Hanze

Exchange-programme

Qualification awarded
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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 Illustration & Animation Autumn

Profile of the programme

The Bachelor degree programme Design will learn Students everything they need to work as a designer. The programme is composed of compulsory units and elective units and is professional development orientated.

- Exchange students can choose from 5 majors.
- Each programme is one semester long
- *All courses within the Design programme are assessed by awarding either a V (voldoende – pass) or O (onvoldoende – fail).*
- We offer fixed programmes; it is not possible to mix and match courses from different exchange programmes.
- The elective course is a course you can pick based on your personal interests/ objectives from a broad range of options.
- At Minerva Art Academy, Design exchange students are integrated in a second year Design group. So as an exchange student, you are part of the community.
- The programme is in English.

- The major **Illustration & Animation Design** focuses on creating images. The two main subjects concentrate on still images and moving images. Drawing and Painting, Photography, Visual Typography and Professional Development are the most important auxiliary subjects. Graduates will be proficient in creating images by hand, but also have professional digital design skills.

  The degree programme equips the student with the competences required of a professional in the field of Design as mentioned below:

1. ARTISTIC CREATION - The student can initiate a visual work process and create work in which practice-oriented research has a place. With the work and with a working method, the student creates meaning.
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.
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.
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.

Learning outcomes

1. ARTISTIC CREATION
The student can initiate a visual work process and create work in which practice-oriented research has a place. With the work and with a working method, the student creates meaning.

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Programme

Design Exchange Illustration & Animation Autumn	**credits**
Semester 3	25
▫ VGVB25SIL1 - Studio 1 Illustration	*10*
▫ VGVB25LIL1 - Lab 1 Illustration	*10*
▫ VGVB25PDT1 - Professional Development/Theory-Student Guidance1	*5*
Practice offcourses	5
▫ VGVB25OCX - OffCourses	*5*

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