's conclusion.
Week 10	Polishing the script – Refining dialogues and details.
Week 11	Preparation for presentation – Working on the stage portrayal.
Week 12	Presentation of the script in front of an audience. Evaluation and feedback.

#### Teaching Tools

- ChatGPT (for idea generation)
- Laptop, writing software

## COURSE 6

### Laugh Factory: Writing and Performing Comedy

Goal: Introduce students to the world of writing and performing comedy through the development of comedic characters and situations.

Week	Topic/Content
Week 1	Introduction to comedy – Basics of comedic situations.
Week 2	Development of comedic characters – Creating interesting and funny characters.
Week 3	Writing comedic dialogues – Understanding the rhythm of comedy.
Week 4	Creating funny situations – Working on comedic plots with the help of Jasper AI.
Week 5	Practicing improvisation – Developing improvised scenes.
Week 6	Stage comedy – Preparing for performance in front of an audience.

Week 7	Analysis of famous comedies – Understanding the techniques of well-known comedians.
Week 8	Preparing for the performance – Working on the final execution.
Week 9	Rehearsing the performance – Polishing the script and performance.
Week 10	Final rehearsal – Preparing for the final performance.
Week 11	Performance in front of an audience – Presenting the work.
Week 12	Evaluation and feedback.

## Teaching Tools

- Laptop, camera for recording
- Jasper AI – a tool for generating ideas and inspiration in comedy writing

## COURSE 7

### Through the Lens: Exploring Photography Basics

Goal: Introduce students to the basics of photography, including composition, lighting, and storytelling through images.

Week	Topic/Content
Week 1	Introduction to photography – Rule of thirds and composition basics.
Week 2	Understanding lighting – Natural and artificial light in photography.
Week 3	The role of color in photography – How colors affect emotions.
Week 4	Introduction to editing – Using Canva AI for photo editing.
Week 5	Framing and focus – Techniques for highlighting details.
Week 6	Storytelling through images – Creating visual narratives.
Week 7	Editing photo stories – Adding design elements.
Week 8	Artistic expression – Experimenting with style and emotions.
Week 9	Preparing the final photo story – Editing and polishing images.
Week 10	Preparing for the exhibition – Organizing photos.
Week 11	Final editing.
Week 12	Presentation in front of an audience – Photo story exhibition. Evaluation and feedback.

## Teaching Tools

- Camera
- Computer
- Canva AI (for editing)

## COURSE 8

# From Words to Pictures: Visual Storytelling with Animation

Goal: Introduce students to the world of digital animation with a focus on movement and storytelling.

Week	Topic/Content
Week 1	Introduction to animation – Basics of animation and its history.
Week 2	Basic animation techniques – Understanding movement through frames.
Week 3	Character design – Creating characters for animation.
Week 4	Storyboarding – Planning the animation through storyboards.
Week 5	Animating characters – Understanding anatomy and movement.
Week 6	Stylizing characters – Adding colors and textures.
Week 7	Effects in animation – Adding effects and motion.
Week 8	Working on the final project – Finalizing basic scenes.
Week 9	Working on the final project – Creating more complex scenes.
Week 10	Finalizing – Adding dialogue and sound effects.
Week 11	Final reviews and adjustments.
Week 12	Presentation of the animation in front of an audience. Evaluation and feedback.

### Teaching Tools

- Blender or Toon Boom Harmony (for animation)
- Laptop, graphics tablet

## COURSE 9

# Directing for Beginners: Telling Stories Through Scenes

Goal: Students will learn the basics of directing, guiding actors, and setting up scenes.

Week	Topic/Content
Week 1	Introduction to directing – Basics of visual storytelling.
Week 2	Working with actors – How to communicate with actors.
Week 3	Visual composition – Using space and lighting.
Week 4	Rehearsing scenes – Practicing with actors.
Week 5	Developing a storyboard – Creating a visual plan.
Week 6	Creative solutions – Improvising on set.
Week 7	Preparation for final production – Working on the final scene.
Week 8	Filming the final scene – Practical work.

