Curriculum, Bachelor of Graphic Design and Illustration programme (*Bachelorstudium i grafisk design og illustrasjon*)

180 ECTS credits

Adopted by the Academy Board (18 December 2012)
Amended by the dean (6 August 2013; 17 June 2014; 17 March 2016; 21 December 2019)

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PART 1

1.1. Programme Outline

Programme name	Bachelor of Graphic Design and Illustration programme
Programme code	BAGI
Qualification for	Bachelor of Graphic Design and Illustration
Duration	3 years – full-time study
ECTS credits	180
Medium of instruction	Norwegian

1.2. Programme Description

The Bachelor of Graphic Design and Illustration programme is a vocational education programme with an artistic basis. The programme is practical and studio-based, and the various subjects are situated within a humanist context and united through their shared origin in the art of printing. For us, graphic design and illustration are essentially about shaping the visual aspects of the public sphere, and our goal is to educate self-confident and reflective practitioners.

The programme covers two disciplines, graphic design and illustration, which are represented equally in the education. The programme emphasises developing the students' practical abilities, critical and exploratory attitude and personal, professional approach, where theory, history and the role of society are central. Completing the programme enables the students to apply for relevant work within the field or apply for admission to the Master's programme.

We put the student's knowledge and interests at the forefront. The programme emphasises creative processes that promote testing and experimentation from idea to result, and progress is predicated on the students' own active participation. The programme features small classes and a close dialogue between teachers and students, something that promotes favourable conditions for a rewarding learning environment.

The Design department
The Design department offers three Bachelor's programmes: Graphic Design and Illustration; Interior Architecture and Furniture Design; and Fashion Design and Costume Design. These three Bachelor's programmes have several courses in common, both joint practical courses and courses that are historical, theoretical and methodological in nature. In addition to the Bachelor's programmes, the department offers a common Master's programme in design, as well as PhD-level design courses.

The programmes at the Design department are part of an artistic context and an investigative and critical tradition. The department's historical origin is the National College of Art and Design (SHKS), whose lineage extends back to 1818 and the founding of the Royal College of Drawing (*Tegneskolen*).

What the programme leads to and provides qualification for
Candidates with a Bachelor's degree in graphic design and illustration are competent practitioners with a wide-ranging competence in design and can carry out various types of design projects.

Completing the programme qualifies students for admission to the Master of Design programme at the Oslo National Academy of the Arts or equivalent Master's programmes at other schools.

1.3. Admission Requirements

Admission takes place on the basis of the candidates' admission tests and higher education entrance qualification (Norw. *generell studiekompetanse*). Exemptions from the requirement to higher education entrance qualification can apply to applicants whose admission test documents special qualifications relevant to the discipline. The admission process will emphasise the applicants' aptitude for design and illustration, understanding of form and ability to reflect. An overall assessment of each individual applicant will be carried out, with a particular emphasis on the applicant's potential, abilities, ambitions and knowledge within the field of graphic design and illustration.

The admission test is two-part and may include an interview.

1.4. The Programme's Learning Outcomes

Upon completing the programme, students shall

- be able to use basic practical skills within the field of graphic design and illustration
- be able to plan and carry out complex projects
- be able to discuss the various disciplines' history, development and ethical issues
- be able to discuss and reflect on their own and others' work and participate in academic discussions both orally and in writing
- be aware of their own approach to art and design and be independently capable of updating their knowledge and skills

1.5. Structure and Progression

The programme has been set up with an eye towards incremental development, from introductory courses on basic tools and discipline-specific processes to more extensive assignments and independent work. Students with an academic interest in graphic design and illustration will be admitted to the programme. Over the course of the programme there will be greater room for specialisation. The programme will conclude with a larger work where the student chooses the theme, medium and method and works independently under supervision.

Year 1
The first-year courses have an introductory nature and feature a number of smaller courses. Students are introduced to a number of discipline-relevant approaches and techniques, with an emphasis on basic knowledge and an understanding of materials, primarily in analogue techniques. Students receive training in digital software and craft techniques, and they are trained to reflect on their own work and provide feedback to others. The first year includes several courses that are common for the various Bachelor's programmes at the Design department.

Year 2
During the second year the courses are longer and more comprehensive. More is required of the students in regard to independence and level of reflection. The courses are more project-like and require an investigative approach. Students are introduced to digital publication, coding and image theory. Theory and methodology courses that are common for all the Bachelor's students at the Design department will be taught.

Year 3
During the third and final year, much is required of the students in regard to independence and level of reflection. The third year is clearly divided in two. The fifth semester focuses on the book as a medium and provides specialisation in graphic techniques. The sixth and final semester offers instruction in photography as a tool, but it is mainly devoted to the concluding Bachelor's project within the student's chosen area of specialisation and theme. A concluding theory and methodology course that is common for all the Bachelor's students at the Design department will be taught.

The programme is a full-time study and consists in total of 180 ECTS credits. 60 ECTS credits correspond to a year of full-time study. One ECTS credit corresponds to 25 to 30 hours of work by the student. Hours of work include all educator-led teaching, supervision and independent work. Some courses may rely heavily on educator-led teaching, while other courses emphasise the student's independent work.

