Hanze

Course: Independent Project CT1, CT2 and CT3 credits: 15

Course code	APVB26IPCT123
Name	Independent Project CT1, CT2 and CT3
Study year	2026-2027
ECTS credits	15
Language	Dutch, with parts in English, English
Coordinator	D.D. Hardenberg
Modes of delivery	Project-based learning
Assessments	Independent Project CT1, CT2 and CT3 - Portfolio assessment

Learning outcomes

Intended learning outcomes at graduation level:

Core task 1: explore and observe
You research and analyse trends and developments in society that provide inspiration for your creative artistic practice in pop culture and take a position in relation to the trends studied.
You will develop a guiding artistic vision for your own practice based on your analysis of trends and developments.

Core task 2: fantastise and imagine
You invent, research and develop a concept within pop-cultural practice based on your core values and artistic signature, creating a recognizable coherence in your artistic work and enterprise.

Core task 3: design and try out
In an artistic (design) research project, you will arrive at a multiple picture of an artistic final product and set-up for your final performance through iterative experimentation, design and analysis.

Reflection
You justify the choices you made in the creative/thinking process of your project and reflect on their meaning in the light of your development as an entrepreneurial artist in pop culture.
You indicate the coherence between the professional products in relation to your ambitions as an entrepreneurial artist.

In the main phase of the Popular Culture programme, the student can partially demonstrate the learning outcomes at graduation level; at main phase level. After completing their own project part 1, the student can describe core values and an incipient artistic signature. The student can also develop an artistic pop-cultural concept and interpret the relationship between the core values and the concept. The student can experiment in a structured way, and evaluate the outcomes of the experiments to arrive at options and choices regarding the artistic prooject. The student tests the designs for artistic products in different media by experimenting in a structured way. The student evaluates the outcomes of the experiments to arrive at options and choices regarding the artistic project.

Content

In the core programme part 1, the student works on his/her own project. In both the production house and various labs, in the first semester the student engages in core tasks 1 (research into trends and developments and artistic vision), 2 (conceptualisation), 3 (experimentation).

The (sub)tasks, deliverables and professional products together with process descriptions and reflections form the basis for the portfolio core programme part 1.

Included in programme(s)

Exchange International Popculture
Minor International Pop Culture
Popular Culture

School(s)

Arts, Design & Built Environment

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