


«K.Kulazhanov Kazakh University of Technology and Business» JSC	EP 25/02-11-2025	
Educational program	Edition № 4	

EDUCATIONAL PROGRAM

6B02100 Design

code and name of the educational program


Level: specialist

Approved
by the Board of Directors of JSC
«K.Kulazhanov KazUTB» " 02 " 04 2025
protocol No. 3

Recommended
by the Academic Council of JSC
«K.Kulazhanov KazUTB» " 28 " 03 2025
protocol No. 8


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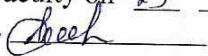
Preface

The educational program "6B02100 Design" was developed in accordance with the State Compulsory Standard of Higher Education / Postgraduate Education, approved by the order of the Minister of Science and Higher Education of the Republic of Kazakhstan dated July 20, 2022 No. 2, and the basis of professional standards «Designer in the arts (Art designer, graphic designer, interior designer, industrial designer and others)» (17.04.2024)

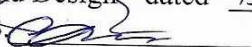
The educational program "6B02100 Design" was approved at the meeting of the Council on Academic Quality on "27" 05 2024, protocol No. 4

Chairman Baibolova L.K. 

The educational program "6B02100-Design" was approved at the meeting of the Commission on Academic Quality of the Faculty on "29" 11 2024, protocol No. 2

Chairman Zhunusova G.S. 

















The educational program "6B02100-Design" was developed and discussed at the meeting of the department "Light Industry Technology and Design" dated "15" 11 2024, protocol No. 4


Head of the department Baizhanova Zh.B. 

Approval sheet

Educational program "6B02100-Design"

AGREED:

- | | | | |
|---|--|-----------------|---------------------|
| Vice-Rector for Administrative Affairs | 
 | E. Askarbekov | " 27 " 03 2024 year |
| Head of Educational Programs Department | 
 | B. Bayadilova | " 27 " 03 2024 year |
| Director of LLP «Nursaulet» | 
 | N.S. Tokayev | " 15 " 11 2024 year |
| Director of LLP "Luxury Home Textile Design Studio" | 

 | N.N. Makeyeva | " 15 " 11 2024 year |
| Vice President of the National Academy of Design.
Founder of the brand "ZEKEN MODA". | 
 | K.Z. Abishev | " 15 " 11 2024 year |
| Director of LLP «SAMIDEL» | 
 | D.A. Abdullina | " 15 " 11 2024 year |
| Director of LLP «Komek-Astana» | 
 | V.R. Rafikov | " 15 " 11 2024 year |
| Student
Design Arch 221 |  | D.N. Alimkulova | " 15 " 11 2024 year |


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1 Passport of the educational program

International Standard Classification of Education (ISCED) level	6
National Qualification Framework (NQF) level	6
Sectoral Qualifications Framework (SQF) level	6
Code and name of the field of education	6B02 Arts and Humanities
Direction of training	6B021 Arts
Number and name of the group of educational programs	B031 Fashion design
Code and name of the educational program (EP)	6B02100 Design
Educational program profile	Higher education in art history
Goal of the educational program	Training of highly qualified personnel with higher education in the field of fashion design, graphic and architectural design with deep professional competencies, competitive in the international space.
Completion criterion of an educational program	300 academic credits
Language of instruction of the educational program	Russian, Kazakh
Distinctive features of the educational program	No
Partner University	-

2 Qualification characteristics of a graduate of an educational program


Degree awarded	Educational Program Design Specialist "6B02100-Design"
Field of professional activity	The fields of application for the acquired knowledge, skills, and abilities include: <ul style="list-style-type: none"> • Architectural design and interior design, • Industrial and product design, • Graphic and communication design, • Art design, • Exhibition and spatial environment, • Digital and web design, • Costume and textile design.
Types of professional activities	Graduates may engage in the following types of professional activities: <ol style="list-style-type: none"> 1 Project and artistic activities <ul style="list-style-type: none"> – Development of original concepts, artistic and technical sketches, creation of models and design projects in various fields of design. 2 Organizational and managerial activities

