

## 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

The Bachelor degree programme Design comprises 240 ECTS credits (a first-year programme of 60 ECTS credits and a main phase programme of 180 ECTS credits).

The programme is composed of compulsory units and elective units and is professional development orientated:

Switchboard and other practical components, in addition to a graduation project, form an essential and compulsory part of this degree programme.

The degree programme equips the student with the competences required of a professional in the field of Design. These are:

- Creative ability: proceeding from a personal idea and vision, the designer can develop a concept and realise that concept.
- Skills in critical reflection: the designer can reflect on, analyse, interpret and evaluate his or her own work and that of others.
- Ability to grow and innovate: the designer is able to develop and deepen his or her personal expertise, arrive at a personal interpretation of the profession and of his or her artistry.
- Organisational ability: the designer can independently establish and maintain an inspiring and functional work environment.
- Communication skills: the designer can obtain a commission and interpret an assignment; he or she can present and explain the work effectively, and can negotiate with commissioners and other relevant parties.
- Contextual awareness: the designer is able to grasp relationships between his or her own work and that of others, and between his or her own work and the public.
- Ability to collaborate: the designer can make an active contribution to a team in the development and realisation of a product or process.

This student has completed the major **Off Road Design**.

The major **Off Road Design** focuses on developing an independent design- portfolio. This major offers the student the possibility to develop an independent route through the design programs of the department of design. The student has explored and researched the work field of art & design free from a specific media. The student contributes to the development of new design areas.

### 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	50
▫ VGVP24GRA1 - Graphic & Interaction Design	10
▫ VGVP24ILL1 - Illustration & Animation Design	10
▫ VGVP24PDE1 - Product Design	10
▫ VGVP24SPD1 - Spatial Design	10
▫ VGVP24TBD1 - Time Based Design	10
▢ Stream Theory + Practice	10
▫ VGVP24MKV1 - (Post-)modern Art & Design 1 & Professional Development	5
▫ VGVP24MKV2 - (Post-)modern Art & Design 2 & Professional Development	5
Year 2	50
▢ SEMESTER 3	25
▢ Stream Design & Research1	10
<i>selection of following courses</i>	
▫ VGVB24LTB1 - Laboratory 1 Time Based	10
▫ VGVB24LSP1 - Laboratory 1 Spatial	10
▫ VGVB24LPD1 - Laboratory 1 Product	10
▫ VGVB24LIL1 - Laboratory 1 Illustration & Animation	10
▫ VGVB24LGI1 - Laboratory 1 Graphic	10
▢ Stream Design & Techniques1	10
<i>selection of following courses</i>	
▫ VGVB24STB1 - Studio 1 Time Based	10
▫ VGVB24SSP1 - Studio 1 Spatial	10
▫ VGVB24SPD1 - Studio 1 Product	10
▫ VGVB24SIL1 - Studio 1 Illustration & Animation	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
<i>selection of following courses</i>	
▫ VGVB24LGI2 - Laboratory 2 Graphic	10
▫ VGVB24LIL2 - Laboratory 2 Illustration & Animation	10
▫ VGVB24LPD2 - Laboratory 2 Product	10
▫ VGVB24LSP2 - Laboratory 2 Spatial	10
▫ VGVB24LTB2 - Laboratory 2 Time Based	10
▢ Stream Design & Techniques2	10
<i>selection of following courses</i>	
▫ VGVB24STB2 - Studio 2 Time Based	10
▫ VGVB24SSP2 - Studio 2 Spatial	10
▫ VGVB24SPD2 - Studio 2 Product	10
▫ VGVB24SIL2 - Studio 2 Illustration & Animation	10
▫ VGVB24SGI2 - Studio 2 Graphic	10
▢ Stream Theory and Practice2	5
▫ VGVB24THE2 - Theory 2+ Professional development	5
Year 3	55
▢ semester 5	25
▢ Stream Design & Research3	10
<i>selection of following courses</i>	
▫ VGVB24LGI3 - Laboratory 3 Graphic	10
▫ VGVB24LTB3 - Laboratory 3 Time Based + Professional Development	10
▫ VGVB24LSP3 - Laboratory 3 Spatial	10
▫ VGVB24LPD3 - Laboratory 3 Product	10
▫ VGVB24LIL3 - Laboratory 3 Illustration & Animation	10
▢ Stream Design & Techniques3	10
<i>selection of following courses</i>	
▫ VGVB24SGI3 - Studio 3 Graphic	10
▫ VGVB24STB3 - Studio 3 Time Based	10
▫ VGVB24SSP3 - Studio 3 Spatial	10
▫ VGVB24SPD3 - Studio 3 Product	10
▫ VGVB24SIL3 - Studio 3 Illustration & Animation	10
▢ Stream Theory and Practice3	5
▫ VGVB24THE3 - Theory 3+ Professional development	5
▢ Semester 6	30
▢ Practice 4	30
<i>one of following courses</i>	

▫ Minor	30
▫ Exchange	30
<i>selection of following courses</i>	
▫ VGVB24SBEX1 - Switchboard Exchange	30
▫ Internship	30
<i>selection of following courses</i>	
▫ VGVB24SBIN1 - Switchboard Internship	30
▫ In House live Project	30
<i>selection of following courses</i>	
▫ VGVB24SBIH1 - Switchboard In House Live Project	30
▫ Research Project	30
<i>selection of following courses</i>	
▫ VGVB24SBRP1 - Switchboard Research Project	30
▫ Specialisation	30
<i>selection of following courses</i>	
▫ VGVB24SBSP1 - Switchboard Specialisation	30
▫ Out There	30
<i>selection of following courses</i>	
▫ VGVB24SBOT1 - Switchboard Out There	30
▫ Hybrid Arts Lab	30
<i>selection of following courses</i>	
▫ VGVB24SBHAL1 - Switchboard Hybrid Arts Lab (H.A.L.)	30
Year 4	60
▫ Semester 7	30
▫ Stream Design, Research & Techniques 5	20
▫ VGVB24LBS4 - Design Graduation Year - Laboratory 4 & Studio 4	20
▫ Stream Practice and Theory 5	10
▫ VGVB24PDT4 - Design Graduation Year - Professional Development 4 & Theory 4	10
▫ Semester 8	30
▫ Stream Design, Research & Techniques 6	30
▫ VGVB24GRP1 - Design Graduation Year - Graduation Project	25
▫ VGVB24FEP1 - Design graduation year - Final Exam Presentation	5
Offcourses	15
<i>electives</i>	

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