

Programme

Qualification awarded

Bachelor of Arts

Length of the programme 48 months

ECTS credits

240

Level of qualification

Bachelor

Mode

Full-time

Language

Dutch, with parts in English, English

School

Minerva Art Academy

Locations

Groningen

Design, Major Offroad

Profile of the programme

This is a Bachelor degree with a professional orientation. The programme targets curious students with talent and ambition to become experimental designers with an 'open mind,' who provide visual answers to questions from various specific contexts and who are able to operate within an interdisciplinary and global environment. The programme has a generalist focus and in addition gives students the opportunity to specialise in one of the following fields:

- · Graphic & Interactive Design
- Illustration & Animation
- · Spatial Design
- · Time Based Design
- · Product Design.
- Students can also opt for a combination of the above majors in the "Off Road."

The main subjects in the programme are all aspects of professional design, visual arts and theory. Applied research and entrepreneurial behaviour are integral parts of the courses covering the main subjects.

Learning outcomes

The graduate of the Bachelor degree programme in Design can demonstrate their mastery in the following learning outcomes:

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.

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.

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.

Organisational capacity

The student can set up and maintain an inspiring and professional work situation.

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.

Environmental focus

The student is able to relate actively and critically to the context he finds himself in with his work.

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.

Programme

Design, Major Offroad	credits
Year 1	60
☐ Stream Design, Techniques & Research, Practice	50
VGVP21GRA1 - Graphic & Interaction Design & professional Development	10
□ VGVP21ILL1 - Illustration & Animation Design & Professional Development	10
□ VGVP21PDE1 - Product Design & Professional Development	10
VGVP21SPD1 - Spatial Design & Professional Development	10
VGVP21TBD1 - Time Based Design & Professional Development	10
☐ Stream Theory	10
□ VGVP21MKV1 - (Post-)modern Art & Design 1	5
VGVP21MKV2 - (Post-)modern Art & Design 2	5
Year 2	50
□ SEMESTER 3	25

	Stream Design & Research and Practice 1	10
	selection of following courses	Do alamanta
	 VGVB21LGI1 - Laboratory 1 Graphic + Professional VGVB21LIL1 - Laboratory 1 Illustration + Profession 	
	VGVB21LPD1 - Laboratory 1 Product + Professional	•
	VGVB21LSP1 - Laboratory 1 Spatial + Professional	•
	□ VGVB21LTB1 - Laboratory 1 Time Based + Profession	
	☐ Stream Design & Techniques and Practice 1	10
	selection of following courses	
	VGVB21SGI1 - Studio 1 Graphic + Professional deve	elopment 10
	□ VGVB21SIL1 - Studio 1 Illustration + Professional de	•
	 VGVB21SPD1 - Studio 1 Product + Professional dev VGVB21SSP1 - Studio 1 Spatial + Professional deve 	•
	VGVB2153F1 - Studio 1 Spatial + Professional VGVB21STB1 - Studio 1 Time Based + Professional	•
	☐ Stream Theory and Practice 1	5
	VGVB21THE1 - Theory 1+ Professional developmen	
	☐ Semester 4	25
	☐ Stream Design & Research and Practice 2	10
	selection of following courses	
	□ VGVB21LGI2 - Laboratory 2 Graphic + Professional	•
	VGVB21LD2 - Laboratory 2 Illustration + Profession	
	 VGVB21LPD2 - Laboratory 2 Product + Professional VGVB21LSP2 - Laboratory 2 Spatial + Professional 	•
	VGVB21LTB2 - Laboratory 2 Time Based + Profession	•
	☐ Stream Design & Techniques and Practice 2	10
	selection of following courses	
	VGVB21SGI2 - Studio 2 Graphic + Professional deve	elopment 10
	□ VGVB21SIL2 - Studio 2 Illustration + Professional de	·
	VGVB21SPD2 - Studio 2 Product + Professional dev	•
	 VGVB21SSP2 - Studio 2 Spatial + Professional deve VGVB21STB2 - Studio 2 Time Based + Professional 	•
	☐ Stream Theory and Practice 2	5
	□ VGVB21THE2 - Theory 2+ Professional developmer	
Ye	Year 3	55
	☐ Semester 5	25
	☐ Stream Design & Research and Practice 3	10
	selection of following courses	
	 VGVB21LIL3 - Laboratory 3 Illustration + Profession 	
	□ VGVB21LGI3 - Laboratory 3 Graphic + Professional	
	 VGVB21LPD3 - Laboratory 3 Product + Professional VGVB21LSP3 - Laboratory 3 Spatial + Professional 	•
	VGVB21LTB3 - Laboratory 3 Time Based + Professional	·
	☐ Stream Design & Techniques and Practice 3	10
	selection of following courses	
	VGVB21SIL3 - Studio 3 Illustration + Professional de	evelopment 10
	 VGVB21SGI3 - Studio 3 Graphic + Professional deve 	•
	□ VGVB21SPD3 - Studio 3 Product + Professional dev	•
	 VGVB21SSP3 - Studio 3 Spatial + Professional deve VGVB21STB3 - Studio 3 Time Based + Professional 	•
	☐ Stream Theory and Practice 3	development 10
	VGVB21THE3 - Theory 3+ Professional developmer	
П	☐ Semester 6	30
_	☐ Practice 4	30
	one of following courses	
	• Minor	30
	☐ International Exchange	30
	selection of following courses	
	VGVB21SBEX1 - Switchboard Exchange	30
	Internship	30
	selection of following coursesVGVB21SBIN1 - Switchboard Internship	30
	☐ In House live Project	30
	selection of following courses	
	 VGVB21SBIH1 - Switchboard In House Live Project 	ct <i>30</i>
	Research Project	30
	selection of following courses	
	VGVB21SBRP1 - Switchboard Research Project	30
	Specialisation	30
	selection of following courses	3/
	 VGVB21SBSP1 - Switchboard Specialisation Individual Program 	30 30
	U marviadar i rogiami	30

selection of following courses	
 VGVB21SBIP1 - Switchboard Individual Program 	30
Year 4	60
Semester 7	30
☐ Stream Design, Research & Techniques 5	20
□ VGVB21LBS4 - Laboratory 4 & Studio 4	20
☐ Stream Practice and Theory 5	10
□ VGVB21PDT4 - Professional Development 4 & Theory 4	10
☐ Semester 8	30
☐ Stream Design, Research & Techniques 6	30
□ VGVB21FEP1 - Final Exam Presentation	5
VGVB21GRP1 - Graduation Project	25
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Offcourses	
selection of following courses	

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