Week 9	Editing – Working on scene editing.
Week 10	Preparation for public screening – Final editing.
Week 11	Presentation in front of an audience.
Week 12	Evaluation and feedback.

## Teaching Tools

- Storyboard That (for scene planning)
- Camera, computer, editing software

## COURSE 10

### Lights, Camera, Action: Filmmaking for Beginners

Goal: Introduce students to the basics of film production, including filming, lighting, and editing.

Week	Topic/Content
Week 1	Introduction to filming – Basics of framing and working with a camera.
Week 2	Lighting in film – Setting up lighting for a scene.
Week 3	Introduction to editing – Basics of editing footage.
Week 4	Working with sound – Recording and synchronizing dialogue.
Week 5	Filming more complex scenes – Camera movements.
Week 6	Post-production – Adding colors and effects.
Week 7	Practical exercises – Working on film editing.
Week 8	Practical exercises – Working on film editing.
Week 9	Practical exercises – Working on film editing.
Week 10	Finalizing the edit – Finishing touches.
Week 11	Presentation to an audience – Final screening.
Week 12	Evaluation and feedback.

## Teaching Tools

- DaVinci Resolve (for editing)
- Camera, computer

## COURSE 11

### Creative Movement: Introduction to Dance

Goal: Introduce students to the basics of dance movements and creative expression through the body.

Week	Topic/Content
Week 1	Introduction to creative movement – Basics of dance movements.
Week 2	Understanding rhythm – Moving to music.



Week 3	Freedom of expression through dance – Spontaneous movements.
Week 4	Dance dynamics – Understanding speed and intensity.
Week 5	Teamwork in dance – Synchronizing group movements.
Week 6	Working on improvised dance pieces.
Week 7	Artistic expression – Experimenting with styles.
Week 8	Choreography – Creating a short choreography.
Week 9	Preparation for the final performance – Working on choreography.
Week 10	Preparation for the final performance – Working on choreography.
Week 11	Dress rehearsal – Making final adjustments to the choreography.
Week 12	Presentation in front of an audience – Final performance. Evaluation and feedback.

## Teaching Tools

- Just Dance Now (for practicing dance steps)
- Computer, smartphone

## COURSE 12

### Musical Theatre Dance: Combining Song and Movement

Goal: Introduce students to the world of musicals through the combination of singing and dancing.

Week	Topic/Content
Week 1	Introduction to musicals – Basics of combining song and dance.
Week 2	Coordination of movement and vocals – Understanding how movement affects singing.
Week 3	Rhythmic dance – Working on rhythmic synchronization of movement and song.
Week 4	Voice control during movement – Practicing breath control and vocal technique.
Week 5	Performing dance numbers – Practicing dance moves from well-known musicals.
Week 6	Creating your own choreography for a musical – Developing a short dance sequence with singing using Just Dance Now.
Week 7	Preparation for the final performance – Rehearsing the choreography with the song.
Week 8	Preparation for the final performance – Rehearsing the choreography with the song.
Week 9	Preparation for the final performance – Rehearsing the choreography with the song.
Week 10	Finalizing the performance – Adding finishing touches to the choreography.

Week 11	Dress rehearsal – Final preparation.
Week 12	Presentation in front of an audience. Evaluation and feedback.

## Teaching Tools

- Just Dance Now (for practicing dance steps)
- Computer, smartphone

## COURSE 13

### Character Creation: Acting from the Inside Out

Goal: Introduce students to the process of character creation through acting, focusing on emotions and motivation.

