

EAEU

COURSE LIST

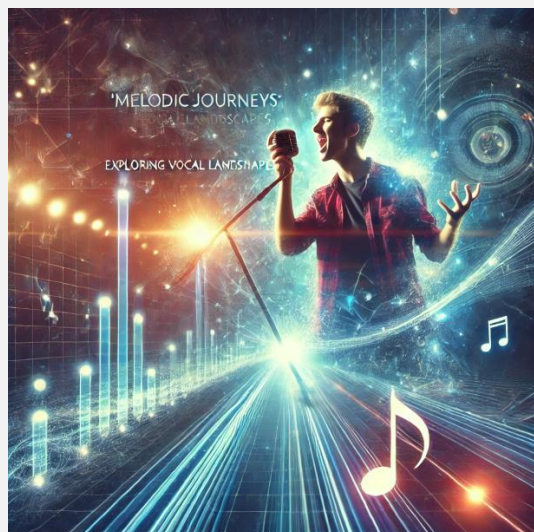
FALL SEMESTER 2024/2025

Below is a list of 20 courses that can be attended during the fall semester of the 2024/2025 school year.

Expressions written in a single gender form apply equally to both masculine and feminine genders. All content in this document is subject to copyright protection.

COURSE 1

Melodic Journeys: Exploring Vocal Landscapes



COURSE DESCRIPTION

Students explore various pop singing styles. Through creative tasks, they learn breath control, intonation, and emotional expression through voice.

COURSE OUTCOME

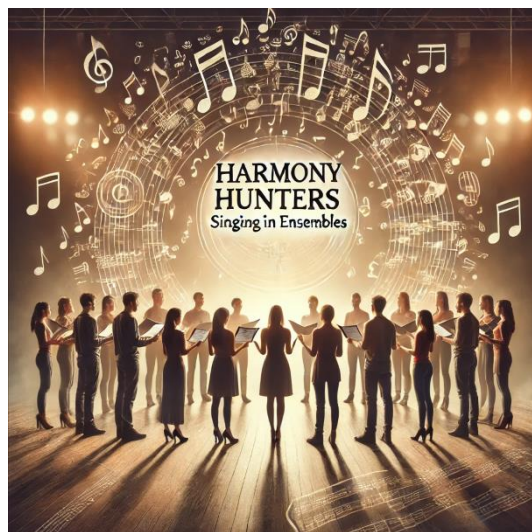
Creation of a personalized vocal style and a performance of a song at a concert.

TOOLS

Vocal Pitch Monitor – a platform for real-time intonation analysis.

COURSE 2

Harmony Hunters: Singing in Ensembles



COURSE DESCRIPTION

Students will learn how to sing in a group and create harmonies. The focus is on ear training, voice alignment, and performing different vocal lines together.

COURSE OUTCOME

A group of students will perform a multi-part harmony song, demonstrating their ability to sing collectively.

TOOLS

Soundtrap – a tool for collaborative music creation and recording.

COURSE 3

Rhythms and Patterns: Introduction to Music Theory



COURSE DESCRIPTION

Through creative games and tasks, students learn the basic principles of music - rhythm, melody, and harmony. The course is designed as a foundation for future composition.

COURSE OUTCOME

Understanding and applying basic musical concepts through simple exercises.

TOOLS

O-Generator - a tool for learning basic musical concepts through play.

COURSE 4

Sound Sculptors: Basics of Musical Composition



COURSE DESCRIPTION

Students explore the basics of music composition, creating short compositions using different rhythms and melodies. The focus is on creating atmosphere and emotions through music.

COURSE OUTCOME

An original composition to be presented at an audio exhibition.

TOOLS

AIVA AI - a tool for composing music with artificial intelligence.

