

Course: Switchboard Exchange

credits: 30

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|---------------------|----------------------|--------------------------|------------------------------|
| Course code | VGVB21SBEX1 | Modes of delivery | International work placement |
| Name | Switchboard Exchange | Assessments | TEST-01 - Other assessment |
| Study year | 2023-2024 | | |
| ECTS credits | 30 | | |
| Language | English | | |
| Coordinator | B. Bont | | |

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

Specific themes of this subject include: orientation in the professional & research practice of the profession, establishing a basis for research into the professional practice, presenting/reflecting on personal findings or an additional deepening in one of the majors of the design department. The following aspects are covered in the above mentioned themes:

- Research and presentation
- Sources of inspiration and frame of reference
- (Visual) research methods focused on the professional profile
- Knowledge of relevant sources

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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