

Department	FACULTY OF DESIGN / FUNCTIONAL DESIGN
Study programme	MA1
Course year	1ST YEAR
Semester	AUTUMN
Study year	2024/2025

MANDATORY	Mandatory courses
FREE CHOICE	Free choice courses*
ELECTIVE	Elective courses can be chosen only after required programme of department courses is approved by the department

DEPARTMENT COURSES

CODE	COURSE TITLE	ECTS
MākZ6846	Communication Design	6
MākZ6851	Speculative Design	3
MākZ6753	Critical Design	3
MākZ6C95	Graphic Design I	3
MākZ6D09	Protoyping	1,5
MākZ5256	Digital Protoyping	1,5
MākZ1677	Anatomy	2
MākZ5125	Creative Methods in Art Pedagogy	3
MākZ6D23	Contemporary Art and Underground Culture Scene in the Eastern Europe under and after Communism	3

*As theoretical lectures are delivered to the students of the Art Academy of Latvia in Latvian, some theoretical subjects in English are offered separately to the visiting students.

ELECTIVE COURSES

The list of courses will be published during the first week of semester start!

Online registration for elective courses is open during the first two weeks of semester start. Each course is for limited number of students. To start the course at least 5 students must be registered for it. If less than 5 students are registered, course won't be available.

DEPARTMENT COURSES

COURSE TITLE	DESCRIPTION	LECTURER
Communication Design	Communication design as a tool in creating a message. The course promotes understanding of graphic design as a means of communication using text, symbols, images, composition, form. To create an understanding of the graphic designer's responsibility in the context of environmental and sustainable design. Promote the use of graphic design as a tool for the development of each student's MA thesis topics at various stages of the design process. Theoretical introductory lectures together with short practical exercises individually and in groups. Work on the development of a communication design project, including research, problem definition, target audience, design vision and design concept.	Inguna Elere
Speculative Design	Compulsory course. The aim of the course is to learn the ability to evaluate design as an ideologically charged tool for building the future with the help of practical design tasks. The course content emphasizes critical and conceptual thinking, and the tasks involve the development of design proposals that are not intended for immediate realization, production and use, but rather allow a glimpse into the near or distant future and promote a critical attitude towards the usual order of things. To perform course tasks, students need to analyze the current situation in the context of the given topic, evaluate potential development scenarios, identify ethically unacceptable or unclear situations, and develop speculative scenarios that show the revealed future or current problems.	Liene Jākobsone
Critical Design	The primary goal of the course is to provide knowledge and understanding of the formation and development of the critical design movement since the beginnings of the design discipline, as well as to supplement the arsenal of means of expression of art and design students with techniques specific to critical design. A secondary goal of the course is to promote students' ability to critically evaluate contemporary developments in a wide variety of fields from a design perspective and express their judgments in a reasoned manner.	Liene Jākobsone
Graphic Design I	To introduce students to the basic concepts and various aspects of graphic design through lectures, practical exercises and real examples. Create an understanding of the technical nuances depending on the material and format. In collaboration with another subject or MA research, during the Basics of Graphic Design course, students implement appropriate visual communication material, within which they demonstrate the acquired knowledge of graphic design.	Matīss Zvaigzne
Prototyping	Develop skills in 2D development of ideas and 3D prototyping. Identify the possibilities of using materials in the process of testing and presenting an idea. Identifies and chooses the most suitable material and technology for reflecting your idea in a prototype.	to be specified

Digital Prototyping	Digital animation and computer graphics software options are explored. The task and use of animation in the presentation of a certain topic. At the end of the course, a computer graphics animation scene is realized.	Gita Straustiņa
Contemporary Art and Underground Culture Scene in the Eastern Europe under and after Communism	The course is dedicated to understanding of some important special features of art and culture of the region where Latvia (and the LAA students) belongs to – Eastern Europe. History and interpretation of the culture of the region during Soviet rule is yet to be written but it is important for the aspiring artists, designers, curators and art critics who live and work here understand its speciality and uniqueness in Europe. The course starts from the wide historical and cultural introduction to the subject and then continues with a discussion of on several important cases of contemporary art and underground cultural scene in USSR (Russia, Latvia), Czechoslovakia and Poland. In the middle of the course there will be another wide introduction – this time to the post-Soviet period. Second part of the course will be dedicated to the changes which happened in contemporary art and underground culture of the region after 1991.	Kirils Kobrins
Anatomy	Digitalized and interactive anatomy for art and design students to improve their drawing, painting, and sketching skills in anatomy. Based on Anatomy Next — anatomy learning tools for students and teachers. Anatomy Next is a very successful, world-known educational technology start-up to help students learn anatomy faster and more efficiently.	Uldis Zariņš
Creative Methods in Art Pedagogy	The course prepares students for planning and conducting art-based visual arts classes for school age children. Such an experience can be useful in teaching for both - formal and non-formal education. Graduates will gain theoretical knowledge and practical experience in transforming an idea based on creative practice (art or design) into a teaching practice.	Ilze Vītola