1.5.1. Course Structure

Overview of all the courses, with ECTS credits:

Course codes	Course name	ECTS credits per semester					
		1	2	3	4	5	6
GI105	Graphic Design 1: Posters	5					
GI107	Illustration 1: Symbols	5					
GI111	Lettering	5					
GI103	Motion Graphics 1: Animated Posters	5					
GI109	Graphic Techniques 1: Planographic Printing	5					
DE101	Drawing, Form and Colour 1	5					
GI106	Graphic Design 2: Pamphlets		5				
GI108	Illustration 2: Space		5				
GI112	Typeface Construction		5				
GI113	Motion Graphics 2: Vignettes		5				
DE103	Drawing, Form and Colour 2		5				
DE102	Art and Design History 1		5				
GI206	Graphic Design 3: Visual Identity			10			
GI208	Illustration 3: Character Design			10			
GI204	Image Theory			5			
DE204	Art and Design History 2			5			
DE201	Art and Design Theory 1				5		
GI207	Graphic Design 4: Web Pages				5		
GI210	Coding				5		
GI209	Illustration 4: Editorial Illustration				5		
GI211	Motion Graphics 3: Title Sequences				10		
DE302	Art and Design Theory 2					5	
GI301	Graphic Design 5: Books					10	
GI302	Illustration 5: Picture Books					10	
GI303	Graphic Techniques 2: Relief Printing					5	
DE303	Art and Design Theory 3						5
GI307	Photography						5
GI350	Bachelor Project						20

See part 2 for course descriptions.

1.5.2. Exchange Programmes

Students at the Oslo National Academy of the Arts have the opportunity to participate in an exchange programme at another institution of higher education during their studies. Students at the Bachelor of Graphic Design and Illustration programme can participate in such a programme during semester 4 or 5.

Updated information on the Academy's exchange programme agreements is available at www.khio.no.

1.6. Teaching and Learning Methods

The teaching is practical and studio-based, with printed media as its basis. The main emphasis is on graphic design and illustration, but graphic techniques, lettering, image theory, photography, motion graphics and digital publishing are also taught.

On the basis of the programme's curriculum, the course coordinators are in charge of setting up the various course curricula and publishing them before the courses start. The programme is largely practical and organised as a project. Much of the teaching takes place as seminars and requires active participation in academic discussions. The programme consists of educator-led teaching, supervision and independent work. In order to optimise each student's learning experience and the learning environment as a whole, it is critical that students are present and take active part in all teaching and course-related work.

The programme's teaching is based on artistic and experiential knowledge and unfolds in relation to the artistic research done at the Design department.

The programme's coursework requirements include
- completion of all mandatory assignments within the stated deadlines
- participation in teaching and activities defined as mandatory in the various course curricula

Students who do not meet the coursework requirements may be given additional assignments in order to fulfil these requirements. This may for example concern participating in supplementary teaching or solving an assignment that maintains the course's learning outcomes. Students with a high degree of absence, or who have been absent from mandatory teaching that cannot be replaced by an alternative assignment, must re-take the course as an independent study the following semester. In such an event, the student is not entitled to supervision/teaching in the course.

The language of instruction is Norwegian. Danish and Swedish are treated equally as Norwegian. Some of the literature may be in English.

The Bachelor of Graphic Design and Illustration programme is a full-time study. Provisions on absence and leave have been laid down in the regulations concerning studies at the Oslo National Academy of the Arts (*Forskrift om studiene ved Kunsthøgskolen i Oslo*).

1.7. Assessment

Coursework requirements must be approved in order for the students to receive their final course assessment.

The courses are assessed on the basis of each course's stated learning outcomes and coursework requirements. On the basis of the programme's curriculum, the course coordinators set up the various course curricula and publish them before the courses start. The course curricula shall describe teaching plans, coursework requirements, deadlines, assessment criteria and assessment forms.

Assessment forms may include presentations, exhibitions, reviews, tests, written assignments or portfolios. The assessment will be done by the course coordinator in collaboration with other teachers within the field at the Academy and/or external guest teachers. Further information on the assessment forms is provided in the individual course curricula.

In order to ensure academic progression, students must complete all the courses of a given academic year before advancing to the next academic year. Students must also pass all the courses of a given semester before they are eligible to receive final assessments in courses the next semester. In exceptional cases, this requirement may be waived upon application to the dean.

Students must pass all the programme's courses in order to achieve the degree of Bachelor of Graphic Design and Illustration.

The programme uses a pass/fail grading system.

Further provisions on assessment and exams have been laid down in the regulations concerning studies at the Oslo National Academy of the Arts.

1.8. Quality Assurance

The Oslo National Academy of the Arts has systems for assuring and enhancing the quality of all parts of the education. Students are important contributors to this work, for example by participating in student evaluations and the annual learning environment survey.

PART 2

2.1. Course Descriptions, Year 1

2.1.1. Graphic Design 1: Posters
Grafisk design 1: Plakat

Course Outline

ECTS credits	5
Course code	GI105
Level	Bachelor
Course delivery	Year 1, semester 1
Prerequisites	Admission to the Bachelor of Graphic Design and Illustration programme
Assessment	Pass/fail
Programme	Bachelor of Graphic Design and Illustration

Course Description
The course introduces basic typography and principles of graphic production. Students are introduced to analogue and digital techniques and to workshops. Coursework focuses on the poster as a medium. Posters embody fundamental questions of graphic design and therefore serve well as an introduction to the discipline.

The Course's Learning Outcomes
Upon completing the course, students shall
- have a basic knowledge of the most central typographic principles
- have basic experience in poster design
- be able to use suitable methods and production methods to design and reproduce posters

Teaching and Learning Methods
The course consists of an introduction, brief assignments, field trips and a workshop introduction. The course concludes with the submission of a final assignment.

Coursework requirements:
- completion of all mandatory assignments within the stated deadlines
- participation in teaching and activities defined as mandatory in the course curriculum

Assessment
All coursework requirements must be approved in order for a student to receive a final course assessment. The assessment is based on the course's stated learning outcomes and assessment criteria. The assessment will be done by the course coordinator, either alone or together with other teachers within the field at the Academy and/or external guest teachers.

2.1.2. Illustration 1: Symbols
Illustrasjon 1: Symboler

Course Outline

ECTS credits	5
Course code	GI107
Level	Bachelor
Course delivery	Year 1, semester 1
Prerequisites	Admission to the Bachelor of Graphic Design and Illustration programme
Assessment	Pass/fail
Programme	Bachelor of Graphic Design and Illustration

Course Description
The course introduces the main features of illustration through investigations of its smallest interpretable component: the symbol. The fundamental principles and methods of basic illustration will be presented. Symbols will be sees in relation to different writing systems. Students work practically on abstraction and stylisation.

