



# Guidelines of Competence Development Subject Area: *Arts*

**Vilnius, (28 02 - 01 03) 2011**

# Proposition

- **Guidelines** for the profile of art and design study field
- **Profiles** of typical degree programmes
- **Generic competence map**
- **Characteristics of student workload**

# In more detail

**Guidelines** for the profile of art and design study field:

1. **Fundamental principles**
2. **Nature and scope of studies**
3. **Knowledge**, understanding capacities, characteristic features, skills
4. **Teaching, learning and assessment**

# Further

- **Knowledge...**

- Special:***

- **raise ideas;**
    - **use both rational and emotional thinking;**
    - **select and properly use materials, processes and environmental stuff;**
    - **properly use interactions and relations between the intent, process, and context;**
    - **use inventiveness and entrepreneurship skills**

# Further

- **Knowledge...**

  - Generic:***

  - **Independence**
  - **Critical understanding**
  - **Interaction and social skills**
  - **Communication and presentation skills**
  - **Information skills**

# Profile of degree programme

## Brief **description** of

- learning **outcomes**,
- **tools** to achieve these outcomes
- **proof** that the outcomes have been achieved

# Profile of degree programme

**Purpose** of a **profile** is to help to realize:

- how teaching and learning **methods**  
**enable to achieve** the expected learning  
outcomes

- how learning assessment **methods**  
enable to make sure that the **results have**  
**been achieved**

- how the **programme and its disciplines** are  
interrelated with **the requirements** set

# Problems of student workload

## **Determination of:**

- the role/type of discipline or module
- importance of competences in each discipline or module and the level of complexity
- the scope of exercises and tasks bound to achieve the relevant objectives of studies
- the most rational study forms and methods
- the ratio between classroom and independent work hours



The end