Course: Graduation Project — credits: 25

Course code	VGVB21GRP1
Name	Graduation Project
Study year	2022-2023
ECTS credits	25
Language	Dutch, with parts in English, English
Coordinator	N.H. Karst
Modes of delivery	Guest lecture Individual supervision Peer feedback Self-study
Assessments	Graduation project - Presentation

Learning outcomes

C1. Creative capacity
The student can make authentic visual work that stems from research and which demonstrates artistic vision. The visual work creates meaning and results from the designer’s personal ambition.

C2. Capacity for critical reflection
The student is able to research his own work and working methods, as well as those of others, through contemplating it, analysing, problematizing, positioning, and assessing it.

C3. Capacity for growth and innovation
The student is able to continue to develop and deepen his own work and method of working, and in doing so provides a contribution to the development of the profession, the field, culture, and society.

C4. Organisational capacity
The student can set up and maintain an inspiring and professional work situation.

C5. Communicative capacity
The student can formulate his ideas, concepts, work, method of working, and artistic vision to professionals and the public in and outside of the field.

C6. Environmental focus
The student is able to relate actively and critically to the context he finds himself in with his work.

C7. Capacity to cooperate
The student is able to actively contribute to the realisation of an artistic product or process by working independently within a collaborative setting.

Content

This module will centre around the convergence of the Design & Research stream and the Design & Technology stream. The student should apply all previously acquired knowledge for the purpose of creating one or more design and/or research products. This should address the following aspects:

- Design method
- Visual grammar/Image analysis
- Research method
- Analogue and digital technologies
- Creation processes
- Material research
- Theory
- Analogue and digital technologies

Included in programme(s)

Design, Major Offroad
Design, Major Graphic Design
Design, Major Time Based
Design, Major Product Design
Design, Major Illustration and Animation
Design, Major Spatial Design

School(s)

Minerva Art Academy

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