Week	Topic/Content
Week 1	Introduction to character creation – Basics of character development.
Week 2	Understanding character motivation – Creating motivational monologues.
Week 3	Emotional reactions – Developing convincing emotional responses.
Week 4	Exploring characters through improvisation – Working on improvised scenes.
Week 5	Physical aspects of acting – Understanding movement in space.
Week 6	Character development through dialogue – Writing and performing dialogues.
Week 7	Simulating emotions – Using DeepBrain AI to analyze emotional expressions.
Week 8	Working on inner conflicts – Developing character depth.
Week 9	Preparation for the final scene – Rehearsing monologues and dialogues.
Week 10	Dress rehearsal – Final preparations for the performance.
Week 11	Final scene – Presentation in front of an audience.
Week 12	Evaluation and feedback.

## Teaching Tools

- DeepBrain AI (for analyzing emotional expressions)
- Camera, computer

## COURSE 14

### Character Voices: Acting with Your Voice

Goal: Teach students how to use their voice to create different characters by changing tone and emotions.

Week	Topic/Content
Week 1	Introduction to voice acting – Basics of voice modulation.
Week 2	Creating characters through voice – Developing vocal characteristics.
Week 3	Changing emotions through voice – Understanding how emotions affect the voice.
Week 4	Working on dubbing – Synchronizing animated productions.
Week 5	Working on dubbing – Synchronizing animated productions.
Week 6	Developing characters through voice – Writing your own script with multiple characters and performing dialogues.
Week 7	Using Resemble AI – Modifying voices with AI.
Week 8	Preparing for the final voice production of your work – Developing characters.
Week 9	Finalizing voice performance – Refining character voices.
Week 10	Preparation for the performance – Final rehearsal for voice acting.
Week 11	Presentation in front of an audience – Voice performance.
Week 12	Evaluation and feedback.

## Teaching Tools

- Resemble AI
- Microphone, computer

## COURSE 15

### Debate Skills: Future Technologies – Hype vs. Reality

Goal: Develop public speaking skills through the analysis of future technologies, their advantages, and disadvantages.

Week	Topic/Content
Week 1	Introduction to debate – Rules of debate and basics of argumentation.
Week 2	Researching technologies – Analysis of technological innovations.
Week 3	Developing arguments – Creating strong debate arguments with the help of ChatGPT.
Week 4	Writing counterarguments – Developing effective responses.
Week 5	Debate simulation – Practicing in pairs.
Week 6	Speech control – Developing diction and speaking skills.
Week 7	Preparation for the public debate – Working on final arguments.
Week 8	Practicing public speaking – Preparing for the debate.
Week 9	Practicing public speaking – Preparing for the debate.
Week 10	Practicing public speaking – Preparing for the debate.
Week 11	Final debate in front of an audience.

Week 12	Evaluation and feedback.
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## Teaching Tools

- ChatGPT (for generating arguments)
- Laptop

## COURSE 16

### Sonic Explorers: The Science of Sound

Goal: Explore the basic principles of sound, including waves, frequencies, and vibrations through experiments.

Week	Topic/Content
Week 1	Introduction to sound – Basics of sound and vibrations.
Week 2	Experimenting with waves – Understanding sound waves.
Week 3	Speed of sound – Measuring sound through different mediums.
Week 4	Frequencies and tones – Introduction to pitch and frequency.
Week 5	Acoustic materials – Exploring how materials affect sound.
Week 6	Instruments and sound – How instruments produce sound.
Week 7	Understanding harmony – Sound harmonies through instruments.
Week 8	Sound in space – Experimenting with sound in different environments.
Week 9	Digital sound processing – Introduction to digital production.
Week 10	Finalizing experiments – Preparing for presentation.
Week 11	Dress rehearsal – Final preparations for the presentation.
Week 12	Presentation in front of an audience. Evaluation and feedback.

## Teaching Tools

- Sonic Visualizer (for sound visualization)
- Laptop, microphone

## COURSE 17

### Echoes from the Jurassic: Composing Soundscapes for Prehistoric Worlds

Goal: Create soundscapes for imaginary prehistoric worlds, using natural sounds and digital effects.

Week	Topic/Content
Week 1	Introduction to sound design – Basics of creating atmosphere through sound.
Week 2	Creating atmospheric landscapes – Analyzing natural sounds.