The Course's Learning Outcomes
Upon completing the course, students shall
- have a basic knowledge of central principles of abstraction and stylisation
- have basic experience with designing symbols in illustration
- be able to use suitable methods to illustrate symbols

Teaching and Learning Methods
Coursework requirements:
- completion of all mandatory assignments within the stated deadlines
- participation in teaching and activities defined as mandatory in the course curriculum

Assessment
All coursework requirements must be approved in order for a student to receive a final course assessment. The assessment is based on the course's stated learning outcomes and assessment criteria. The assessment will be done by the course coordinator, either alone or together with other teachers within the field at the Academy and/or external guest teachers.

2.1.3. Lettering
Håndskrift

Course Outline

ECTS credits	5
Course code	GI111
Level	Bachelor
Course delivery	Year 1, semester 1
Prerequisites	Admission to the Bachelor of Graphic Design and Illustration programme
Assessment	Pass/fail
Programme	Bachelor of Graphic Design and Illustration

Course Description
The course introduces students to written culture as manifested in handwriting. The history of writing is introduced through lectures, while students concurrently familiarise themselves with a number of analogue instruments, techniques and materials. Students are introduced to important historical writing systems and also experiment with their own lettering.

The Course's Learning Outcomes
Upon completing the course, students shall
- be familiar with essential characteristics of early historical writing systems
- be able to recognise scripts and practically recreate them
- have experience with the culture of handwriting in theory and practice

Teaching and Learning Methods
Coursework requirements:
- completion of all mandatory assignments within the stated deadlines
- participation in teaching and activities defined as mandatory in the course curriculum

Assessment
All coursework requirements must be approved in order for a student to receive a final course assessment. The assessment is based on the course's stated learning outcomes and assessment criteria. The assessment will be done by the course coordinator, either alone or together with other teachers within the field at the Academy and/or external guest teachers.

2.1.4. Motion Graphics 1: Animated Posters

Bevegelig grafikk 1: Bevegelig plakat

Course Outline

ECTS credits	5
Course code	GI103
Level	Bachelor
Course delivery	Year 1, semester 1
Prerequisites	Admission to the Bachelor of Graphic Design and Illustration programme
Assessment	Pass/fail
Programme	Bachelor of Graphic Design and Illustration

Course Description

The course introduces the basic methods and tools of motion graphics through practical testing. Key elements include kinetic typography, rhythm, format and timing. Students are introduced to relevant software. The course places motion graphics within the context of art history.

The Course's Learning Outcomes

Upon completing the course, students shall
- have a basic knowledge of central principles in the methods and history of motion graphics
- have basic experience with kinetic typography, timing and relevant software
- be able to use suitable methods to design and complete animated posters

Teaching and Learning Methods

The course consists of an introduction, brief assignments, software training and lectures. The course concludes with the submission of a final assignment.

Coursework requirements:
- completion of all mandatory assignments within the stated deadlines
- participation in teaching and activities defined as mandatory in the course curriculum

Assessment

All coursework requirements must be approved in order for a student to receive a final course assessment. The assessment is based on the course's stated learning outcomes and assessment criteria. The assessment will be done by the course coordinator, either alone or together with other teachers within the field at the Academy and/or external guest teachers.

2.1.5. Graphic Techniques 1: Planographic Printing

Grafiske teknikker 1: Plantrykk

Course Outline

ECTS credits	5
Course code	GI109
Level	Bachelor
Course delivery	Year 1, semester 1
Prerequisites	Admission to the Bachelor of Graphic Design and Illustration programme
Assessment	Pass/fail
Programme	Bachelor of Graphic Design and Illustration

Course Description

The course introduces the basic tools and methods of planographic printing. The course is workshop-based, and students are introduced to both digital and analogue methods of reproduction, from sketches to finished prints. The course places planographic printing within a historical context, showing its development and principles until the production methods of today.

The Course's Learning Outcomes

Upon completing the course, students shall
- have a basic knowledge of the underlying principles of planographic printing
- have basic workshop experience with producing multicolour prints
- be able to use suitable methods to facilitate and produce printed materials by using planographic printing

Teaching and Learning Methods

The course consists of an introduction, brief assignments, field trips to a printer and a workshop introduction. The course concludes with the submission of a final assignment.

Coursework requirements:
- completion of all mandatory assignments within the stated deadlines
- participation in teaching and activities defined as mandatory in the course curriculum

Assessment

All coursework requirements must be approved in order for a student to receive a final course assessment. The assessment is based on the course's stated learning outcomes and assessment criteria. The assessment will be done by the course coordinator, either alone or together with other teachers within the field at the Academy and/or external guest teachers.

2.1.6. Drawing, Form and Colour 1

Tegning, form og farge 1

Course Outline

ECTS credits	5
Course code	DE101
Level	Bachelor
Course delivery	Year 1, semester 1
Prerequisites	Admission to one of the Bachelor's programmes at the Design department
Assessment	Pass/fail
Programmes	Bachelor of Graphic Design and Illustration Bachelor of Fashion Design and Costume Design Bachelor of Interior Architecture and Furniture Design

Course Description

Drawing is fundamental to all design practice, both as an investigative tool and as a creation in its own right. With an emphasis on figurative and corporeal drawing, the course explores the basic methods, techniques and concepts of drawing. By solving practical assignments and exercises that explore various drawing theories and principles, students expand their knowledge of perception, form and colour. The goal is to accustom the students to drawing as a key instrument.

The Course's Learning Outcomes

Upon completing the course, students shall
- be familiar with central concepts, techniques and methods of drawing
- have theoretical and practical knowledge about perception, form and colour in drawing
- have experience with drawing as a tool and be able to use this in their own work
- have basic skills in drawing bodies and have begun to develop and practise their own approach to drawing

Teaching and Learning Methods

Group instruction and independent work, lectures, studio work, presentations and reviews. Workshops and/or field trips may be included.