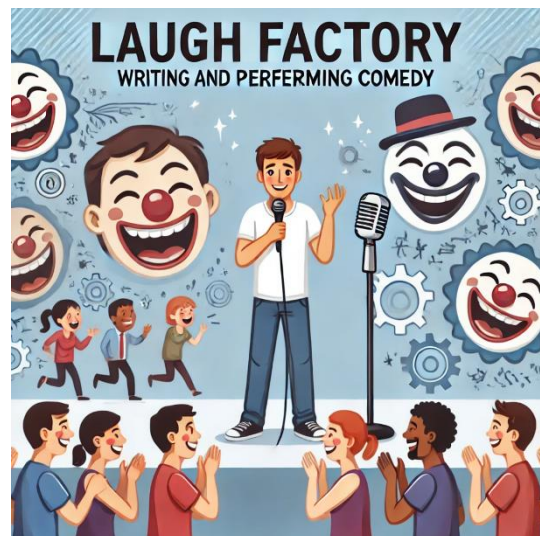
COURSE 5

Lost Worlds, The Hidden City: Creative Writing & Screenwriting



COURSE 6

Laugh Factory: Writing and Performing Comedy



COURSE DESCRIPTION

In this course, students will focus on writing scripts inspired by the theme "Lost Worlds." They will imagine and develop stories set in hidden cities, ancient civilizations, or futuristic worlds. Through creative assignments, students will explore the basics of story structure, character development, and dialogue writing, all within the context of mysterious and fantastical settings.

COURSE OUTCOME

Writing a short script about a group of explorers who discover a secret city, facing challenges, puzzles, and unknown obstacles.

TOOLS

ChatGPT – for generating ideas and dialogue, as well as script analysis.

COURSE DESCRIPTION

This course combines comedy writing with its performance. Students will practice writing comedic situations, characters, and dialogues, and then perform them in front of an audience.

COURSE OUTCOME

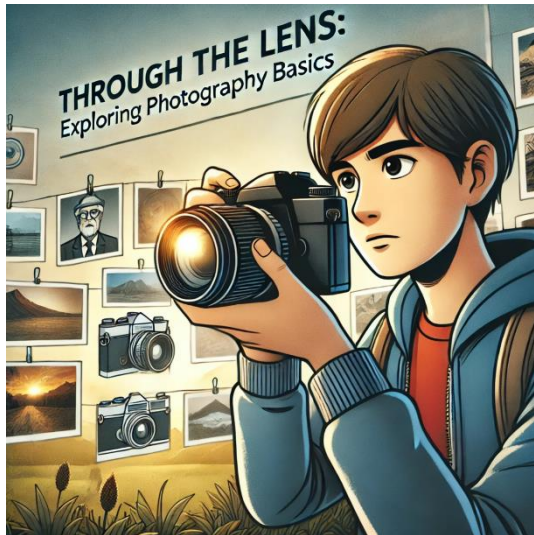
Students will perform a comedic scene or sketch they have written themselves, combining humor with acting performance.

TOOLS

Jasper AI – a tool for generating ideas and inspiration in comedy writing.

COURSE 7

**Through the Lens:
Exploring Photography Basics**



COURSE DESCRIPTION

Students learn the basics of photography, including composition, lighting, and framing. They will work on photo stories and visual narration through practical tasks.

COURSE OUTCOME

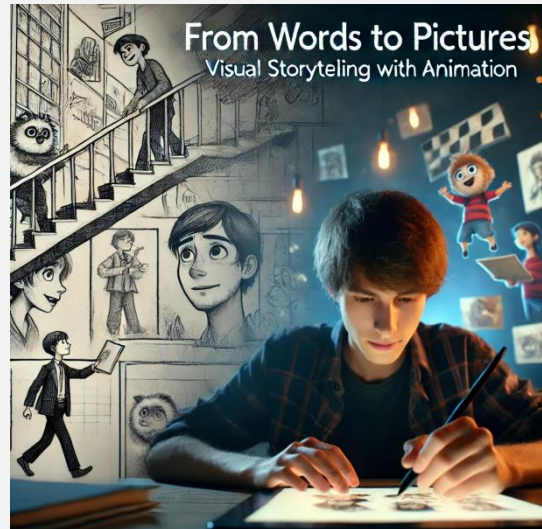
A photo series that tells a story through images, to be exhibited at the final exhibition.

TOOLS

Canva AI – a user-friendly tool for photo editing and creating visual stories.

COURSE 8

**From Words to Pictures:
Visual Storytelling with Animation**



COURSE DESCRIPTION

Students will learn how to create animated stories, starting from the idea and script to character design and animation. The focus is on the narrative aspect of animation and how to bring characters to life through movement.