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	<p>– Planning and coordinating project work, leading creative teams, managing the stages of design project implementation.</p> <p>3 Entrepreneurial activities</p> <p>– Establishing and running an independent professional practice, participating in commercial projects, calculating cost price and marketing value of design services.</p> <p>4 Teaching activities</p> <p>– Teaching the fundamentals of design and artistic-project disciplines in educational institutions, participating in the development of educational and methodological materials (subject to the availability of relevant competencies and pedagogical training).</p> <p>5 Research activities</p> <p>– Conducting research in the history, theory, and practice of design, analyzing current trends, participating in scientific conferences, competitions, and grant programs.</p>
Object of professional activity	<p>The objects of professional activity in the specialty include:</p> <ul style="list-style-type: none"> • Objects of the visual and object-spatial environment (including architectural, graphic, industrial, interior, digital design, and fashion design); • Original design projects, models, prototypes, and artistic-project concepts; • Information-graphic and visual communications; • Technologies of artistic and technical modeling; • Materials and means of artistic expression used in design; • Regulatory-technical and project-estimate documentation; • Processes of interaction with the client and target audience within the framework of design project implementation; • Modern software tools used in the professional activity of a designer.
Functions of professional activity	<p>Mandatory job functions:</p> <ol style="list-style-type: none"> 1. Creation of an original design concept 2. Development of design projects with variability of solutions and detailing 3. Management of a creative team in the process of carrying out design activities <p>Additional job functions:</p> <ol style="list-style-type: none"> 1. Organization of entrepreneurial activities in the field of design

3 Requirements for the content of the educational program

Name of cycles and disciplines	Workload in academic credits
Cycle of general education disciplines (GED)	56
Required component	51
University component	5
Cycle of basic disciplines (BD)	134
University component	37
Component of choice	95
Professional practice	2

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Cycle of major disciplines (MD)	102
University component	10
Component of choice	75
Professional practice	17
Final assessment	8
Total	300


4 Additional educational programs (minor)

4.1 Minor « Modern aspects of artificial intelligence application »

Name of disciplines	Workload in academic credits
Introduction to Artificial Intelligence	5
Development of artificial neural networks	5
Artificial intelligence in the management of object	5
Total	15

5 Competency map of the educational program «6B02100- Design»

Competence map of the educational program	Learning outcome code	Learning Outcome (according to Bloom's Taxonomy)
Behavioral skills and personality traits (Softskills)	LO _{GED 1}	Forms a system of general competencies that ensure the socio-cultural development of the future specialist's personality, based on the formation of their worldview, civic, and moral stance, oriented towards a healthy lifestyle.
	LO _{GED 2}	Capable of communication in both oral and written forms in Kazakh, Russian, and foreign languages to solve tasks related to interpersonal, intercultural, and professional communication
	LO _{GED 3}	Promotes the development of information literacy through the mastery and use of modern information and communication technologies in all areas of activity.
Digital competencies (Digital skills)	LO ₁	Applies knowledge of art history, color science, and the laws of composition to create artistic and technical sketches manually, taking into account creative ideas and visual communication methods.
	LO ₂	Conveys the artistic intent, creativity of the idea for creating objects of architectural, graphic design and fashion design
	LO ₃	Has the skills to develop original design solutions based on knowledge of composition, color science, art history and design
	LO ₄	He is proficient in visual, technical techniques and tools, using professional computer programs to develop objects of architectural, graphic design and fashion design.
	LO ₅	He has logical, intuitive methods of finding new

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		ideas for developing a project assignment for creating objects of architectural, graphic design and fashion design when making a design decision and interacting with a customer.
	LO 6	Develops architectural, graphic design, and fashion design projects based on visual interfaces, modern standards of sustainability, inclusion, and branding to create functional and emotionally expressive solutions.
Professional skills (Hardskills)	LO 7	Uses artificial intelligence tools to generate graphics, image processing, and design personalized design solutions.
	LO 8	Performs a layout and samples of objects of architectural, graphic design and fashion design, taking into account planar, three-dimensional, plastic, color solutions, using expressive artistic means when presenting a design solution.
	LO 9	Implements architectural, graphic, and fashion industry projects, taking into account research, technology knowledge, project documentation, material selection, design, and branding.
	LO 10	Applies knowledge about modern materials, their functional and environmental properties in the development of architectural, graphic design and fashion design.
	LO 11	Applies the principles of sustainable development, environmental safety, taking into account the economic, legal, anti-corruption and entrepreneurial aspects of the industry when developing design projects.
	LO 12	Provides economic support for a design project, taking into account environmental requirements, principles of inclusion, and occupational safety rules for effective communication with design project performers and consumers.

