Experimental Arts Education Unit (EAEU)

COURSE SYLLABUS
WINTER 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 winter 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

Vocal Dimensions: Discovering Your Voice

Goal: Students will explore various singing techniques through creative vocal tasks. The focus is on using the voice to express different emotions, dynamics, and rhythm.

Week	Topic/Content
Week 1	Introduction to vocal techniques. Basics of breathing and voice control.
Week 2	Basics of breathing and voice control.
Week 3	Understanding dynamics – How to express volume and softness with the voice.
Week 4	Rhythmic exercises – Synchronizing the voice with rhythm.
Week 5	Creative expression – Voice improvisation.
Week 6	Vocal techniques of famous performers – Exploring different styles.
Week 7	Selecting a song for the work.
Week 8	Preparing a solo performance – Working on individual expression.
Week 9	Preparing a solo performance – Working on individual expression.
Week 10	Preparing for public performance – Practical exercises and stage performance.
Week 11	Dress rehearsal for the final performance.
Week 12	Final performance in front of an audience. Evaluation and feedback.

Teaching Tools

• Microphone, computer

COURSE 2

Acting for the Camera: Expressing on Screen

Goal: Students will explore the difference between stage acting and acting for the camera, focusing on expressing emotions through subtle movements and facial expressions.

Week	Topic/Content
Week 1	Introduction to acting for the camera – Basic techniques.
Week 2	Facial expression control – Understanding microexpressions.
Week 3	Subtle body movements – Working on minimal gestures.
Week 4	Understanding the frame – How to use space within the frame.
Week 5	Recording monologues – Practical exercises.
Week 6	Character exploration – In-depth understanding of motivation.
Week 7	Synchronizing voice and movement – Naturalness in performance.

Week 8	Recording scenes with a partner – Interaction on camera.
Week 9	Polishing the performance – Working on details.
Week 10	Finalizing scenes – Adding sound and lighting.
Week 11	Dress rehearsal – Final preparation for the premiere.
Week 12	Presentation in front of an audience. Evaluation and feedback.

Teaching Tools

• Camera, microphone, performance analysis software

COURSE 3

Elegance in Motion: Introduction to Classical Ballet

Goal: Introduce students to the basics of classical ballet, including proper posture, balance, and grace.

Week	Topic/Content
Week 1	Introduction to ballet – Basic body and leg positions.
Week 2	Plié and tendue – First steps in ballet.
Week 3	Barre work – Practicing basic movements.
Week 4	Balance and proper posture – Fundamentals of stability.
Week 5	Center exercises – Combining movements without the barre.
Week 6	Introduction to pirouettes – Basic turning techniques.
Week 7	Practicing choreography – Short sequences.
Week 8	Practicing choreography – Short sequences. Creative expression through ballet – Connecting music and movement.
Week 9	Practicing choreography.
Week 10	Practicing choreography.
Week 11	Preparing for the final performance – Final choreography.
Week 12	Final performance. Evaluation and feedback.

Teaching Tools

• Ballet barre, mirror, ballet shoes

COURSE 4

Flamenco Rhythms: Exploring the Art of Flamenco Dance

Goal: Introduce students to the basics of flamenco dance, including steps, hand movements, and rhythmic patterns, while exploring the rich cultural heritage of flamenco.

Week	Topic/Content
Week 1	Introduction to flamenco – History and basic concepts.
Week 2	Basic steps – Zapateado and marcajes.
Week 3	Hand movements (braceo) – Gracefulness in movements.
Week 4	Rhythmic patterns (compás) – Understanding flamenco rhythm.
Week 5	Combining steps and rhythm – Synchronizing movements and rhythm.
Week 6	Preparing for performance – Practicing choreography.
Week 7	Preparing for performance – Practicing choreography.
Week 8	Preparing for performance – Practicing choreography.
Week 9	Preparing for performance – Practicing choreography.
Week 10	Preparing for performance – Practicing choreography.
Week 11	Preparing for performance – Practicing choreography.
Week 12	Final performance – Presentation of work in front of an audience. Evaluation and feedback.

