

Programme

Qualification awarded

Bachelor of Arts

Length of the programme

6 months

ECTS credits

30

Level of qualification

Contract

Mode

Full-time

Language

English

School

Minerva Art Academy

Locations

Groningen

Design Exchange Graphic Design

Profile of the programme

Specific themes of this subject include: orientation in the professional & research practice of the profession, establishing a basis for research into the professional practice, presenting/reflecting on personal findings or an additional deepening in one of the majors of the design department. The following aspects are covered in the above mentioned themes:

- Research and presentation
- Sources of inspiration and frame of reference
- (Visual) research methods focused on the professional profile
- Knowledge of relevant sources

Learning outcomes

The graduate of the Bachelor degree programme in Design can demonstrate that s/he has achieved 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 Exchange Graphic Design | credits |
|---|---------|
| SEMESTER 3 | 25 |
| □ Stream Design & Research1 | 10 |
| ▫ VGVB24LGI1 - Laboratory 1 Graphic | 10 |
| □ Stream Design & Techniques1 | 10 |
| ▫ VGVB24SGI1 - Studio 1 Graphic | 10 |
| □ Stream Theory and Practice 1 | 5 |
| ▫ VGVB24THE1 - Theory 1+ Professional development | 5 |
| Semester 4 | 25 |
| □ Stream Design & Research2 | 10 |
| ▫ VGVB24LGI2 - Laboratory 2 Graphic | 10 |
| □ Stream Design & Techniques2 | 10 |
| ▫ VGVB24SGI2 - Studio 2 Graphic | 10 |
| □ Stream Theory and Practice2 | 5 |
| ▫ VGVB24THE2 - Theory 2+ Professional development | 5 |
| Stream Practice offcourses | 5 |
| <i>selection of following courses</i> | |

| | |
|---------------------------------------|---|
| Stream Practice offcourses | 5 |
| <i>selection of following courses</i> | |
| Extra curricular | 0 |
| <i>selection of following courses</i> | |

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