**Curriculum at LAB University of Applied Sciences
2022-2023**

Master of Culture and Arts, Fine Arts 22S, Lappeenranta

Code	Name	1 y	2 y	ECTS total
MLPRYKUVA22S-1001 Core competence				**15**
YM00CR56	Artist's work			0
YM00CR16	Theory and Practices of Public Art			0
YM00CR57	Production of Art			0
MLPRYKUVA22S-1002 Complementary competence				**15**
YM00CK45	3D modelling for fine artists	5		5
YM00CI24	Urban Design	5		5
LA00BQ14	Process and Project Management	5		5
YM00CI10	Systems and interactions based IoT solutions	5		5
YM00CI08	Sustainable service design	5		5
YM00BX84	Information design	5		5
MLPRYKUVA22S-1003 Thesis				**30**
YO00BU70	Thesis Planning	10		10
YO00BU71	Thesis Project and Reporting	10	10	20

MLPRYKUVA22S-1001 Core competence: 15 ECTS

YM00CR56 Artist's work: 5 ECTS

Learning outcomes
Student
- understand the features of the public art process
- learns about communication and stakeholder activities
- learns about tendering and business cooperation related to public art
- knows the practices related to the production and presentation of art

YM00CR16 Theory and Practices of Public Art: 5 ECTS

Learning outcomes
The student knows
- practices of public art
- current forms of competition and contractual practices
- recognizes the place of public art as part of society and knows its history
- evaluate the operating environment of the artist and the client

YM00CR57 Production of Art: 5 ECTS

Learning outcomes
Student
- is able to research, analyze and report about projects
- project management and administration
- understand the possibilities of cooperation and subcontracting

MLPRYKUVA22S-1002 Complementary competence: 15 ECTS

YM00CK45 3D modelling for fine artists: 5 ECTS

Learning outcomes
Student
- learn the basics of 3D modeling
- learn the basics of visualization
- learns to utilize programs in art design

YM00CI24 Urban Design: 5 ECTS

Learning outcomes
The student is able to
- take into account the public sector's task, practices and operating environment in design processes related to the public sector
- use the diverse information acquisition methods required by the public sector organizational environment
- analyze the essential information for community sector development work
- execute design for community sector environments with interactive, participatory and crowdsourcing ways
- use emphatic design and visual means as a tool for interaction and development
- take in the design processes into consideration special features of urban space and product environment (e.g. design for all, safety, urban planning, acquisitions)

LA00BQ14 Process and Project Management: 5 ECTS

Learning outcomes
The student is able to
- explain the relevant concepts of process and project management
- analyze the state of process management in an organization and plan how to systematically develop those processes
- plan and evaluate a development project in an organisation

YM00CI10 Systems and interactions based IoT solutions: 5 ECTS

Learning outcomes
The student is able to
- recognize the benefits of the Internet of Things (IoT) for businesses, making current operations

more efficient, new business opportunities as well as increasing the value of products and services
- recognize and evaluate IoT's influence on the community
- evaluate the consumer's perspective in digitalization through increasing the use of of IoT terms and systemic service solutions

YM00CI08 Sustainable service design: 5 ECTS

Learning outcomes
Students
- know the difference between the weak and strong ecologically sustainable consumer solutions and the basics of design for sustainable behavior change
- know what to evaluate as the change required for ecologically sustainable consumption in the areas of housing, energy and water use, mobility, food, material products and services
- know how to apply the multimethod, holistic design process, user driven approach and behavior change heuristics for creating sustainable service solutions

YM00BX84 Information design: 5 ECTS

Learning outcomes
The student is able to
- explain the significance of understanding information and manage methods of implementing it in a range of different knowledge use contexts
- make use of usability psychology and user testing in visual planning
- acquire, analyse and organise complicated data for visualization purposes
- plan understandable information design solutions using visual design methods

MLPRYKUVA22S-1003 Thesis: 30 ECTS

YO00BU70 Thesis Planning: 10 ECTS

Learning outcomes
The student is able to
- describe the objectives and core contents of their thesis
- plan and describe the stages of the thesis process
- take into account the possible research permit and copyright issues.

YO00BU71 Thesis Project and Reporting: 20 ECTS

Learning outcomes
The student is able to
- implement the thesis on the basis of an approved thesis plan
- present the results or output of their thesis
- report on their thesis in writing in accordance with the thesis guidelines of LAB University of Applied Sciences
- as a maturity test, write a blog post, a press release or an article.