Course: Studio 2 credits: 30

Course code	ADVM22ST2
Name	Studio 2
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 2
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).
- relate the art works and projects to a personal artistic vision and system (consisting of a 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 processes this material by combining and transforming it in various ways.
- show full awareness of the working and research methods applied in their own artistic practice.

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 in such a way that technical issues contribute to the creation, realisation and expression of their own artistic concept.
- show full 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 projects and on the working and research methods used, demonstrating full 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.
- reflect 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
- 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

The Course *Studio 2* in the second year consists of *Studio Work* and *Creative Techology Lab*.

Content Studio Work MADtech
In Studio 2, students work to conceptualise, develop and realise new work in close relation to their formulated research. Building on the formulated research, students develop their own artistic system in which a vision of their own working method, sources of inspiration, artistic goals, theoretical starting points, the relationship to the spectator and the kind of artistry is formulated. In the supervision, the emphasis is on a more explicit reflection on these ingredients of the artistic theory in relation to the work developed. It will be further elaborated in the last stage of the Course and crystallise into a coherent artistic production. The result is presentable work, as well as a documented account of the development and a written reflection on the process followed and its results, which will be part of the Graduation Thesis.

Creative Technology Lab
The Creative Technology Lab consists of hybrid classes in which programming languages are used and further explored. In the second year the Course Subject consists of a flexible programme, followed individually or together with others, to support the technical aspects of the students' research process and the development of the Graduation Programme.

The purpose is to apply knowledge of the basic and current practices of creative programming and technology to the Graduation Programme; to show independence from pre-configured tools and pre-conceptualised working methods; and to critically explore the hidden mechanics of the technological environment.

The instructional modes are individual and intervisional (for Studio Work) and action learning, practical/training, problem-based learning (for Creative Technology Lab). Active attendance and participation are mandatory in both to receive a total of 30 EC, including Work & Research Process, Process Documentation, Presentation and Work Review.

Content Studio Work painting:
The students work to conceptualise, develop and realise new work in close relation to the formulated research. Building on the formulated research, the students develop their own artistic system in which a vision of their own working method, sources of inspiration, artistic goals, theoretical starting points, the relationship to the spectator and the kind of artistry is formulated. In the supervision, the emphasis is placed on a more explicit reflection on these ingredients of the artistic theory in relation to the work developed. It will be further elaborated in the last stage of the Course and crystallise into a coherent visual production. The result is presentable work, as well as a documented account of the development and a written reflection on the process followed and its results, which will be part of the thesis.

Initiative & Enterprise

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

Creative Technology Lab

The graduates of the study programme MADtech:

Experimenting, Innovating & Researching

- explore technologies relevant for the development of their own projects.
- develop methods to independently or collectively increase knowledge of creative programming and technologies.
- apply developed methods to their own and collective projects.
- demonstrate independence from pre-configured tools and pre-conceptualised working methods.

Technical, Environmental & Contextual Issues

- demonstrate full awareness of 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 technical and contextual issues relevant for their own work and projects.

Re-thinking, Considering & Interpreting the Human Condition

- explore the hidden mechanics of the technological environment and develops 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 them.
- can communicate with peers or experts in the field in question on (aspects of) the technologies investigated.

Initiative & Enterprise

- take responsibility for (their own role in) the development, realisation and presentation of the collaborative investigations and experiments.

Studio 2

The graduates of the study programme Painting:

Making & Conceptualising

- create art works, which take the field and traditions of painting as a starting point or as an important reference.
- work from their own starting points in terms of content and subject matter (motives, topics and themes).
- make art works and relates them to a personal artistic vision and system (consisting of a 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 processes this material by combining and transforming it in various ways.
- show full awareness of the working methods applied in their own artistic practice.

Technical, Environmental & Contextual Issues

- work from their own starting points in terms of materials, techniques and working methods.
- show the ability to deal with technical and material issues in the realisation and presentation of the work developed in such a way

The instructional modes are individual and intervisional. Active attendance and participation are mandatory to receive a total of 30 ECs, including Work & Research Process, Process Documentation, Presentation and Work Review.

that technical issues offer no impediment to the creation, realisation and expression of their own artistic concept.
- show full 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, demonstrating full awareness of the artistic wishes, possibilities and starting points.
- can relate their own work to and critically reflect upon developments in contemporary art and society and painting more specifically.

Communication, Collaboration & Interdisciplinarity
- 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

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