

DEPARTMENT OF CREATIVE DESIGN

PROGRAMME LEARNING OUTCOMES

Overall, graduates acquire knowledge and understanding, intellectual, practical and transferable creative skills and dexterity in the analyses and synthesis into workable durable solutions, of emerging challenges of art and design in the nation of Rwanda. These graduates are able to adapt easily in the services they render to a country that aspires to evolve rapidly into a developed industrialised competitor in the region and also in the world scene.

A. Knowledge and Understanding

At the end of the programme students should be able to demonstrate knowledge and understanding of:

- A. 1. The development of Art and Design within their social, historical and cultural context
- A. 2. The primary theoretical knowledge of the different elements and principles within the Art and Design
- A. 3. The relevant profession definition, meaning and terminology in the Art and Design
- A. 4. Various materials and techniques and their uses
- A. 5. Relating design solutions to relevant, practical and sustainable applications
- A. 6. Design Process and Design Production i.e the design process to creative/production Design
- A. 7. Approaches, procedures and media within Design and Art to creatively and effectively address social, economic and cultural issues
- A. 8. Properties and performance of materials
- A. 9. Professional practice and management relevant to creative Design
- A. 10. Economic, Business, Entrepreneurship for Designers
- A. 11. Contemporary, modern and innovative technology, materials and techniques in the 21st century

B. Cognitive/Intellectual skills

- A. 12.** At the end of the programme students should be able to:
- A. 13.** Develop critique - reviewing and analysing of creative design work and challenges hence providing appropriate and practical solutions to design problems
- A. 14.** Relate design solutions to relevant practical applications i.e. materials, presentation, equipment, exhibitions
- A. 15.** Comprehend and synthesize meaning and concepts into practical solutions
- A. 16.** Develop articulated design proposal, i.e. industry, client and community
- A. 17.** Think critically - come up with creative ideas and solutions to satisfy client's brief and community challenges
- A. 18.** Perform, Synthesise, Analyse and Evaluate
- A. 19.** Effectively receive, respond, value, organize and sensitise
- A. 20.** Apply psychomotor (Hands On), technical Skill, and coordination/Motion/Rhythm/Flow
- A. 21.** Internalize and evaluate the process of design and design production
- A. 22.** Differentiate and evaluate different artists, techniques, mediums, equipment/materials, creative and material cultures, creative/generative and Production Processes within the creative Design
- A. 23.** Analyze and evaluate the different creative generative production process within the creative design
- A. 24.** Develop basic to comprehensive technical skills in art and design
- A. 25.** Specify techniques, mediums, crafts, media and equipment for or to suit relevant design and creative art solutions
- A. 26.** To apply aesthetic knowledge within the creative Design
- A. 27.** Develop research skills and methodology
- A. 28.** Develop combined practical, intellectual, innovative and creative skills to address challenges in the society
- A. 29.** Present and interpret creative art and design local, regional and global problems and challenges
- A. 30.** Analyze, develop and evaluate professional and artistic skills in desired fields

A. 31. Plan and implant design methods and solutions in line with the Government's vision of 2020 and the region

C. Communication/Practical Skills

At the end of the programme students should be able to:

A. 32. Apply the knowledge of the different elements and principles within the creative Arts and Design

A. 33. Present an aesthetic vocabulary to both demonstrate their understanding and effectively communicate concepts and ideas

A. 34. Present a well formulated design proposal to industry/client/community

A. 35. Use and application of various materials and equipment within creative Arts and Design

A. 36. Apply basic and comprehensive technical skills in creative Arts and Design

A. 37. Display competencies in ICT and numeracy skills

A. 38. Use computer and design specific software to generate and produce creative design ideas and realize projects

A. 39. Use and apply techniques to interpret design and specifications within and from other related design professions e.g. Architecture, engineering, etc

A. 40. Cost and provide specifications for creative art and design projects/products

A. 41. Present orally, visually and sensitively ideas, concepts and final outcomes and final products

A. 42. Interpret and utilize techniques comprehensively in design presentation, e.g., drawing, video, photography, dance and drama

A. 43. Show personal and professional skills within desired fields

A. 44. Respond and value cultural diversity and expression

A. 45. Have competency in hands-on, digital and technical applications

D. General transferable skills

At the end of the programme students should be able to:

- A. 46. Show drawing skills
- A. 47. Manage time
- A. 48. Express visual, oral and responsive communication Skills
- A. 49. Show skills in presentation
- A. 50. Work as part of a team
- A. 51. Investigate and research
- A. 52. Solve problems
- A. 53. Display numeracy skills
- A. 54. Show organization skills /Composition
- A. 55. Carry out self learning
- A. 56. Archive and Edit
- A. 57. Show interpersonal skills