

Course: Knowledge base Pop Culture as a Phenomenon 2

credits: 5

Course code	APVB26PP2	Modes of delivery	Assignment
Name	Knowledge base Pop Culture as a Phenomenon 2		Practical / Training
Study year	2026-2027		Tutorial
ECTS credits	5	Assessments	Knowledge base Pop Culture as a Phenomenon 2 - Assignment
Language	Dutch, with parts in English, English		
Coordinator	D.D. Hardenberg		

Learning outcomes

Intended learning outcomes at graduation level:

Core task 1: explore and observe

You research and analyse trends and developments in society that provide inspiration for your creative artistic practice in pop culture and take a position in relation to the trends studied.

You will develop a guiding artistic vision for your own practice based on your analysis of trends and developments.

Reflection

You justify the choices you made in the creative/thinking process of your project and reflect on their meaning in the light of your development as an entrepreneurial artist in pop culture.

You indicate the coherence between the professional products in relation to your ambitions as an entrepreneurial artist.

In the main phase of the Popular Culture programme, the student will be able to partially demonstrate the learning outcomes at graduation level; at main phase level. On completion of this module, the student will be able to compile an archive of research findings, examining trends and developments in pop culture. In addition, the student will be able to develop an individual vision of pop culture based on the research question 'what is pop culture?'

Content

The Course focuses on developing knowledge in the area of the core theme: Pop Culture as a Phenomenon.

Included in programme(s)

Exchange International Popculture
Minor International Pop Culture
Popular Culture

School(s)

Arts, Design & Built Environment