COURSE OUTCOME

Creation of a short animated story using basic animation techniques.

TOOLS

Blender or Toon Boom Harmony – tools for character creation and animation.

COURSE 9

**Directing for Beginners:
Telling Stories Through Scenes**

COURSE 10

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



COURSE DESCRIPTION

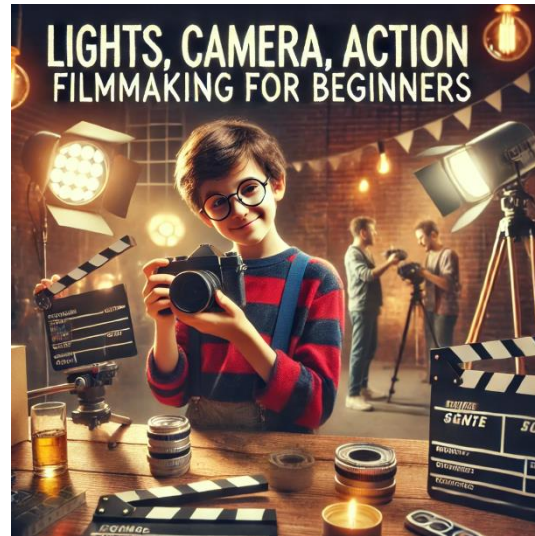
Students will learn how to direct short scenes, including guiding actors and setting up scenes. The focus is on visual storytelling and the creative use of space.

COURSE OUTCOME

Students will direct and lead a small stage production to be performed in front of an audience.

TOOLS

Storyboard That – a tool for creating visual plans for scenes and direction.



COURSE DESCRIPTION

This course introduces students to the basic techniques of filmmaking. The focus is on visual storytelling through shots, editing, and lighting setup.

COURSE OUTCOME

Students will film a short movie using the techniques they have learned, combining camera work, lighting, and directing.

TOOLS

DaVinci Resolve – a tool for editing and color correction in film.

COURSE 11

**Creative Movement:
Introduction to Dance**

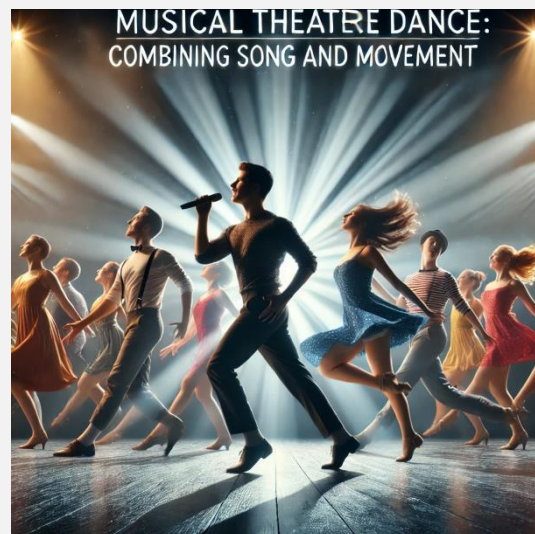


COURSE DESCRIPTION

Through games, students will learn basic dance movements and explore creative expression through

COURSE 12

**Musical Theatre Dance:
Combining Song and Movement**



COURSE DESCRIPTION

Students will work on combining singing and dancing in the style of a musical. The focus is on coordinating

their bodies. The focus is on freedom of movement and exploring rhythm through dance games.

COURSE OUTCOME

Students will create a short improvised dance piece to assigned music.

TOOLS

Just Dance Now – for practicing dance steps with music.

movement with the voice to create dynamic performances.

COURSE OUTCOME

A group of students will perform a musical number from a popular musical, combining singing and dancing in a synchronized performance.

TOOLS

Just Dance Now – for practicing dance steps with music.

COURSE 13

**Character Creation:
Acting from the Inside Out**



COURSE DESCRIPTION

Students will explore the process of character creation through acting. The focus is on understanding character motivation and emotional responses, with tasks based on improvisation and role-playing.

COURSE OUTCOME

Students will develop their own character and perform an improvised scene showcasing the traits of that character.

TOOLS

DeepBrain AI – a tool for simulating emotional expressions and reactions in digital characters.