Teaching Tools

- Castanets, mirror, appropriate footwear

COURSE 5

Game Snapshots: Capturing Video Game Moments Through Photography

Goal: Students will explore how to use photography to capture visual moments inspired by their favorite video games.

Week	Topic/Content
Week 1	Introduction to conceptual photography – Visualizing ideas from games.
Week 2	Basics of composition – Rule of thirds and central subjects.
Week 3	Understanding light – How to use light for drama.
Week 4	Framing scenes – How to approach objects in real environments.
Week 5	Introduction to photo editing – Using basic editing tools.
Week 6	Colors and emotions – Using color to create atmosphere.
Week 7	Inspiration from games – Reproducing video game iconography.
Week 8	Practical photography session – Capturing real-life scenes.
Week 9	Preparing the collection – Organizing series of photographs.
Week 10	Editing final works.
Week 11	Editing final works. Adding final effects.
Week 12	Exhibition – Presentation of works to the audience. Evaluation and feedback.

Teaching Tools

- Camera, computer with photo editing software

COURSE 6

Visual Storytellers: Cinematography for Kids

Goal: Students will learn how to use a camera to tell stories through shots and frames.

Week	Topic/Content
Week 1	Introduction to the camera – Basic functions and settings.
Week 2	Shot composition – Rule of thirds and balance in the frame.
Week 3	Working with light – Natural and artificial light in cinematography.
Week 4	Shooting angles – Perspective and dynamics in frames.
Week 5	Introduction to moving shots – Using motion for dynamic scenes.
Week 6	Storytelling through shots – Visual narration.
Week 7	Recording short scenes – Practical exercises.
Week 8	Editing – Introduction to video material editing.
Week 9	Synchronizing sound and image – Adding sound effects.
Week 10	Finalizing video project – Polishing shots.
Week 11	Finalizing video project – Polishing shots.
Week 12	Presentation – Premiere of recorded scenes. Evaluation and feedback.

Teaching Tools

- Camera, computer with editing software

COURSE 7

DJ Masters: Learn the Art of Mixing

Goal: Students will explore the basics of DJing, including mixing techniques, beatmatching, and adding effects.

Week	Topic/Content
Week 1	Introduction to DJing – Basic principles of mixing.
Week 2	Rhythm alignment – Beatmatching between two songs. Introduction to looping – Repeating song sections. Adding effects – Creating dynamic transitions.
Week 3	Synchronizing with the audience – Understanding audience energy.
Week 4	Practical mixing exercises – Working on sets.
Week 5	Practical mixing exercises – Working on sets.
Week 6	Practical mixing exercises – Working on sets.
Week 7	Practical mixing exercises – Working on sets.

Week 8	Practical mixing exercises – Working on sets.
Week 9	Practical mixing exercises – Working on sets.
Week 10	Preparing for live performance – Organizing music and equipment.
Week 11	Performance simulation – Live rehearsal.
Week 12	Live set – Performing in front of an audience. Evaluation and feedback.

Teaching Tools

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

COURSE 8

Cosmic Creators: Bringing Space Stories to Life

Goal: In an interdisciplinary environment, students will create an animated space story through scriptwriting, character design, sound effects, and synchronization.

Week	Topic/Content
Week 1	Introduction to space stories – Inspiration from space. Team formation and task distribution.
Week 2	Scriptwriting – Creating the story and dialogues.
Week 3	Character design – Visual aspects of space beings or phenomena. Creating sound effects – Using natural and digital sounds.
Week 4	Storyboarding – Planning scenes through images. Voice recording – Synchronizing characters with the story.
Week 5	Final project preparation – Combining elements and teamwork.
Week 6	Final project preparation – Combining elements and teamwork.
Week 7	Final project preparation – Combining elements and teamwork.
Week 8	Final project preparation – Combining elements and teamwork.
Week 9	Final project preparation – Combining elements and teamwork.
Week 10	Finalization – Adding all segments and merging them into one cohesive piece.
Week 11	Final reviews and revisions.
Week 12	Presentation of the video in front of an audience. Evaluation and feedback.

Teaching Tools

- Computer, smartphone

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, December 2024