

National Framework of Qualifications
Faculty of Art and design
Study program: Visual Arts

Higher Education national framework	BACHELOR OF ARTS IN VISUAL ARTS Level of classification: VI A, First cycle of the studies, University studies 240 ECTS
Knowledge and understanding	<ul style="list-style-type: none"> • Ability to show knowledge and understanding of basic concepts and theories in the field of Visual Arts, aesthetics, drawing, painting, printmaking, sculpture and graphic design. • To demonstrate knowledge of art theories, especially the history of art. • To demonstrate knowledge from the field of multimedia and conceptual art.
Applying knowledge and understanding	<ul style="list-style-type: none"> • Ability to apply knowledge and understanding of the visual aesthetic approach to art and design. • Ability to transfer knowledge in the field of Visual Arts. • Ability to work creatively with different materials (paintings, prints, sculptures). • Ability to apply knowledge and understanding in the creation of multimedia projects consist of text, graphics, photographs, animations, video, sound, etc.
Making judgments	<ul style="list-style-type: none"> • Ability to identify, classify, describe and analyze critical thinking and expression of ideas and decision-making during the creative expression. • To analyze and solve problems of visual character. • Ability to estimate in the process of creating original works.
Communication	<ul style="list-style-type: none"> • To function effectively as an individual and as a part of a team. • Ability to communicate and discuss before professional and lay public, for information, ideas, problems and solutions when the criteria for decision-making and scope of the task are clearly defined. • Ability to independent participation with professional approach into specific, scientific and interdisciplinary discussions.
Learning skills	<ul style="list-style-type: none"> • Monitoring the latest developments in relevant field • Getting new knowledge through the use of information technology and professional literature in the fields of Visual Arts and design. • Analysis of world-famous works of art with the use of information technology.