

## Course: Studio 3 Time Based + Professional development

credits: 10

<b>Course code</b>	VGVB21STB3	<b>Modes of delivery</b>	Guest lecture
<b>Name</b>	Studio 3 Time Based + Professional development		Individual supervision
<b>Study year</b>	2022-2023		Lecture
<b>ECTS credits</b>	10		Self-study
<b>Language</b>	Dutch, with parts in English, English		Tutorial
<b>Coordinator</b>	R.M.C. Verheijden	<b>Assessments</b>	TEST-01 - Assignment

### 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

The theme of this subject from the Design & Technique stream is types of theatre in relation to making and visualisation. The student acquires a breadth of professional expertise. The following aspects are covered:

- Making processes
- Material - Research
- Theory
- Software
- Production

### Included in programme(s)

Design, Major Offroad  
Design, Major Time Based

### School(s)

Minerva Art Academy

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