Hanze

Programme

Qualification awarded
Bachelor of Education

Length of the programme
48 months

ECTS credits
240

Level of qualification
Bachelor

Mode
Full-time

Language
Dutch, with parts in English

School
Arts, Design & Built Environment

Locations
Groningen

Fine Arts and Design in Education KUO

Profile of the programme

This is a Bachelor's degree with a professional orientation applied to the theory and practice of education in fine arts, strongly related to employment. The overall aim of the degree programme is to help students develop their own visual and design skills and gain knowledge on art, culture and aesthetics. Additionally, they receive a high level of teacher training – didactic and educational skills – in the area of visual arts and design. This degree programme distinguishes itself from similar programmes through its unique positioning within Minerva Art Academy. Students have access to and are surrounded by other fine arts students, art exhibitions and cultural festivals/ activities, etc.

Learning outcomes

The graduate of the Bachelor of Fine Art and Design in Education programme can demonstrate that they have achieved the following learning outcomes:

1. Artistic action
You have a coherent artistic vision that you can draw on to guide artistic processes and realise products.

1. You conduct research in personal and collective fascinations and sources in a variety of contexts.
2. You apply a wide range of styles, techniques, instruments and media, both analogue and digital.
3. You translate your vision into artistic concepts and products.
4. You demonstrate your understanding of artistic processes and products and how they trigger experiences among learners.24
5. You demonstrate and contextualise up-to-date skills and expertise in the areas of intercultural art, interdisciplinary art, art history and art contemplation.
6. You apply your artistic vision, skills and expertise in educational, interdisciplinary and societal contexts.

2. Pedagogical and didactic action
You design and create meaningful learning environments, drawing input from relevant parties, based on a coherent vision of art, pedagogics and didactics.

1. You design meaningful learning environments, making due allowance for the learners' stated goals, specific talents and learning requirements.
2. You create the parameters for an inclusive and nurturing learning climate.
3. You are capable of drawing on relevant subject-specific theory as the basis for your pedagogical and didactic activities.
4. You encourage and guide the artistic and research capabilities and continuous development of learners, both individually and as a group.
5. You execute flexibility in adjusting to the educational situation, immediately adapting your functioning if necessary.
6. You contribute to the development of transdisciplinary learning processes, both between art subjects and beyond.
7. You apply a responsible approach to examining, assessing and rating the learners' progress and development.

3. Environment based action
You bring about meaningful art-education interactions and relate them to social and societal issues.

1. You reflect critically and systematically on the development of your professional identity, in interaction with the world around you.
2. You make subject-specific contributions to various forms of consultation and cooperation within a variety of networks, applying relevant communication methods, techniques and strategies.
3. You develop, either by yourself or with partners, small-scale projects, performing a variety of roles with a sense of enterprise and organisation.
4. You execute your activities with interpersonal sensitivity, applying a safe way of addressing your own underlying beliefs and the beliefs of others in terms of cultural background, gender identity, sexual preference, religion, physical and mental capabilities and social and economic status.
5. You contribute to social, societal and ethical goals such as sustainability and democratic citizenship.

4. Research action
You research with a view to developing and improving your professional art education practice.

1. You identify topical matters in the art practice that trigger further research, and defining how you expect that research to contribute to the art practice.
2. You execute practical research while acting carefully, ethically and according to a predefined plan.
3. You execute a variety of ways of gathering and documenting information about your research topic and actively weighing multiple perspectives on the topic.
4. You analyse and evaluate the information that you have gathered based on personal experience and various sources (theoretical and otherwise) and applying your findings in the professional practice.
5. You share the results of your research with interested parties.

Programme

Fine Arts and Design in Education KUO	**credits**
Year 1	60
Year 2	60
Year 3	60
Semester 5	*25*
DBVB25EDV1 - Education 1	*10*
DBVB26KGV1 - Art history/art review 1	*5*
DBVB23MED1 - Media 1	*5*
DBVB23STV1 - Studio 1	*5*
Semester 6	*30*
DBVB25EDV2 - Education 2	*10*
DBVB25EDV4 - Educatie 4 Verkort	*5*
DBVB26KGV2 - Art history/art review 2	*5*
DBVB23MED2 - Media 2	*5*
DBVB23STV2 - Studio 2	*5*
	5
selection of following courses	
Year 4	60
Semester 7	*25*
DBVB26HUB5 - HUB 5	*5*
DBVB23EDU5 - Education 5	*10*
DBVB26KGV3 - Art histories 3	*5*
DBVB23STV3 - Studio 3 Verkort	*5*
Semester 8	*35*
DBVB25AWV8 - Graduation Workplace	*10*
DBVB25APV8 - Graduation Project	*25*

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