Coursework requirements:
- completion of all mandatory assignments within the stated deadlines
- participation in teaching and activities defined as mandatory in the course curriculum

Assessment

All coursework requirements must be approved in order for a student to receive a final course assessment. The assessment is based on the course's stated learning outcomes and assessment criteria. The assessment will be done by the course coordinator, either alone or together with other teachers within the field at the Academy and/or external guest teachers.

2.1.7 Graphic Design 2: Pamphlets

Grafisk design 2: Pamflett

Course Outline

ECTS credits	5
Course code	GI106
Level	Bachelor
Course delivery	Year 1, semester 2
Prerequisites	Admission to the Bachelor of Graphic Design and Illustration programme
Assessment	Pass/fail
Programme	Bachelor of Graphic Design and Illustration

Course Description

The course elaborates on fundamentally important tools of graphic design. Students are introduced to digital methods and software. The introduction to typography is expanded to include repetition and system. "Pamphlet" refers to printed material of fewer than 40 pages. By working on creating such a pamphlet, students are introduced to important aspects of graphic design, such as typography in sequence, legibility and typographic hierarchies.

The Course's Learning Outcomes

Upon completing the course, students shall
- have a basic knowledge of the pamphlet as a format and medium, as well as of relevant typographic principles and systems in smaller printed materials
- have basic experience with designing, producing and binding pamphlets
- be able to use suitable methods and production methods to design and reproduce printed material

Teaching and Learning Methods

Coursework requirements:
- completion of all mandatory assignments within the stated deadlines
- participation in teaching and activities defined as mandatory in the course curriculum

Assessment

All coursework requirements must be approved in order for a student to receive a final course assessment. The assessment is based on the course's stated learning outcomes and assessment criteria. The assessment will be done by the course coordinator, either alone or together with other teachers within the field at the Academy and/or external guest teachers.

2.1.8. Illustration 2: Space

Illustrasjon 2: Rom

Course Outline

ECTS credits	5
Course code	GI108
Level	Bachelor
Course delivery	Year 1, semester 2
Prerequisites	Admission to the Bachelor of Graphic Design and Illustration programme
Assessment	Pass/fail
Programme	Bachelor of Graphic Design and Illustration

Course Description

The course explores how to portray volume and space. One-point perspective has dominated Western art since the Renaissance, but there are other ways of seeing the world. Students try out various methods through discussions and practical work with models and various types of perspective drawing.

The Course's Learning Outcomes

Upon completing the course, students shall
- have basic knowledge about volume, space and perspective in illustration
- be able to discuss and draw various types of space, with different types of perspective
- be able to analyse, discuss and create pictures with a variety of approaches to perspective

Teaching and Learning Methods

Coursework requirements:
- completion of all mandatory assignments within the stated deadlines
- participation in teaching and activities defined as mandatory in the course curriculum

Assessment

All coursework requirements must be approved in order for a student to receive a final course assessment. The assessment is based on the course's stated learning outcomes and assessment criteria. The assessment will be done by the course coordinator, either alone or together with other teachers within the field at the Academy and/or external guest teachers.

2.1.9. Typeface Construction

Skriftkonstruksjon

Course Outline

ECTS credits	5
Course code	GI112
Level	Bachelor
Course delivery	Year 1, semester 2
Prerequisites	Admission to the Bachelor of Graphic Design and Illustration programme
Assessment	Pass/fail
Programme	Bachelor of Graphic Design and Illustration

Course Description

The course introduces students to the construction of letters, with lectures presenting the recent history of writing systems and important historical typefaces. Students experiment with typefaces using both analogue and digital techniques. They are also introduced to relevant software and contemporary perspectives on typefaces.

The Course's Learning Outcomes

Upon completing the course, students shall
- be familiar with the essential characteristics of modern writing systems
- be able to use relevant software to construct their own typefaces
- have general experience with typeface construction in theory and practice

Teaching and Learning Methods

 Coursework requirements:
- completion of all mandatory assignments within the stated deadlines
- participation in teaching and activities defined as mandatory in the course curriculum

Assessment

All coursework requirements must be approved in order for a student to receive a final course assessment. The assessment is based on the course's stated learning outcomes and assessment criteria. The assessment will be done by the course coordinator, either alone or together with other teachers within the field at the Academy and/or external guest teachers.

2.1.10. Motion Graphics 2: Vignettes

Bevegelig grafikk 2: Vignett

Course Outline

ECTS credits	5
Course code	GI113
Level	Bachelor
Course delivery	Year 1, semester 2
Prerequisites	Admission to the Bachelor of Graphic Design and Illustration programme
Assessment	Pass/fail
Programme	Bachelor of Graphic Design and Illustration

Course Description

The course elaborates on central elements of motion graphics. By working on the vignette as a format, students explore essential aspects of motion graphics as a system and as communication. "Vignette" refers to an introductory sequence in the form of a short film. Students will receive in-depth training in relevant software.

The Course's Learning Outcomes

Upon completing the course, students shall
- have a basic knowledge of the principles of the vignette
- have basic skills in designing vignettes
- be able to use suitable methods to design and complete vignettes

Teaching and Learning Methods

Lectures, software training, brief assignments.

Coursework requirements:
- completion of all mandatory assignments within the stated deadlines
- participation in teaching and activities defined as mandatory in the course curriculum

Assessment

All coursework requirements must be approved in order for a student to receive a final course assessment. The assessment is based on the course's stated learning outcomes and assessment criteria. The assessment will be done by the course coordinator, either alone or together with other teachers within the field at the Academy and/or external guest teachers.

