

## Course: Laboratory 4 & Studio 4

credits: 20

<b>Course code</b>	VGVB21LBS4	<b>Modes of delivery</b>	Guest lecture
<b>Name</b>	Laboratory 4 & Studio 4		Individual supervision
<b>Study year</b>	2023-2024		Peer feedback
<b>ECTS credits</b>	20		Self-study
<b>Language</b>	Dutch, with parts in English, English	<b>Assessments</b>	Laboratory 4 & Studio 4 - Presentation
<b>Coordinator</b>	N.H. Karst		

### 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

### Included in programme(s)

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

### School(s)

Minerva Art Academy

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