COURSE 14

**Character Voices:
Acting with Your Voice**



COURSE DESCRIPTION

Students will explore how to use their voice to create different characters. They will practice changing tone, intensity, and emotions to make their acting more authentic.

COURSE OUTCOME

Each student will design and perform a short monologue using different voices for different characters.

TOOLS

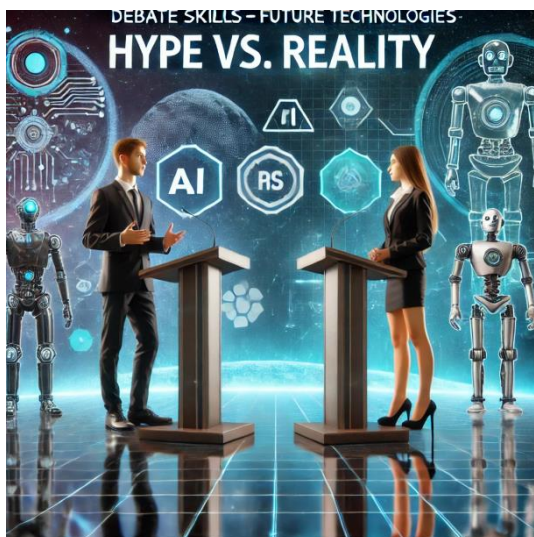
Resemble AI – a tool for voice modification and experimenting with various vocal styles.

COURSE 15

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

COURSE 16

**Sonic Explorers:
The Science of Sound**



COURSE DESCRIPTION

This course focuses on developing public speaking and debate skills through the exploration and discussion of future technologies and their impact on society. Students will research various technologies currently in development, analyze their pros and cons, and debate their practical applications in the future.

COURSE OUTCOME

Participation in a simulated debate, where students will present and defend their positions on a given topic.

TOOLS

ChatGPT - for generating ideas and dialogues.



COURSE DESCRIPTION

Students will explore the basic principles of sound - what sound is, how it travels through different mediums, what waves are, and how we can see and hear them. The course includes experiments with various materials and instruments to create and measure sound.

COURSE OUTCOME

Students will understand how sound works through waves, frequencies, and vibrations, and they will create simple instruments to produce different sounds themselves.

TOOLS

Sonic Visualiser - a tool that enables the visualization of sound waves and spectral analysis, providing students with insights into acoustic phenomena.

COURSE 17

Echoes from the Jurassic: Composing Soundscapes for Prehistoric Worlds



COURSE 18

Sound Creators: Introduction to Music Production



COURSE DESCRIPTION

In this course, students will create soundscapes for the world of dinosaurs. Using various natural sounds and digital effects, they will craft the atmosphere of a prehistoric world, from jungles with dinosaurs to volcanic eruptions.

COURSE OUTCOME

Students will create an original soundscape for an imaginary dinosaur world, using natural sounds and digital processing.

TOOLS

Reaper – a sound editing and composing software that enables the creation of complex soundscapes.

COURSE DESCRIPTION

In this course, students will learn the basics of music production by working with digital tools for creating and editing music. The focus will be on creating original songs, learning basic techniques of mixing, sound processing, and rhythm creation.

COURSE OUTCOME

Students will create an original song using digital tools. The task will be to make a song on the theme "Sounds of the City," using samples of urban sounds (cars, footsteps, conversations) and transforming them into a musical piece.

TOOLS

Cubase – a professional music production software that allows students to create, mix, and master their compositions in an intuitive way.

COURSE 19

Mix Master: Introduction to DJ Skills



COURSE DESCRIPTION

In this course, students will learn the basics of DJing, including mixing songs, beatmatching, looping, and adding effects. They will understand how DJs create a seamless music flow and build energy on the dance floor.

COURSE OUTCOME

Students will master basic DJ skills and create their own live mix, combining different songs into a continuous set.

TOOLS

Traktor Pro – DJ software that allows easy music mixing and experimenting with various styles.

COURSE 20

Virtual Stage: Exploring Digital Theater



COURSE DESCRIPTION

Students will use virtual reality to create and perform digital performances in a virtual space.

COURSE OUTCOME

A created and performed virtual show in a VR environment.

TOOLS

Unity – a platform for creating VR content.