Course: Studio 1 credits: 30

Course code	ADVM22ST1
Name	Studio 1
Study year	2025-2026
ECTS credits	30
Language	English
Coordinator	J.M. Olivier

Modes of delivery	Action learning Individual supervision Peer feedback Practical / Training Problem-based learning
Assessments	TEST-01 - Assessment

Learning outcomes

Studio 1
The graduates of the study programme **MADtech**:

Making & Conceptualising
- develop art works and projects in the related and developing fields of media, art, design and technology.
- develop their own starting points in terms of content and subject matter (motives, topics and themes).
- present the developed work and projects and relates them to a personal artistic vision and system (consisting of an emerging personal set of artistic goals, sources of inspiration and theoretical starting points).

Experimenting, Innovating & Researching
- display a research-based attitude towards their own practice
- present (documentation of) results of experimental and practice-based investigations.
- investigate methods, devices and concepts that question the technologically mediated relationship with society
- gather meaningful material and sources relevant to their own work and research and process this material by combining and transforming it in various ways.
- question the working and research methods applied in their own artistic practice and further develops them.

Technical, Environmental & Contextual Issues
- develop their own starting points in terms of materials, (media) techniques and working methods.
- show the ability to deal with technical, material and programming issues in the realisation and presentation of the works developed.
- show awareness of and ability to work with site-specific and other environmental or contextual issues in the development and presentation of the work.

Re-thinking, Considering & Interpreting the Human Condition
- reflects critically on their own artistic work and projects and on the working and research methods used, developing a greater awareness of artistic wishes, technological possibilities and theoretical aspects.
- can relate the work to and critically reflect upon developments in contemporary art and society and more specifically the fields of media, art, design and technology.
- reflects critically on the way technology can be used and artistically explored to interpret, imagine and change the human interaction with a transforming world.

Communication, Collaboration & Interdisciplinarity
- present the artistic work, documentation of the development and a written reflection on the process followed and its results.*
- show the ability to discuss and indicate in clear terms the artistic aims and criteria, technological possibilities and theoretical aspects of their own work.

Content

Content for MADtech:
In Studio 1 the development and implementation of students' own experiments, prototypes, and try-outs is the main purpose. The developed work and projects are guided by questions students formulated themselves but can also be developed in close relation to projects and other components of the programme. The emphasis lies on play and experiment and on increasing reflection upon one's own processes. At the beginning of the study year, the student formulates a matter of interest or issue for further investigation and takes this as a starting point for the development of new work. Content (motives, topics and themes), as well as technologies, experiments or other working methods, can be the starting point for such development.

A greater awareness of the artistic wishes, criteria and technological possibilities is generated because the students are continually challenged to think about their own work and working methods. During the study year the student intensifies the reflection on artistic criteria and starting points, both individually as well as in group discussions. The students collect, combines and transforms meaningful material for the purpose of their own work and research. Supervision in the Studio 1 by lecturers and guest lecturers is first focused on reflection on the interim results of the experiments and will gradually be more particularly focused on the possibilities in terms of transformations, combinations and semantics of the material gathered.

The Course is completed with a presentation of work and projects, documentation of development, and a written reflection on the processes followed and their results, accompanied by a proposal for further research.

The instructional modes are individual and intervisional. Active attendance and participation are mandatory to receive a total of 30 EC, together with Creative Technology Lab (see below)

Creative Technology Lab
Creative Technology Lab consists of hybrid classes in which various programming languages and frameworks are introduced and explored. It is oriented toward offering insights into and working in programming environments, working with sketch tools and toward artistic programming. The slogan is: 'beyond the application, open the black box'. Students must be capable of developing hardware and software, either independently or in cooperation. The purpose is to gain knowledge of the basic and current practices of creative programming and technology; to develop methods to independently or collectively increase this knowledge and to apply it to students' own and collective projects; to gain independence from pre-configured tools and pre-conceptualised working methods; and to explore the hidden mechanics of the technological environment and develop strategies to critically evaluate these.

The classes use a mixture of collaborative learning, workshops,lecturing and training sessions.If applicable, the classes take the prototypes and experiments of the students, their research

Initiative & Enterprise
- take responsibility for the development, realisation and presentation of the artistic work and projects developed.

