Course: Switchboard Hybrid Arts Lab (H.A.L.) credits: 30

Course code	AMVB25PLHAL1
Name	Switchboard Hybrid Arts Lab (H.A.L.)
Study year	2026-2027
ECTS credits	30
Language	Dutch, with parts in English, English
Coordinator	M.F. Hamelynck
Modes of delivery	Education Project-based learning
Assessments	Presentation/report - Presentation

Learning outcomes

Level Deepening (semester 3-7): The student demonstrates an understanding of the importance of art/design and theoretical research and experimentation for acquiring knowledge and skills and succeeds in shaping this.

Exploratory research (Artistic Creation & Researching and Reflecting)
- The student independently conducts artistic research, where intuition, experimentation, and practice-based inquiry come together.
- The student formulates and deepens a research question through an iterative working process.
- The student develops artistic methodologies and alternative scenarios.

Interdisciplinary collaboration (Connecting with the Environment & Working in Practice)
- The student collaborates with various disciplines and external parties, where knowledge exchange leads to new perspectives.
- The student integrates external input and societal developments into the working process.
- The student moves flexibly between different working methods and perspectives.

Reflective and experimental learning (Researching and Reflecting & Artistic Creation)
- The student experiments with research methods and uses uncertainty as an artistic strength.
- The student critically reflects on their own process and artistic choices.
- The student connects reflection with artistic output.

Self-Direction and equality in Learning (Working in Practice & Connecting with the Environment)
- The student takes initiative and shows ownership of their own learning process.
- The student actively contributes to collective knowledge development.
- The student consciously positions themselves within relevant fields and societal contexts.

Communication and presentation (Working in Practice & Connecting with the Environment)
- The student explores and experiments with presentation forms and communication.
- The student presents work and research in a meaningful way.
- The student tailors communication strategies to the audience, medium, and context.

Conceptual exploration (Artistic Creation & Researching and Reflecting)
- The student explores the influence of concept and context on artistic research.
- The student experiments with thematic frameworks such as Choreography of a Fall and Poetics of Place.
- The student integrates physical, digital, and social concepts into the working process.

Content

H.A.L. is an experimental platform for artistic research in semester 6, where students pioneer within an interdisciplinary community. In collaboration with the Research Center, technical specialists, and teachers, H.A.L. provides a dynamic learning environment centered on experimentation and dialogue. The project culminates in a collective presentation with an external partner.

H.A.L. is a free space for creation and research, without fixed hierarchies. Students explore the edges of their discipline and step outside their comfort zones. The starting point is a personal research question, which evolves within a Community of Learners and may develop into a shared inquiry. Within H.A.L., there is no predefined (visual) language for the experiences students seek to explore. Teachers and students enter this process as equals, inspired by thinkers like Agamben and Rancière. The project is about discovering new research methods and open-ended explorations. H.A.L. fosters critical exchange between disciplines and cultures, offering space for both individual and collective imagination. It is an adventure where students, through making and reflecting, explore unknown territories and create new insights.

Critical awareness and societal relevance (Connecting with the Environment & Researching and Reflecting)

- The student connects artistic research to societal issues.
- The student investigates the impact of art on knowledge production and collective imagination.
- The student makes ethical choices in materials, technology, and themes.

Included in programme(s)

Design, Major Graphic Design
Fine Art
Design, Major Offroad
Design, Major Time Based
Design, Major Product Design
Design, Major Illustration and Animation
Design, Major Spatial Design
Fine Art
Fine Arts and Design in Education

School(s)

Arts, Design & Built Environment

share your talent. move the world.

Although every effort has been taken to ensure the accuracy of the information in the ECTS Course Catalogue, we cannot guarantee that the content and the information contained in it is always up-to-date, complete or true. Accordingly, no rights can be derived from the contents of the catalogue.