

## Course: (Post-)modern Art & Design 2

credits: 5

<b>Course code</b>	VGVP21MKV2	<b>Modes of delivery</b>	Lecture
<b>Name</b>	(Post-)modern Art & Design 2		Self-study
<b>Study year</b>	2022-2023		Tutorial
<b>ECTS credits</b>	5	<b>Assessments</b>	(Post-)modern Art & Design 2 - Assignment
<b>Language</b>	Dutch, with parts in English, English		
<b>Coordinator</b>	R.M.C. Verheijden		

### Learning outcomes

#### 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.

#### C6. Environmental focus

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

### Content

The theme of this subject out of the Theory and Research stream is Art and Design 1850 - till present. The student will get an introduction in (post)modern Art and Design. He/she discovers existing design culture and his/her own place within it. The student gets an introduction to visual grammar. He/she explores various design cultures and discover his/her own place within it as a student design communication. Thereby the following aspects will be addressed:

- Visual grammar/semiotics
- Research

### 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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