2.1.11. Drawing, Form and Colour 2
Tegning, form og farge 2

Course Outline

ECTS credits	5
Course code	DE103
Level	Bachelor
Course delivery	Year 1, semester 2
Prerequisites	Admission to one of the Bachelor's programmes at the Design department
Assessment	Pass/fail
Programmes	Bachelor of Graphic Design and Illustration Bachelor of Fashion Design and Costume Design Bachelor of Interior Architecture and Furniture Design

Course Description
During the course, students expand their knowledge of and skills in drawing, form and colour in design processes through practical exercises and experiments in various materials. The teaching of form emphasises the observation and description of surface, volume, elements and motion. The teaching of colour explores central concepts and methods within colour theory and lighting.

The Course's Learning Outcomes
Upon completing the course, students shall
- be familiar with central theories of form and colour
- have experience with investigating form and colour
- be able to use their knowledge about and experience with drawing, form and colour as tools in their own work

Teaching and Learning Methods
Practical assignments and exercises, group instruction, independent work, lectures, a workshop introduction, studio work, presentations and reviews. Workshops and/or field trips may be included.

Coursework requirements:
- completion of all mandatory assignments within the stated deadlines
- participation in teaching and activities defined as mandatory in the course curriculum

Assessment
All coursework requirements must be approved in order for a student to receive a final course assessment. The assessment is based on the course's stated learning outcomes and assessment criteria. The assessment will be done by the course coordinator, either alone or together with other teachers within the field at the Academy and/or external guest teachers.

2.1.12 Art and Design History 1

Kunst- og designhistorie 1

Course Outline

ECTS credits	5
Course code	DE102
Level	Bachelor
Course delivery	Year 1, semester 2
Prerequisites	Admission to one of the Bachelor's programmes at the Design department
Assessment	Pass/fail
Programmes	Bachelor of Graphic Design and Illustration Bachelor of Fashion Design and Costume Design Bachelor of Interior Architecture and Furniture Design

Course Description

The course presents the main features of art and design history. A key element will be a review
of important eras and trends within design, from the emergence of modern design in the late 19th century and until today, also taking a glance at art history. The course aims to expand the students' understanding of the shaping of artefacts and environments as seen from a historical and social perspective.

The Course's Learning Outcomes

- be able to analyse and explain styles and eras
- be able to put contemporary design into a historical perspective
- be able to see themselves and their artistic practice and outlook in a wider context

Teaching and Learning Methods

Lectures, assigned literature, independent studies, group studies, presentations.

Coursework requirements:

- completion of all mandatory assignments within the stated deadlines
- participation in teaching and activities defined as mandatory in the course curriculum

Assessment

All coursework requirements must be approved in order for a student to receive a final course assessment. The assessment is based on the course's stated learning outcomes and assessment criteria. The assessment will be done by the course coordinator, either alone or together with other teachers within the field at the Academy and/or external guest teachers.

2.2. Course Descriptions, Year 2

2.2.1 Graphic Design 3: Visual Identity

Grafisk design 3: Visuell identitet

Course Outline

ECTS credits	10
Course code	GI206
Level	Bachelor
Course delivery	Year 2, semester 3
Prerequisites	Passed year 1
Assessment	Pass/fail
Programme	Bachelor of Graphic Design and Illustration

Course Description

The course introduces basic methods and techniques for working on visual identities. A visual identity merges writing and image into a totality. Visual identities are an essential part of graphic design. Through lectures, trials, sketches and discussions, the students develop a visual identity. The final assignment is openly defined and is open to the student's own interpretation of what a visual identity can be.

The Course's Learning Outcomes

Upon completing the course, students shall
- have a basic knowledge of what a visual identity can be
- be able to analyse and reflect on visual identities
- be able to create a visual identity and reflect on their choices

Teaching and Learning Methods

Coursework requirements:
- completion of all mandatory assignments within the stated deadlines
- participation in teaching and activities defined as mandatory in the course curriculum

Assessment

All coursework requirements must be approved in order for a student to receive a final course assessment. The assessment is based on the course's stated learning outcomes and assessment criteria. The assessment will be done by the course coordinator, either alone or together with other teachers within the field at the Academy and/or external guest teachers.

2.2.2. Illustration 3: Character Design

Illustrasjon 3: Karakterutvikling

Course Outline

ECTS credits	10
Course code	GI208
Level	Bachelor
Course delivery	Year 2, semester 3
Prerequisites	Passed year 1
Assessment	Pass/fail
Programme	Bachelor of Graphic Design and Illustration

Course Description

The illustration course's first area of specialisation deals with character design. The ability to develop characters is essential in everything from satirical drawings and children's book illustrations to film and game development. In the course, students work practically on abstracting and stylising living beings in order to create identity-bearing objects, such as characters, mascots and logotypes.

The Course's Learning Outcomes

Upon completing the course, students shall
- have a basic knowledge of character design
- be able to develop characters for various purposes
- have basic knowledge about character design and be able to use this knowledge in practical work

Teaching and Learning Methods

Coursework requirements:
- completion of all mandatory assignments within the stated deadlines
- participation in teaching and activities defined as mandatory in the course curriculum

Assessment

All coursework requirements must be approved in order for a student to receive a final course assessment. The assessment is based on the course's stated learning outcomes and assessment criteria. The assessment will be done by the course coordinator, either alone or together with other teachers within the field at the Academy and/or external guest teachers.

2.2.3 Image Theory

Bildeanalyse

Course Outline

ECTS credits	5
Course code	GI204
Level	Bachelor
Course delivery	Year 2, semester 3
Prerequisites	Passed year 1
Assessment	Pass/fail
Programme	Bachelor of Graphic Design and Illustration

Course Description

The course introduces key elements in the history and theory of graphic design and illustration. Students will take an in-depth look at seminal texts within image theory, seen in the light of the wider field. Students practise looking at, analysing and discussing pictures in a broad sense, both orally and in writing.

