Course: Professional Development/Theory-Student Guidance 2 credits: 5

Course code	VGVB25PDT2
Name	Professional Development/Theory-Student Guidance 2
Study year	2025-2026
ECTS credits	5
Language	Dutch, with parts in English, English
Coordinator	H.G. Briër
Modes of delivery	Assignment Peer feedback Self-study Tutorial
Assessments	Student Guidance: Portfolio - Portfolio assessment Theory: Visual Essay - Assignment

Learning outcomes

Level Deepening (semester 3-7): The student shows insight into the importance of design and theoretical research and experiment for the acquisition of knowledge and skills and succeeds in giving shape to this.

2. RESEARCH AND REFLECTION

The student is able to critically and from multiple perspectives consider their own work and working method and that of others. This allows the student to deepen their own design or artistry, make it more layered and position.

The student uses and develops artistic research methods from an open and experimental attitude to influence the work process and to deepen the content of the work. The student makes use of sources and shows ethical awareness.
The student takes the initiative to seek out the exchange of feedback and inspiration. By talking to others about artistic methodologies and about substantive topics, based on interests, positioning and/or questioning, the student contributes to a conversation about the work.

The student has a curious, inquisitive, and entrepreneurial attitude towards other perspectives, work practices, and ways of thinking. By sharing findings with fellow students and with the professional field, the student also questions their own ways of thinking, working methods, work and positioning.

3. CONNECTING WITH THE ENVIRONMENT

The student takes position as an artist/designer, both in terms of content and relation, in the (international) contexts in which they work.

The student seeks connections with the environment in the student's own way for the benefit of the work and the work process, as a method of artistic research.
The student can allow perspectives of others into the work and work process and is touched and inspired by them. These can be, for example, current developments in society, activities of fellow makers or sources from the past.

4. WORKING IN A PRACTICE

The student is able to create conditions for his or her own work practice, in line with his/her own positioning. To this end, the student is able to organize and communicate with others.

The student is able to communicate online and offline about their own work, working method and positioning as part of a work practice. The student can also provide insight into the creative work process and research activities. The student makes choices in what, to whom and in what way and with what means is communicated. A personal voice and visual language are an integral part of this. The student plays with and investigates the consequences of communication for different groups.

Content

The learning line professional development consists of two courses of the Theory and student guidance.

Theory:
You work on the assignment your tutor formulated based on the competences of this course, and the content written below.
Finding and understanding theoretical sources to reflect on your design process and tell about your designs, relating to the theme of the semester (Theme depending on the chosen major) which helps you contextualise your ideas and make choices in Studio and Lab.

Themes:
- Graphic: Concentrated Space
- Illustration: Smaller and Bigger Projects
- product: Use and Rethinking
- spatial: Purpose and Tectonic Experience
- Time based: Time

Student guidance:
This course will provide you with essential support in academic and professional development. What kind of designer do you want to become?
Your personal study coach will discuss your study progress and the challenges you face in the design program.
This module includes mentorship, study support, and the provision of emotional wellbeing resources. You will receive personal guidance to take on challenges, improve your artistic growth and prepare for professional opportunities by exploring the professional field.

Included in programme(s)

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

School(s)

Minerva Art Academy

share your talent. move the world.

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