

Royal Academy of Art The Hague

www.kabk.nl

# **More information**

At the Royal Academy of Art (KABK), we educate the artists and designers of the future to be curious, independent and self-aware participants in the cultural field. Our students learn the history and techniques of their discipline while also being encouraged to explore the questions that today's society brings forward. The KABK is an international art school and all classes are in English.

#### Master's programmes

- Artistic Research
- ArtScience
- Industrial Design
- Interior Architecture (INSIDE)

- Non Linear Narrative
- Photography & Society
- Type and Media

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Read more about our Bachelors, Masters, PhD trajectory and preparatory courses at www.kabk.nl or follow our **instagram@royalacademyofart.thehague** 

### Master's in Artistic Research

We are a fine arts programme and a research community. We educate artists to engage with contemporary issues and to explore how knowledge is held within aesthetic production. We value creative and intellectual risk-taking and understand artistic space as a way we can imagine our world differently. This two-year master's programme is constructed as a matrix of practical and theoretical research, artistic work created and exhibited as you deepen your exposure to the work of others and develop academically through theory and writing classes. These elements combine to sensitise you to the urgencies of our time, while close tutorial support helps you refine your individual point of engagement. We share this ongoing production in exhibitions and publications. Students graduate with a practice more able to reflect on what is today, but also more able to imagine what could be.



# **Master's in ArtScience**

The ArtScience Interfaculty is a unique interdisciplinary institute between the Royal Academy of Art and the Royal Conservatoire. ArtScience offers a four-year bachelor's and a two-year master's programme. These programmes aim to guide you towards an 'autodisciplinary' art practice: students acquire skills, research methods and the conceptual background that they need in order to develop their personal artistic work within the broad field of the arts and sciences. The Interfaculty fosters experiment and curiosity, challenging students to invent new types of art, and beyond, to reconsider existing discourses and develop new art practices for the twenty-first century.

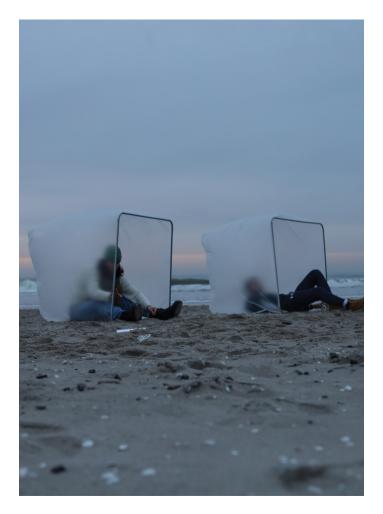


Graduation work of Armand Lesecq, Phosphene (MA ArtScience, 2022), photo: Charlotte Brand

### Master's in Interior Architecture (INSIDE)

This master's programme offers a two-year professional education that strives to explore the field of spatial design in its broadest sense by reimagining the role of the practising designer with concerns about a society in transition.

The programme is entitled INSIDE as a metaphor for the broader position we envision for the professional practice of the interior architect. Slowly but surely this role is expanding beyond the physical interior and is proving to be relevant in the most diverse places where people live and meet, and where communities emerge. Whether those spaces are actually interiors or even purely physical is far less important than how future designers contribute as mediators of spatial inclusion towards a more socially just society.



Nika Dundua, Windportal (MA Interior Architecture, 2022), photo: Nika Dundua

## Master's in Industrial Design

The Master's in Industrial Design is a two-year full-time master's programme that educates designers who want to redesign industry. Students research and develop projects in which they question and redesign the conventions in the industrial system and envision more diverse, sustainable and meaningful futures. We believe in the discursive and transformative potential of design. Through design research you learn to pose questions, search for answers, envision futures, and prototype scenarios. Design research is therefore at the core of the MID programme. Aesthetically distinctive and outspoken products and projects are developed based on research that defines the position of the designer in the professional field. Design projects in collaboration with scientists, the industry and the design field form the basis of the programme. Supported by the building of a theoretical framework for your projects, you will sharpen your artistic vision and learn to present your work convincingly to existing and potential clients, partners and a wider audience.



Graduation work of Erco Lai, Neo Stone Age – domesticating limestone (MA Industrial Design, 2021), photo: Ronald Smits

#### Master's in Non Linear Narrative

Non Linear Narrative is a two-year master's programme that merges investigative methods of journalism and forensics with processing technologies of computer science and visual arts into a contemporary, progressive design approach: non-linear storytelling. It takes the entanglement of relations in the global information society as a starting point, in order to identify and interrogate complex sociopolitical issues and communicate them to a broad audience. The programme repositions the graphic design discipline in the changing professional landscape and extends it with new responsibilities towards society. The department is led by an international team of designers, programmers, filmmakers, artists and thinkers. Each year, in collaboration with governmental and non-governmental institutions, a small group of master's students undertake research and present new visual forms of narrative.



Graduation work of Mingus Janssen, Mycelium Media (MA Non Linear Narrative, 2022), photo: Roel Backaert

## Master's in Photography & Society

Photography & Society is a two-year master's programme that educates socially engaged photographers of the 21st century who possess an active interest in the technological, political, environmental and social role of the photograph. With this knowledge, we pursue ways in which sustainable and diverse practices can be built. A commitment to the discipline is expressed in our aim for photography to develop relationships beyond its own disciplinary boundaries so as to comprehend the complex role of imagery within contemporary visual culture. To achieve this, we need to be cross-disciplinary and collaborative, while acknowledging contemporary developments in image-making practices. We look at the image in two ways: as an exchangeable, material object and as practice to envision alternative possibilities.



Graduation work of Ana Nuñez Rodriguez, Cooking Potato Stories (MA Photography & Society, 2020), photo: Charlotte Brand

# Master's in Type and Media

Type and Media is an intensive, one-year master's programme in type design. The programme has a practical approach, based on drawing and making letterforms, in the context of a critical practice. Modern communication needs text on all kinds of surfaces and writing systems. This discipline takes place at a busy intersection of aesthetic, cultural and technical expectations. Students learn to navigate confidently by designing their processes (and tools) while creating type. Teachers bring their expertise from their practice to the Type and Media studio. This is a hub for up to twelve students with desk, screen, research library and digital amenities. The programme includes excursions to the best historic materials and collections. Graduation projects are individual explorations in type design.



Nalbantska and Boslau playing the Beziergame (MA Type and Media, 2023), photo: Erik van Blokland

The Royal Academy of Art, The Hague