Week 3	Power of natural sounds – Introduction to recording natural sounds.
Week 4	Introduction to digital tools – Creating digital soundscapes.
Week 5	Dinosaur sound modulation – Creating animal sounds.
Week 6	Creating soundscapes – Combining natural and digital sounds.
Week 7	Practical work on soundscapes – Creating complex sound scenes.
Week 8	Practical work on soundscapes – Refining the landscapes.
Week 9	Final preparation – Preparing for sound mastering.
Week 10	Introduction to sound mastering – Final sound processing.
Week 11	Preparation for presentation – Dress rehearsal.
Week 12	Presentation in front of an audience. Evaluation and feedback.

## Teaching Tools

- Reaper (for sound processing)
- Laptop, microphone

## COURSE 18

### Mix Master: Introduction to DJ Skills

Goal: Introduce students to the basics of DJing, including song mixing and beatmatching.

Week	Topic/Content
Week 1	Introduction to DJing – Basics of song mixing.
Week 2	Beatmatching – How to sync songs to tempo.
Week 3	Using effects – Introduction to adding effects during mixing.
Week 4	Creating a set – Preparing music for a live set.
Week 5	Practical exercises – Practicing live mixing with Traktor Pro.
Week 6	Introducing multiple tracks – Creating more complex sets.
Week 7	Looping – How to use loops during a set.
Week 8	Working on tempo – Adjusting tempo during a performance.
Week 9	Preparing for a live performance – Final preparation for the set.
Week 10	Dress rehearsal – Practicing before the performance.
Week 11	Live set – Performing in front of an audience.
Week 12	Evaluation and feedback.

## Teaching Tools

- Traktor Pro (for mixing)
- Laptop, DJ controller, headphones

## COURSE 19

### Sound Creators: Introduction to Music Production

Goal: Introduce students to the world of music production, from recording to final song processing.

Week	Topic/Content
Week 1	Introduction to production – Basics of recording and sound editing in Cubase.
Week 2	Working with digital instruments – Creating songs using software instruments.
Week 3	Working with rhythm – Creating and manipulating rhythmic patterns.
Week 4	Creating melodies – Developing melodic lines.
Week 5	Adding harmonies – Creating harmonic backgrounds.
Week 6	Recording vocals – Introduction to vocal recording and production.
Week 7	Managing sound effects – Adding effects to the song.
Week 8	Finalizing the song – Creating a complete song.
Week 9	Preparing for mastering – Introduction to sound mastering.
Week 10	Mastering the song – Final song processing.
Week 11	Dress rehearsal – Preparing for song presentation.
Week 12	Presentation in front of an audience. Evaluation and feedback.

#### Teaching Tools

- Cubase (for recording and production)
- Laptop, audio interface, microphone, headphones

## COURSE 20

### Virtual Stage: Exploring Digital Theater

Goal: Explore digital theater by using virtual reality to create and perform plays.

Week	Topic/Content
Week 1	Introduction to digital theater – Basics of virtual reality.
Week 2	Planning a digital play – Creating the story and characters.
Week 3	Introduction to VR technology – Using VR tools.
Week 4	Creating digital scenery – Designing the environment in Unity.
Week 5	Preparing characters for VR – Working on character creation in Unity.
Week 6	Developing a virtual world – Creating the environment.
Week 7	Preparing for interaction in VR – Understanding movement in virtual space.
Week 8	Creating dialogues and animations – Working on character stories.
Week 9	Preparation for performance – Working on the final play.

Week 10	Dress rehearsal – Preparing for the performance.
Week 11	Presentation – Performing in front of an audience in VR.
Week 12	Evaluation and feedback.

## Teaching Tools

- Unity (for creating VR content)
- VR headset, computer

## DEVIATION FROM THE SYLLABUS

Deviations in course content are allowed up to 20% compared to the plan and program defined by this syllabus.



East Sarajevo, August 2024