

Course: Product Design & Professional Development

credits: 10

Course code	VGVP21PDE1	Modes of delivery	Individual supervision
Name	Product Design & Professional Development		Peer feedback
Study year	2022-2023		Self-study
ECTS credits	10		Teaching method 1
Language	Dutch, with parts in English, English		Teaching method 2
Coordinator	R.M.C. Verheijden		Tutorial
		Assessments	Product Design & professional Development - Other assessment

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 out of the Design, Research and Support stream is Product Design. The student gets a comprehensive introduction to Product Design. He/she discovers the existing design culture and his/her own place within it.

Thereby the following aspects will be addressed:

- Experiment & technology
- Morphology
- Scale and proportion
- Material
- Research
- Experimentation
- Drawing skills
- Sources of inspiration & frame of reference

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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