

## Vak: Graduation Project

credits: 25

<b>Vakcode</b>	VGVB21GRP1	<b>Werkvormen</b>	Gastcollege
<b>Naam</b>	Graduation Project		Individueel
<b>Studiejaar</b>	2022-2023		Intervisie
<b>ECTS credits</b>	25		Zelfstudie
<b>Taal</b>	Engels, Nederlands	<b>Toetsen</b>	Graduation project - Presentatie
<b>Coördinator</b>	N.H. Karst		

### Leeruitkomsten

#### C1. 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.

#### C2. 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.

#### C3. 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.

#### C4. Organisational capacity

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

#### C5. 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.

#### C6. Environmental focus

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

#### C7. 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.

### Inhoud

Het thema van deze onderwijsseenheid is het samenkommen van de leerlijn Ontwerpen en Onderzoeken en de leerlijn Ontwerpen en Techniek. De student past alle opgedane kennis toe voor het maken van een of meerdere ontwerp- en of onderzoekswerken. Daarbij komen de volgende aspecten aan de orde:

- Ontwerpmethodiek
- Beeldgrammatica/Beeldanalyse
- Onderzoekmethodiek
- Analoge en digitale technieken
- Maakprocessen
- Materiaalonderzoek
- Theorie
- analoge en digitale technieken

### Opgenomen in opleiding(en)

Vormgeving, Major Offroad  
 Vormgeving, Major Graphic Design  
 Vormgeving, Major Time Based  
 Vormgeving, Major Product Design  
 Vormgeving, Major Illustratie en Animatie  
 Vormgeving, Major Spatial Design

### School(s)

Academie Minerva

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