

Opleiding

Toegekend diploma

Bachelor of Education

Programmaduur

48 maanden

ECTS credits

240

Niveau eindkwalificatie

Bachelor

Vorm

Voltijd

Taal

Nederlands

School

Kunst, Ontwerp & Ruimte

Locaties

Groningen

Docent Beeldende Kunst en Vormgeving

Programmabeschrijving

This is a Bachelor's degree with a professional orientation applied to the theory and practice of education in fine arts, strongly related to employment. The overall aim of the degree programme is to help students develop their own visual and design skills and gain knowledge on art, culture and aesthetics. Additionally, they receive a high level of teacher training – didactic and educational skills – in the area of visual arts and design. This degree programme distinguishes itself from similar programmes through its unique positioning within Minerva Art Academy. Students have access to and are surrounded by other fine arts students, art exhibitions and cultural festivals/ activities, etc.

Leeruitkomsten

The graduate of the Bachelor of Fine Art and Design in Education programme can demonstrate that they have achieved the following learning outcomes:

1. Artistic action

You have a coherent artistic vision that you can draw on to guide artistic processes and realise products.

1. You conduct research in personal and collective fascinations and sources in a variety of contexts.
2. You apply a wide range of styles, techniques, instruments and media, both analogue and digital.
3. You translate your vision into artistic concepts and products.
4. You demonstrate your understanding of artistic processes and products and how they trigger experiences among learners.²⁴
5. You demonstrate and contextualise up-to-date skills and expertise in the areas of intercultural art, interdisciplinary art, art history and art contemplation.
6. You apply your artistic vision, skills and expertise in educational, interdisciplinary and societal contexts.

2. Pedagogical and didactic action

You design and create meaningful learning environments, drawing input from relevant parties, based on a coherent vision of art, pedagogics and didactics.

1. You design meaningful learning environments, making due allowance for the learners' stated goals, specific talents and learning requirements.
2. You create the parameters for an inclusive and nurturing learning climate.
3. You are capable of drawing on relevant subject-specific theory as the basis for your pedagogical and didactic activities.
4. You encourage and guide the artistic and research capabilities and continuous development of learners, both individually and as a group.
5. You execute flexibility in adjusting to the educational situation, immediately adapting your functioning if necessary.
6. You contribute to the development of transdisciplinary learning processes, both between art subjects and beyond.
7. You apply a responsible approach to examining, assessing and rating the learners' progress and development.

3. Environment based action

You bring about meaningful art-education interactions and relate them to social and societal issues.

1. You reflect critically and systematically on the development of your professional identity, in interaction with the world around you.
2. You make subject-specific contributions to various forms of consultation and cooperation within a variety of networks, applying relevant communication methods, techniques and strategies.
3. You develop, either by yourself or with partners, small-scale projects, performing a variety of roles with a sense of enterprise and organisation.
4. You execute your activities with interpersonal sensitivity, applying a safe way of addressing your own underlying beliefs and the beliefs of others in terms of cultural background, gender identity, sexual preference, religion, physical and mental capabilities and social and economic status.
5. You contribute to social, societal and ethical goals such as sustainability and democratic citizenship.

4. Research action

You research with a view to developing and improving your professional art education practice.

1. You identify topical matters in the art practice that trigger further research, and defining how you expect that research to contribute to the art practice.
2. You execute practical research while acting carefully, ethically and according to a predefined plan.
3. You execute a variety of ways of gathering and documenting information about your research topic and actively weighing multiple perspectives on the topic.
4. You analyse and evaluate the information that you have gathered based on personal experience and various sources (theoretical and otherwise) and applying your findings in the professional practice.
5. You share the results of your research with interested parties.

Docent Beeldende Kunst en Vormgeving

credits

Jaar 1	60
□ Semester 1	30
▫ DBVP25EDU1 - Educatie 1	10
▫ DBVP26KUG1 - Kunstgeschiedenissen 1	5
▫ DBVP25STU1 - Studio 1	10
▫ DBVP26HUB1 - HUB 1	5
□ Semester 2	25
▫ DBVP25STU2 - Studio 2	10
▫ DBVP26KUG2 - Kunstgeschiedenissen 2	5
▫ DBVP25EDU2 - Educatie 2	10
□ Keuzeruimte Offcourse/HEA	5
<i>keuze uit onderstaande vakken</i>	
▫ DBVP24KER2 - Keuzeruimte	5
Jaar 2	50
□ Semester 3	25
▫ DBVB23STU3 - Studio 3	10
▫ DBVB26KUG3 - Kunstgeschiedenissen 3	5
▫ DBVB23EDU3 - Educatie 3	10
□ Semester 4	25
▫ DBVB23STU4 - Studio 4	10
▫ DBVB26KUG4 - Kunstgeschiedenissen 4	5
▫ DBVB23EDU4 - Educatie 4	10
Jaar 3	50
<i>één van de onderstaande onderdelen</i>	
□ Regulier programma jaar 3	50
□ Semester 5	25
▫ DBVB23STU5 - Studio 5	5
▫ DBVB26HUB5 - HUB 5	5
▫ DBVB26KUG5 - Kunstgeschiedenissen 5	5
▫ DBVB23EDU5 - Educatie 5	10
□ Semester 6	25
▫ DBVB23STU6 - Studio 6	15
▫ DBVB25ISO6 - Inside Out - Learning by Doing	10
□ Switchboard	50
□ Semester 5	25
▫ DBVB23STU5 - Studio 5	5
▫ DBVB26KUG5 - Kunstgeschiedenissen 5	5
▫ DBVB26HUB5 - HUB 5	5
▫ DBVB23EDU5 - Educatie 5	10
□ Switchboard semester 6	25
<i>één van de onderstaande onderdelen</i>	
▫ Minor	30
□ International Exchange	30
▫ AMVB26PLEX1 - Switchboard International Exchange	30
□ HAL	30
▫ AMVB25PLHAL1 - Switchboard Hybrid Arts Lab (H.A.L.)	30
□ Out There	30
▫ AMVB25PLOT1 - Switchboard Out There	30
□ Interne Exchange	25
<i>keuze uit onderstaande vakken</i>	
▫ ABVB26STU6 - Fine Art Studio	30
▫ VGVB26PDT2 - Professional Development/Theory-Study Portfolio 2	5
▫ VGVB25STB2 - Studio 2 Time Based	10
▫ VGVB25LTB2 - Lab 2 Time Based	10
▫ VGVB25SSD2 - Studio 2 Spatial	10
▫ VGVB25LSD2 - Lab 2 Spatial	10
▫ VGVB25SPD2 - Studio 2 Product	10
▫ VGVB25LPD2 - Lab 2 Product	10
▫ VGVB25SIL2 - Studio 2 Illustration	10
▫ VGVB25LIL2 - Lab 2 Illustration	10
▫ VGVB25SGI2 - Studio 2 Graphic	10
▫ VGVB25LGI2 - Lab 2 Graphic	10
□ Research Project	30
▫ AMVB26PLRP1 - Switchboard Research Project	30

keuze uit onderstaande vakken

Jaar 4	60
□ Semester 7	20
▫ DBVB26AWP7 - Afstudeerwerkplaats	20
□ Semester 8	40
▫ DBVB25APR8 - Afstudeerproject	40

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