

Programme

Qualification awarded

Bachelor of Arts

Length of the programme

48 months

ECTS credits

240

Level of qualification

Bachelor

Mode

Full-time

Language

Dutch, with parts in English, English

School

Arts, Design & Built Environment

Locations

Groningen

Design, Major Offroad

Profile of the programme

The Bachelor degree programme Design comprises 240 ECTS credits (a first-year programme of 60 ECTS credits and a main phase programme of 180 ECTS credits). Over four years, students will learn everything they need to work as a designer.

All courses, except for the final exam, within the Design programme are assessed by awarding either a V (voldoende – pass) or O (onvoldoende – fail).

The programme is composed of compulsory units and elective units and is professional development orientated:

- In the first year, students will develop a broad view of design in a general sense. The year consists of five periods. Each period focuses on one of the majors.
- During the main phase, students will choose their own route. This can be a route focused on a particular medium, where they can choose from 6 majors. In the 6th profile "Offroad" student can combine a maximum of three profiles into a multidisciplinary profile.
- In the third year, students will also test their individuality in practice during a six-month period of one of the following options: an internship, an international exchange, practical projects, a research project, or a minor.
- The fourth year is the graduation year in which they further position themselves and graduate as a designer. They will work towards a joint exhibition with the work of all other exam candidates.

The degree programme equips the student with the competences required of a professional in the field of Design as mentioned below:

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.
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.
3. **CONNECTING WITH THE ENVIRONMENT** - The student takes position as an artist/designer, both in terms of content and relation, in the (international) contexts in which they work.
4. **WORKING IN A PRACTICE** - The student is able to create conditions for his or her own work practice, in line with his/her own positioning. To this end, the student is able to organize and communicate with others.

The major **Off Road Design** focuses on developing an independent design- portfolio. This major offers the student the possibility to develop an independent route through the design programs of the department of design. The student has explored and researched the work field of art & design free from a specific media. The student contributes to the development of new design areas.

Learning outcomes

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.

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.

3. CONNECTING WITH THE ENVIRONMENT

The student takes position as an artist/designer, both in terms of content and relation, in the (international) contexts in which they work.

4. WORKING IN A PRACTICE

The student is able to create conditions for his or her own work practice, in line with his/her own positioning. To this end, the student is able to organize and communicate with others.

Programme

Design, Major Offroad

credits

Year 1	60
□ Block 1	15
▫ VGVP25SLGI1 - Studio-Lab/Graphic & Interaction Design	5
▫ VGVP25SLIL1 - Studio-Lab/Illustration Design	5

▫ VGVP26PDTGI1 - Professional Development/Theory-Study Portfolio GI	5
▫ Block 2	15
▫ VGVP25SLSD2 - Studio-Lab/Spatial Design	5
▫ VGVP25SLPD2 - Studio-Lab/Product Design	5
▫ VGVP26PDTSP2 - Professional Development/Theory-Study Portfolio SP	5
▫ Block 3	15
▫ VGVP25SLTB3 - Studio-Lab/Time Based Design	5
▫ VGVP26SLAD3 - Studio-Lab/Animation Design	5
▫ VGVP26PDTTA3 - Professional Development/Theory-Study Portfolio TA	5
▫ Block 4	15
▫ VGVP25SMC4 - Studio/Major of Choice	5
▫ VGVP25LMC4 - Lab/Major of Choice	5
▫ VGVP26PDTMC4 - Professional Development/Theory-Study Portfolio MC	5
Year 2	50
▫ Semester 3	25
<i>selection of following courses</i>	
▫ VGVB25SGI1 - Studio 1 Graphic	10
▫ VGVB25SIL1 - Studio 1 Illustration	10
▫ VGVB25SPD1 - Studio 1 Product	10
▫ VGVB25SSD1 - Studio 1 Spatial	10
▫ VGVB25STB1 - Studio 1 Time Based	10
▫ VGVB25LGI1 - Lab 1 Graphic	10
▫ VGVB25LIL1 - Lab 1 Illustration	10
▫ VGVB25LPD1 - Lab 1 Product	10
▫ VGVB25LSD1 - Lab 1 Spatial	10
▫ VGVB25LTB1 - Lab 1 Time Based	10
▫ VGVB26PDT1 - Professional Development/Theory-Study Portfolio1	5
▫ Semester 4	25
<i>selection of following courses</i>	
▫ VGVB25SGI2 - Studio 2 Graphic	10
▫ VGVB25SIL2 - Studio 2 Illustration	10
▫ VGVB25SPD2 - Studio 2 Product	10
▫ VGVB25SSD2 - Studio 2 Spatial	10
▫ VGVB25STB2 - Studio 2 Time Based	10
▫ VGVB25LGI2 - Lab 2 Graphic	10
▫ VGVB25LIL2 - Lab 2 Illustration	10
▫ VGVB25LPD2 - Lab 2 Product	10
▫ VGVB25LSD2 - Lab 2 Spatial	10
▫ VGVB25LTB2 - Lab 2 Time Based	10
▫ VGVB26PDT2 - Professional Development/Theory-Study Portfolio 2	5
Year 3	55
▫ Semester 5	25
<i>selection of following courses</i>	
▫ VGVB25SGI3 - Studio 3 Graphic	10
▫ VGVB25SPD3 - Studio 3 Product	10
▫ VGVB25SSD3 - Studio 3 Spatial	10
▫ VGVB25STB3 - Studio 3 Time Based	10
▫ VGVB25SIL3 - Studio 3 Illustration	10
▫ VGVB25LGI3 - Lab 3 Graphic	10
▫ VGVB25LPD3 - Lab 3 Product	10
▫ VGVB25LSD3 - Lab 3 Spatial	10
▫ VGVB25LTB3 - Lab 3 Time Based	10
▫ VGVB25LIL3 - Lab 3 Illustration	10
▫ VGVB26PDT3 - Professional Development/Theory-Study Portfolio 3	5
▫ Semester 6 Switchboard	30
<i>one of following courses</i>	
▫ Switchboard: Minor / International Exchange	30
▫ Switchboard Internship	30
▫ AMVB26PLIN1 - Switchboard Internship	30
▫ Switchboard Research project	30
▫ AMVB26PLRP1 - Switchboard Research Project	30
▫ Switchboard H.A.L.	30
▫ AMVB25PLHAL1 - Switchboard Hybrid Arts Lab (H.A.L.)	30
▫ Switchboard Out There	30
▫ AMVB25PLOT1 - Switchboard Out There	30
▫ Switchboard Internal Exchange	30
<i>selection of following courses</i>	
▫ DBVB23STU6 - Studio 6	15
▫ DBVB25ISO6 -	10
▫ ABVB26STU6 - Fine Art Studio	30

▫ VGVB26OC3 - OffCourses	5
Year 4	60
▫ Semester 7	30
▫ VGVB25PDT4 - Professional Development/Theory - Context Essay & Poster Pitch	15
▫ VGVB25SLB4 - Studio-Lab/Defining your Graduation Project	15
▫ Semester 8	30
▫ VGVB25LSGP1 - Studio-Lab/Graduation Project	25
▫ VGVB25PTGP1 - Professional Development/Theory - Positioning & Presentation	5
Offcourses year 2 & 3	15
<i>selection of following courses</i>	
▫ VGVB25OC1 - OffCourses	15

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