# Course: Lab 3 Graphic — credits: 10

| | |
|---|---|
| **Course code** | VGVB25LGI3 |
| **Name** | Lab 3 Graphic |
| **Study year** | 2026-2027 |
| **ECTS credits** | 10 |
| **Language** | Dutch, with parts in English, English |
| **Coordinator** | H.G. Briër |
| **Modes of delivery** | Assignment<br>Peer feedback<br>Self-study<br>Tutorial |
| **Assessments** | TEST-01 - Work discussion |

**Learning outcomes**

Level Deepening (semester 3-7): The student shows insight into the importance of design and theoretical research and experiment for the acquisition of knowledge and skills and succeeds in giving shape to this.

**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.

*Dealing with the not-knowing, the unexpected, is inherently linked to the practice of the artist or designer. The student is able to allow and use doubt and uncertainty in erratic work processes. By dealing with risks in the work, the student develops self-confidence to work as an artist/designer in a dynamic world.*

*The student becomes proficient in relevant and diverse (digital) media, techniques, materials, crafts and technologies, for the benefit of the work and the development of their own positioning. The student demonstrates ethical awareness with regard to the use of materials and technology. In the choices in the work process, the student shows awareness of the impact that the creation and production of work can have on the environment.*

**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.

*The student has a grip on the way in which choices are made in the work process and the personal values, questions and ambitions that guide these choices. The student can discuss the intuitively created or conscious choices and relate them to the work, the audience, the environment or the larger context.*
*The student can document the work process. In this way, the student develops ownership of work and working methods.*

**Content**

You work on the design dilemma your tutor formulated based on the competences of this course, and the content written below.

Lab: Making and experimenting, you work on your designs, developing your own handwriting as designer; the workshops play an important role in this.

Theme sem 5: *Interactive Spaces* invite the public to take their part in how shared messages are perceived. For graphic designers this means they have to think about non-linearity, guiding elements and experience design in the media they use, ranging from website to environments. It also means working in technologies which develop fast, asking designers to adapt quickly to new situations while reflecting on what they mean at the same time.

**Included in programme(s)**

Design, Major Graphic Design
Design, Major Offroad

**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.