Final Evaluation Criteria and Learning Outcomes for {INSIDE [OUT}SIDE IN] IOOI

Products:

• You create a video of max. 5 minutes in which you explain your process of the past semester using the four focus areas. Use all the material you collected on Padlet throughout the semester and you can also include experiences outside of IOOI as far as they are relevant to the 4 focus areas. Post the video on your Padlet.

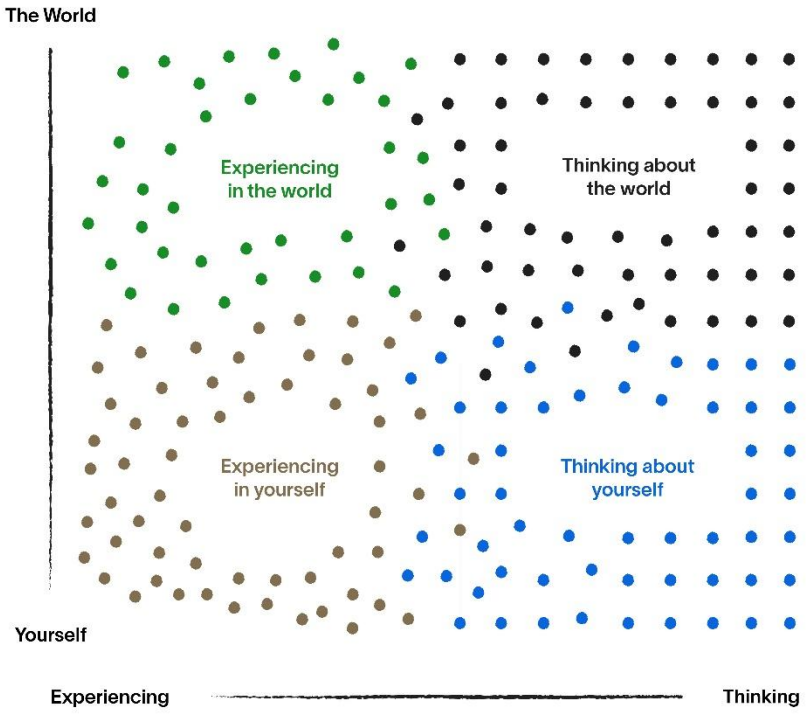
The blue sentences will be assessed. The black "criterion 1, 2, 3 ..." bullit-sentences are there to help you to get an idea, but they are not boxes that all need to be ticked.

Focus Area 1: Thinking about yourself
Self-awareness and Critical Reflection:
Discover what drives you, explore your strengths and pitfalls. Identify which models and theories work for you. Recognize patterns in yourself, experiment, and develop more self-direction.

Focus Area 2: Experiencing within yourself
Personal Awareness and Inner Experience:
Become aware of what is going on inside you: when do you gain energy and see possibilities? Or do you often feel small and overwhelmed? What positive or negative stories do you tell yourself about yourself? And how does that affect your energy?

Focus Area 3: Thinking about the world
Knowledge of the Pop World:
Every field has its own habits, (unwritten) rules, and important places and people. This also applies to the pop music circuit. Exploring the "pop circuit" system gives you more insight into where your opportunities lie.

Focus Area 4: Experiencing in the world
Gaining Experiences Outside the Academy of Pop Culture:
Trying out your artistic work and visiting interesting people and places. Through these experiences, you discover where you do and do not feel at home, and what does or does not work for you.



LEARNING OUTCOMES {INSIDE [OUT}SIDE IN]

Below – in blue – are the learning outcomes for the course **{INSIDE [OUT}SIDE IN]** (5 EC). The criteria behind the black bullits ("criterion 1, 2, 3 ...") are illustrations, there to help you to get an idea, but they are not boxes that all need to be ticked.

The course focuses on the process pop artists go through when creating artistic work and trying to bring it into the world. In the assessment, the emphasis is on behavioral learning. Each learning outcome is linked to one of the four focus areas and contains criteria that stimulate the desired behavior and reflection.

Focus Area 1:

Focus: Self-awareness and Critical Reflection

1. Learning Outcome:
The student demonstrates self-insight and can apply critical reflection to her* own creative and professional process.

- **Criterion 1:** The student identifies and analyzes personal values, beliefs, and experiences that influence her creative and professional work.
- **Criterion 2:** The student reflects on strengths and weaknesses in her own creative and professional process and identifies areas for further development.
- **Criterion 3:** The student describes how this reflection has led to conscious choices in her artistic practice.

Focus Area 2:

Focus: Personal Awareness and Inner Experience

2. Learning Outcome:

The student demonstrates understanding of the inner aspects of the creative and professional process and is able to integrate these into her work.

- **Criterion 1:** The student identifies and reflects on the internal reactions that arise during the creative and professional process.
- **Criterion 2:** The student demonstrates self-care strategies to deal with the inner challenges of the creative and professional process.

Focus Area 3:

Focus: Knowledge of the Pop World

3. Learning Outcome:

The student demonstrates understanding of the complex pop world as a system and can apply strategic and systemic thinking to realize her creative ideas in the world.

- **Criterion 1:** The student formulates clear and achievable strategies for realizing a project idea within a complex external context.
- **Criterion 2:** The student maps relevant social, cultural, and potentially economic factors that may influence her project.
- **Criterion 3:** The student justifies strategic choices and demonstrates how these contribute to realizing the creative vision.

Focus Area 4:

Focus: Gaining Experiences Outside the Academy of Pop Culture

4. Learning Outcome:

The student tries out creative ideas in practice and collaborates with relevant stakeholders.

- **Criterion 1:** The student effectively involves stakeholders in the process of creation and implementation.
- **Criterion 2:** The student tests intermediate products iteratively and methodically and collects feedback from the field.
- **Criterion 3:** The student reflects on the impact of the work in practice and how this contributes to personal and/or societal goals.