The Course's Learning Outcomes

Upon completing the course, students shall
- be familiar with central ideas within critical theory, semantics and image theory
- be able to discuss pictures in the light of theory and central texts
- be able to reflect on the relationship between the discipline's practice, theory and history

Teaching and Learning Methods

Coursework requirements:
- completion of all mandatory assignments within the stated deadlines
- participation in teaching and activities defined as mandatory in the course curriculum

Assessment

All coursework requirements must be approved in order for a student to receive a final course assessment. The assessment is based on the course's stated learning outcomes and assessment criteria. The assessment will be done by the course coordinator, either alone or together with other teachers within the field at the Academy and/or external guest teachers.

2.2.4. Art and Design History 2

Kunst- og designhistorie 2

Course Outline

ECTS credits	5
Course code	DE204
Level	Bachelor
Course delivery	Year 2, semester 3
Prerequisites	Passed year 1
Assessment	Pass/fail
Programmes	Bachelor of Graphic Design and Illustration Bachelor of Fashion Design and Costume Design Bachelor of Interior Architecture and Furniture Design

Course Description

The course is a continuation of Art and Design History 1 and includes an introduction to ideas and discourses within contemporary design. The course begins by reviewing the development of design from the year 2000 until the present. The course presents central characteristics of the development of modern media and information technology and its significance for the field of design.

The Course's Learning Outcomes

Upon completing the course, students shall
- be able to analyse and explain styles and eras
- be able to put contemporary design into a historical perspective
- be able to see themselves and their artistic practice and outlook in a wider context

Teaching and Learning Methods

Lectures, assigned literature, independent studies, group studies, presentations.

Coursework requirements:
- completion of all mandatory assignments within the stated deadlines
- participation in teaching and activities defined as mandatory in the course curriculum

Assessment

All coursework requirements must be approved in order for a student to receive a final course assessment. The assessment is based on the course's stated learning outcomes and assessment criteria. The assessment will be done by the course coordinator, either alone or together with other teachers within the field at the Academy and/or external guest teachers.

2.2.5 Art and Design Theory 1

Kunst- og designteori 1

Course Outline

ECTS credits	5
Course code	DE201
Level	Bachelor
Course delivery	Year 2, semester 4
Prerequisites	Passed year 1
Assessment	Pass/fail
Programmes	Bachelor of Graphic Design and Illustration Bachelor of Fashion Design and Costume Design Bachelor of Interior Architecture and Furniture Design

Course Description

The course presents critical perspectives of design in a contemporary context. Theoretical perspectives from visual and material culture are central, in a cross-disciplinary approach based on anthropology, art history, philosophy, critical theory and aesthetic theory. The course draws on aesthetic, semiotic, economic, sociocultural and functional perspectives in order to illuminate and understand how we relate to the objects and signs in our surroundings.

The Course's Learning Outcomes

Upon completing the course, students shall
- be able to put contemporary design into a critical sociocultural perspective
- be able to see themselves and their artistic practice and outlook in perspective

Teaching and Learning Methods

Lectures, assigned literature, independent studies, group studies, presentations, writing.

Coursework requirements:
- completion of all mandatory assignments within the stated deadlines
- participation in teaching and activities defined as mandatory in the course curriculum

Assessment

All coursework requirements must be approved in order for a student to receive a final course assessment. The assessment is based on the course's stated learning outcomes and assessment criteria. The assessment will be done by the course coordinator, either alone or together with other teachers within the field at the Academy and/or external guest teachers.

2.2.6 Graphic Design 4: Web Pages

Grafisk design 4: Nettside

Course Outline

ECTS credits	5
Course code	GI207
Level	Bachelor
Course delivery	Year 2, semester 4
Prerequisites	Passed year 1
Assessment	Pass/fail
Programme	Bachelor of Graphic Design and Illustration

Course Description

The course introduces the basic methods and tools of digital publishing. The typography teaching is expanded to include designing for digital platforms. By working on creating a web page, students are introduced to important aspects of graphic design, such as legibility, typographic systems and hierarchies in digital publication. Students learn the fundamentals of programming for online publication.

The Course's Learning Outcomes

Upon completing the course, students shall
- have basic knowledge about designing for digital publication
- have basic skills within digital publication
- be able to design and publish simple digital materials

Teaching and Learning Methods

Coursework requirements:
- completion of all mandatory assignments within the stated deadlines
- participation in teaching and activities defined as mandatory in the course curriculum

Assessment

All coursework requirements must be approved in order for a student to receive a final course assessment. The assessment is based on the course's stated learning outcomes and assessment criteria. The assessment will be done by the course coordinator, either alone or together with other teachers within the field at the Academy and/or external guest teachers.

2.2.7. Coding
Kode for form

Course Outline

ECTS credits	5
Course code	GI210
Level	Bachelor
Course delivery	Year 2, semester 4
Prerequisites	Passed year 1
Assessment	Pass/fail
Programme	Bachelor of Graphic Design and Illustration

Course Description
The course introduces basic programming principles with an eye towards designing. Coding has many uses within graphic design and illustration, and the course seeks to enable students to use their coding skills in their own artistic practice.

The Course's Learning Outcomes
Upon completing the course, students shall
- be familiar with the syntax and possibilities of programming languages
- be able to use basic programming languages
- be able to use relevant programming languages to design

Teaching and Learning Methods
Coursework requirements:
- completion of all mandatory assignments within the stated deadlines
- participation in teaching and activities defined as mandatory in the course curriculum

Assessment
All coursework requirements must be approved in order for a student to receive a final course assessment. The assessment is based on the course's stated learning outcomes and assessment criteria. The assessment will be done by the course coordinator, either alone or together with other teachers within the field at the Academy and/or external guest teachers.