**) The written reflection is related to - and can be a summary of - the research formulated in the Course Subject Log.*

Creative Technology Lab
The graduates of the study programme MADtech:

Experimenting, Innovating & Researching
- perform experimental and practice-based investigations into methods and devices and exploring technologies (software and hardware) through creative programming.
- develops methods to independently or collectively increase knowledge of creative programming and technologies.
- apply results of the investigations and developed methods to their own and collective projects.
- demonstrate independence from pre-configured tools and pre-conceptualised working methods.

Technical, Environmental & Contextual Issues
- gain knowledge of and insight into the basic and current practices of creative programming and the cohesion (influence/dependence) of the technologies investigated.
- determine the position of their own experiments in relation to the technical and contextual issues investigated in the Course Subject.

Re-thinking, Considering & Interpreting the Human Condition
- explore the hidden mechanics of the technological environment and develop strategies to critically evaluate these.

Communication, Collaboration & Interdisciplinarity
- are capable of clearly presenting the joint investigations and experiments and can elucidate their own role and position in it.
- can communicate with peers or experts in the field in question on (aspects of) the technologies investigated.

Initiative & Enterprise
take responsibility for (his role in) the development, realisation and presentation of the collaborative investigations and experiments.

The graduates of the study programme **Painting**:

Making & Conceptualising
- develop art works, which take the field and traditions of painting as a starting point or as an important point if reference.
- develop their own starting points in terms of content and subject matter (motives, topics and themes).
- present a series of art works and relates them to a personal artistic vision and system

(Consisting of an emerging personal set of artistic goals, sources of inspiration and theoretical starting points).

Experimenting, Innovating & Researching
- display a research-based attitude towards their own practice.
- present (documentation of) results of experimental and practice-based investigations.
- gather meaningful material and sources relevant to their own work and research and process this material by combining and transforming it in various ways.
- question and further develop the working methods applied in their own artistic practice.

Technical, Environmental & Contextual Issues
- develop their own starting points in terms of materials, techniques and working methods.

questions and other needs as a starting point. In a flexible programme, based on regular meetings, these issues are addressed and investigated.

The instructional modes are action learning, practical/training, problem-based learning. Active attendance and participation are mandatory to receive the total of 30 EC, together with Studio 1 (see above)..

Content for Painting:
The student works to conceptualise, develop and realise new work. The emphasis in the first part of the first year is on *play and experiment* and on reflection on the student's own process. Responding to the first experiments, the students formulate several questions or problems relating to their own practice and use them as starting points for the development of more new work. In this context, content (motives, topics and themes) as well as materials and techniques or working methods can be used as points of departure. A greater awareness of the artistic wishes, starting points and possibilities is generated because the students are continually challenged to think about their personal work and working method. During the study year the student intensifies the reflection on artistic criteria and starting points, both individually as well as in studio discussions. The students *collect, combine and transform meaningful material* for the purpose of their own work and research. Supervision in the studio by core and guest lecturers is first focused on reflection on the interim results of the experiments and will gradually be more particularly focused on the possibilities in terms of transformations, combinations and semantics of the material gathered.

The Course is concluded withs a presentation of work, documentation of its development, and a written reflection on the processes followed and the results, accompanied by a proposal for further research.

Active attendance and participation are mandatory to receive a total of 30 EC, of which 10 ECs for Work & Research Process, 5 ECs for Process Documentation, 5 ECs for Presentation and 10 ECs for Work Review

- show the ability to deal with technical and material issues in the realisation and presentation of the works developed.
- show awareness of and ability to work with site-specific and other environmental or contextual issues in the development and presentation of the work.

Re-thinking, Considering & Interpreting the Human Condition

- reflect critically on their own artistic work and the working and research methods used, developing a greater awareness of artistic wishes, possibilities and starting points.
- can relate their own work to and critically reflect upon developments in contemporary art and society and more specifically the field of painting.

Communication, Collaboration & Interdisciplinarity

- present the artistic work, as well as documentation of their own development and a written reflection on the process followed and its results. *
- show the ability to discuss and indicate in clear terms the artistic choices, artistic aims and theoretical starting points of their own work.

Initiative & Enterprise

- take responsibility for the development, realisation and presentation of the artistic work

Included in programme(s)

Fine Art and Design Study program Painting
Fine Art and Design study program MADtech

School(s)

Minerva Art Academy

share your talent. move the world.

Although every effort has been taken to ensure the accuracy of the information in the ECTS Course Catalogue, we cannot guarantee that the content and the information contained in it is always up-to-date, complete or true. Accordingly, no rights can be derived from the contents of the catalogue.