| General Information   |  |
|-----------------------|--|
| Academic subject      | Brand identity and visual culture laboratory                                 |
| Degree course         | Corso di Laurea in Scienze della comunicazione pubblica, sociale e d'impresa |
| Curriculum            |  |
| ECTS credits          | 3  |
| Compulsory attendance | yes  |
| Language              | Italian  |

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| ECTS credits details      |       |         |   |
|---------------------------|-------|---------|---|
| Basic teaching activities | 10C/1 | L-Art06 | 3 |

| Class schedule |                       |
|----------------|-----------------------|
| Period         | II semester 2020-2021 |
| Year           | 1                     |
| Type of class  | Laboratory            |

| Time management          |                  |
|--------------------------|------------------|
| Hours measured           | I h = 60 minutes |
| In-class study hours     | 20               |
| Out-of-class study hours | 55               |

| Academic calendar |  |
|-------------------|--|
| Class begins      |  |
| Class ends        |  |

| Syllabus   |   |
|--|---|
| Prerequisite requirements                                    | Web navigation.   |
| Expected learning outcomes (according to Dublin Descriptors) | <ul> <li>Knowledge and understanding among contemporary languages and praxis<br/>of old and new audiovisual texts.</li> </ul>   |
| (  | <ul> <li>Applying knowledge and understanding the analysis of image, brand<br/>identity.</li> </ul>   |
|  | - <i>Making informed judgements and choices</i> concerning primary and secondary literature, along as multimedia materials such as, advertising, teaser, videoclip, idents.   |
|  | - Communicating knowledge and understanding due to facultative short oral expositions and/or posters to the class, along with participative frontal lectures.   |
|  | <ul> <li>Capacities to continue learning in a realm of individual study through<br/>crossing medial languages and praxis.</li> </ul>  |
| Contents   | Understand what it means to develop a brand identity and related branding<br>and marketing strategies at the time of Web 2.0 in the cultural industry<br>scenario: case studies: music, music events, festival, tv serial, fashion brand,<br>sound design, Instagram. |
| Course program   |   |
| Bibliography   | Other material edited by the teacher:   |
|  | - A. Lolli, La guerra dei meme, EffeQu, Orbetello, 2017.  |
| Notes  |   |
| Teaching methods   | Workshop; focus group; brain storming.  |
| Assessment methods   | Written test.   |
| Further information  |   |