2.2.8 Illustration 4: Editorial Illustration

Illustrasjon 4: Redaksjonell illustrasjon

Course Outline

ECTS credits	5
Course code	GI209
Level	Bachelor
Course delivery	Year 2, semester 4
Prerequisites	Passed year 1
Assessment	Pass/fail
Programme	Bachelor of Graphic Design and Illustration

Course Description

The course introduces editorial illustration, with an emphasis on text and interpretation. Throughout the modern era, newspapers and journals have been important clients for illustrators. The course introduces this type of work, focusing on its past, present and future alike. Students are introduced to various methods and approaches and work practically on developing their own approach.

The Course's Learning Outcomes

Upon completing the course, students shall
- be familiar with central aspects of the history and development of editorial illustration
- have experience with practical work and experimentation using various techniques and methods
- be able to define their own approach to editorial illustration

Teaching and Learning Methods

The course includes guest teachers who work in the field in various ways.

Coursework requirements:
- completion of all mandatory assignments within the stated deadlines
- participation in teaching and activities defined as mandatory in the course curriculum

Assessment

All coursework requirements must be approved in order for a student to receive a final course assessment. The assessment is based on the course's stated learning outcomes and assessment criteria. The assessment will be done by the course coordinator, either alone or together with other teachers within the field at the Academy and/or external guest teachers.

2.2.9. Motion Graphics 3: Title Sequences

Bevegelig grafikk 3: Tittelsekvens

Course Outline

ECTS credits	10
Course code	GI211
Level	Bachelor
Course delivery	Year 2, semester 4
Prerequisites	Passed year 1
Assessment	Pass/fail
Programme	Bachelor of Graphic Design and Illustration

Course Description

The course combines typography, animation, audio and film in a larger project in the form of a title sequence for a film. Students work on establishing a mood and presenting the title and the film's main participants. By working on a title sequence, students enhance their knowledge and skills within motion graphics, while lectures and examples introduce the history and development of opening credits. Analysis and reflection are emphasised.

The Course's Learning Outcomes

Upon completing the course, students shall
- have a basic knowledge of the history and function of title sequences
- have basic skills in designing title sequences
- be able to use suitable methods and production methods to design and complete title sequences

Teaching and Learning Methods

Lectures, introduction, software training, assignments.

 Coursework requirements:
- completion of all mandatory assignments within the stated deadlines
- participation in teaching and activities defined as mandatory in the course curriculum

Assessment

All coursework requirements must be approved in order for a student to receive a final course assessment. The assessment is based on the course's stated learning outcomes and assessment criteria. The assessment will be done by the course coordinator, either alone or together with other teachers within the field at the Academy and/or external guest teachers.

2.3. Course Descriptions, Year 3

2.3.1 Art and Design Theory 2
Kunst- og designteori 2

Course Outline

ECTS credits	5
Course code	DE302
Level	Bachelor
Course delivery	Year 3, semester 5
Prerequisites	Passed year 2
Assessment	Pass/fail
Programmes	Bachelor of Graphic Design and Illustration Bachelor of Fashion Design and Costume Design Bachelor of Interior Architecture and Furniture Design

Course Description

The course addresses how social changes influence design. The course presents various methodological tools for examining, analysing and understanding both contemporary and future design. It provides a basic introduction to how to search for, access, assess and cite references from various sources in order to explain and explore a set of questions.

The Course's Learning Outcomes

Upon completing the course, students shall
- be able to put the design of the future into a critical sociocultural perspective
- be able to see themselves and their artistic practice and outlook in perspective

Teaching and Learning Methods

Lectures, assigned literature, independent studies, group studies, presentations, writing.

Coursework requirements:
- completion of all mandatory assignments within the stated deadlines
- participation in teaching and activities defined as mandatory in the course curriculum

Assessment

All coursework requirements must be approved in order for a student to receive a final course assessment. The assessment is based on the course's stated learning outcomes and assessment criteria. The assessment will be done by the course coordinator, either alone or together with other teachers within the field at the Academy and/or external guest teachers.

2.3.2 Graphic Design 5: Books

Grafisk design 5: Bok

Course Outline

ECTS credits	10
Course code	GI301
Level	Bachelor
Course delivery	Year 3, semester 5
Prerequisites	Passed year 2
Assessment	Pass/fail
Programme	Bachelor of Graphic Design and Illustration

Course Description

The course takes an in-depth look at central themes and tools within graphic design. The typography teaching is expanded to include complex systems. The coursework concentrates on the book as a medium. The book is a central medium in the history of graphic design and in promoting the freedom of expression. By working exploratorily on a book, students develop their skills in essential aspects of graphic design, such as typography in a complex sequential publication, legibility and typographic systems and hierarchies.

The Course's Learning Outcomes

Upon completing the course, students shall
- have a basic knowledge of the history, structure, use, functions and possibilities of the printed book
- have basic skills in analysing a book and its components
- be able to use suitable methods and production methods to design and reproduce books

Teaching and Learning Methods

Coursework requirements:
- completion of all mandatory assignments within the stated deadlines
- participation in teaching and activities defined as mandatory in the course curriculum

Assessment

All coursework requirements must be approved in order for a student to receive a final course assessment. The assessment is based on the course's stated learning outcomes and assessment criteria. The assessment will be done by the course coordinator, either alone or together with other teachers within the field at the Academy and/or external guest teachers.

2.3.3 Illustration 5: Picture Books

Illustrasjon 5: Bildebok

Course Outline

ECTS credits	5
Course code	GI302
Level	Bachelor
Course delivery	Year 3, semester 5
Prerequisites	Passed year 2
Assessment	Pass/fail
Programme	Bachelor of Graphic Design and Illustration

Course Description
The course explores illustration as a sequential narrative. A picture book can be defined as a book where pictures represent at least half of the total work. A picture book may be a children's book, a graphic novel or a comic book. The course is primarily an independent project, as supplemented by group reviews and individual supervision. Students are also introduced to working on storyboards.

