Curriculum 2022-2024

Major studies 111 cr
General studies 26 cr
Minor minimum 18 cr
Elective studies maximum 25 cr

Code: ARTS3101
Credits: 180 cr
Head of programme: associate professor Oscar Person

Structure of the Bachelor's Degree Programme

Major studies 111 credits, comprising compulsory courses in the major (101 credits) and the bachelor's thesis and the seminar (10 credits).

Elective studies and minor subject max. 43 credits. As elective studies, students can take individual courses from other programmes at Aalto University or other Finnish Universities, participate in an international student exchange programme and/or do an internship. The minor subject may be produced by Aalto ARTS or another School at Aalto University. It may also be completed as a JOO (Flexible Study Rights Agreement) in another Finnish university.

General studies 26 credits, including art and theory studies, language and communication as well as common Aalto studies.

English-medium Design Major

The curriculum for the major is structured to help students acquire knowledge and skills to design with both physical and digital media as well as a rich understanding of the role and functioning of design in society. The courses for the major are structured to simultaneously provide students with a scientific and theoretical foundation to reflect and analytically analyse their own work practices and those of others as well as the practical skills needed to address 21st century design challenges. Understanding — and being able to operate within — the broader societal and industrial context for design forms a foundational aspect of the curriculum in preparing students for a changing future and in developing their ability to work with others and impact the environment around them. The curriculum is accordingly designed to enable students to purposefully and expressively pursue their own interests as well as shape the content of projects and courses together with faculty. During the three years of study, students develop skills and knowledge to design in face of complexity and uncertainty as well as hands-on expertise to prototype ideas and materialize solutions in courses and studios. They learn to use contemporary tools, methods and processes for design as well as develop practices for acquiring new skills in the future. They also learn about design as a social, cultural and historical phenomenon as well as a subject for research. Building on the research in design and media at the School of Arts, Design and Architecture, special emphasis is placed on the ability to work in teams and co-create with others to develop solutions that are more human-centred, societally relevant and environmentally conscious. Students are also also encouraged to take part in academic research and trained to make more informed and responsible decisions as a designer by harnessing business acumen, new technologies and sustainable solutions.

Major's intended learning outcomes

Upon graduating from the major, students will be able to:

1. identify and generate interactive and speculative responses to future phenomena in society from a reflective design practitioner perspective.

2. recognize and apply emerging tools and practices for design, as well as participate in the construction of new ones.

3. create commercial, public and self-initiated proposals in relation to personal and societal values and evaluate and discuss the broader impact of their work.

4. plan, execute and organize their own professional practice within transdisciplinary conditions with a variety of stakeholders.

5. document their own work processes and results in both visual and textual form and contextualize it in relation to existing information sources and research.