The Course's Learning Outcomes
Upon completing the course, students shall
- have a basic knowledge of the history, structure, use, functions and possibilities of various illustrated books
- have basic skills in analysing an illustrated book and its components
- be able to use suitable methods and production methods to create an illustrated book, children's book or comic book

Teaching and Learning Methods
Coursework requirements:
- completion of all mandatory assignments within the stated deadlines
- participation in teaching and activities defined as mandatory in the course curriculum

Assessment
All coursework requirements must be approved in order for a student to receive a final course assessment. The assessment is based on the course's stated learning outcomes and assessment criteria. The assessment will be done by the course coordinator, either alone or together with other teachers within the field at the Academy and/or external guest teachers.

2.3.4. Graphic Techniques 2: Relief Printing

Grafiske teknikker 2: Høytrykk

Course Outline

ECTS credits	5
Course code	GI303
Level	Bachelor
Course delivery	Year 3, semester 5
Prerequisites	Passed year 2
Assessment	Pass/fail
Programme	Bachelor of Graphic Design and Illustration

Course Description

The course introduces the basic tools and methods of relief printing. The course is workshop-based, and students are introduced to methods used to produce everything from sketches to finished prints. There is a particular focus on experimentation and exploration. The course also places relief printing within a historical context.

The Course's Learning Outcomes

Upon completing the course, students shall
- have a basic knowledge of the underlying principles and history of relief printing
- have basic experience with using workshops and tools to produce relief printing
- be able to use suitable methods to produce printed materials based on relief printing

Teaching and Learning Methods

Coursework requirements:
- completion of all mandatory assignments within the stated deadlines
- participation in teaching and activities defined as mandatory in the course curriculum

Assessment

All coursework requirements must be approved in order for a student to receive a final course assessment. The assessment is based on the course's stated learning outcomes and assessment criteria. The assessment will be done by the course coordinator, either alone or together with other teachers within the field at the Academy and/or external guest teachers.

2.3.5. Art and Design Theory 3
Kunst- og designteori 3

Course Outline

ECTS credits	5
Course code	DE303
Level	BA
Course delivery	Year 3, semester 6
Prerequisites	Passed year 2
Assessment	Pass/fail
Programme	Bachelor of Graphic Design and Illustration, Bachelor of Interior Architecture and Furniture Design and Bachelor of Fashion Design and Costume Design

Course Description
During the course, students work on contextualising their own designs. Using methodological tools of critical reflection, students write texts that describe and reflect on the design process from concept and theoretical foundation to the final outcome. By relating historical and theoretical perspectives to their own practice, students place their design practice within an academic discourse and a wider social context.

The Course's Learning Outcomes
Upon completing the course, students shall
- be able to contextualise their own graduation work
- be able to see themselves and their artistic practice and outlook in perspective

Teaching and Learning Methods
Lectures, assigned literature, independent studies, group studies, presentations, writing.

Coursework requirements:
- completion of all mandatory assignments within the stated deadlines
- participation in teaching and activities defined as mandatory in the course curriculum

Assessment
All coursework requirements must be approved in order for a student to receive a final course assessment. The assessment is based on the course's stated learning outcomes and assessment criteria. The assessment will be done by the course coordinator, either alone or together with other teachers within the field at the Academy and/or external guest teachers.

2.3.6. Photography
Fotografi

Course Outline

ECTS credits	5
Course code	GI307
Level	Bachelor
Course delivery	Year 3, semester 6
Prerequisites	Passed year 2
Assessment	Pass/fail
Programme	Bachelor of Graphic Design and Illustration

Course Description
The course introduces photography as a tool. By means of lectures and photography studio experimentation, students acquire basic technical knowledge and skills. The course's practical part focuses on how to reproduce works through lighting and composition. The instruction can be adapted to the individual student's level.

The Course's Learning Outcomes
Upon completing the course, students shall
- be familiar with basic photographic techniques and composition
- be able to take pictures with a camera in a photography studio
- be able to document their own works in a suitable manner

Teaching and Learning Methods
Coursework requirements:
- completion of all mandatory assignments within the stated deadlines
- participation in teaching and activities defined as mandatory in the course curriculum

Assessment
All coursework requirements must be approved in order for a student to receive a final course assessment. The assessment is based on the course's stated learning outcomes and assessment criteria. The assessment will be done by the course coordinator, either alone or together with other teachers within the field at the Academy and/or external guest teachers.

2.3.7. Bachelor Project

Bachelorprosjekt

Course Outline

ECTS credits	20
Course code	GI350
Level	Bachelor
Course delivery	Year 2 (semester 6)
Prerequisites	Passed year 2
Assessment	Pass/fail
Programme	Bachelor of Graphic Design and Illustration

Course Description

The programme concludes with a larger work of the student's own choosing. Students use the skills and tools they have acquired during their education. Each student chooses, plans and carries out their project within their chosen specialisation in graphic design or illustration, under supervision. The course combines both theory and practice through a smaller written work and a larger practical project. The project concludes with an oral public presentation as well as a concluding exhibition.

The Course's Learning Outcomes

Upon completing the course, students shall

- be able to use basic practical skills within graphic design or illustration in a larger, self-defined project
- be able to plan and carry out a complex project
- be able to discuss the various disciplines' history, development and ethical issues in the light of their own work
- be able to discuss and reflect on their own and others' work and participate in academic discussions both orally and in writing

Teaching and Learning Methods

On the basis of their chosen area of specialisation within graphic design or illustration, each student defines a concluding project. The project is a practical endeavour and shall lead to a final creation that is to be displayed at the graduation exhibition. The process underlying the creation is to be presented as a lecture in the presence of examiners, academic staff and students. The project is supervised by an internal supervisor.

The course is based on the students' own work, joint sessions and supervision.

 Coursework requirements:

- completion of all mandatory assignments within the stated deadlines
- participation in teaching and activities defined as mandatory in the course curriculum

Assessment

All coursework requirements must be approved in order for a student to receive a final course assessment. The assessment is based on the course's stated learning outcomes and assessment criteria. The course is assessed pass/fail by an internal and an external sensor.