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6 Learning outcomes of the educational program and modules


Key competences	Learning Outcomes (LO) for the educational program	Name of module	Learning outcomes for the module	Name of disciplines that form learning outcomes
	LOGED 1 Forms a system of general competencies that ensure the socio-cultural development of the future specialist's personality, based on the formation of their worldview, civic, and moral stance, oriented towards a healthy lifestyle.	Man and Society – the foundation of worldview and socio-political knowledge.	Applies the fundamental laws of Kazakhstan's history, philosophy, and socio-political knowledge for effective socialization and adaptation in changing socio-cultural conditions, shaping a personality capable of mobility in the modern world, critical thinking, and physical self-improvement.	History of Kazakhstan Philosophy Physical Education Module on Socio-Political Knowledge (Political Science, Sociology, Cultural Studies, Psychology)
	LOGED 2 Capable of communication in both oral and written forms in Kazakh, Russian, and foreign languages to solve tasks related to interpersonal, intercultural, and professional communication	Information and Communication Module	Capable of interpersonal social and professional communication in Kazakh, Russian, and foreign languages.	Foreign Language Kazakh Language Russian Language
	LOGED 3 Promotes the development of information literacy through the mastery and use of modern information and communication technologies in all areas of activity.	Information and Communication Module	Possesses various types of information and communication technologies for searching, storing, processing, protecting, and disseminating information.	Information and Communication Technologies
	LO11 Applies the principles of sustainable development, environmental safety, taking into account the economic, legal, anti-corruption and entrepreneurial aspects of the industry when developing design projects.	Economics and Entrepreneurship Module	Analyzes economic processes, applies legal norms that identify and prevent corruption risks, evaluates financial situations and plans resources, develops skills in making informed decisions in the professional field.	Module of economics, entrepreneurship, law and financial literacy (fundamentals of economics and entrepreneurship, basics of law and anti-corruption culture, basics of financial literacy)


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<p>Digital competencies (Digital skills)</p>	<p>LO12 Provides economic support for a design project, taking into account environmental requirements, principles of inclusion, and occupational safety rules for effective communication with design project performers and consumers.</p>			<p>Module of economics, entrepreneurship, law and financial literacy (fundamentals of economics and entrepreneurship, basics of law and anti-corruption culture, basics of financial literacy)</p>
	<p>LO1 Applies knowledge of art history, color science, and the laws of composition to create artistic and technical sketches manually, taking into account creative ideas and visual communication methods.</p>	<p>Artistic and compositional</p>	<p>Creates artistic and technical sketches and original design ideas by hand</p>	<p>Academic Painting Academic Drawing Composition Color Theory and Coloristics</p>
	<p>LO2 Conveys the artistic intent, creativity of the idea for creating objects of architectural, graphic design and fashion design</p>			<p>Design Sketch Modern architectural design Modern graphic design Modern fashion design Special Drawing (Architectural Design) Special Drawing (Graphic Design)</p>
	<p>LO3 Has the skills to develop original design solutions based on knowledge of composition, color science, art history and design</p>			<p>Art History Architectural Composition Innovations in Graphic Design History of World Architecture History of Graphic Design History of styles in costume Costume Composition Educational practice</p>
<p>LO4 He is proficient in visual, technical techniques and tools, using professional computer programs to develop objects of architectural, graphic design and fashion design.</p>	<p>Professional computer programs</p>	<p>Creates artistic and technical sketches using graphic editors and artificial intelligence</p>	<p>Technical Drawing and Engineering Graphics Architectural Computer Programs - 3ds Max (Advanced Level) Architectural Computer Programs - 3ds Max (Advanced Level)</p>	


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			<p>Graphic Computer Programs Graphic Computer Programs -Adobe After Effects Graphic Computer Programs -Adobe Illustrator Graphic Computer Programs - Blender Vector Graphics Tools Basics of Architectural Computer Programs - AutoCAD Basics of Computer Graphics Working with Graphic Editors Digital Technologies in Architecture - Revit (Beginner Level) Digital Technologies in Architecture - Revit (Advanced Level) Fashion sketching Artificial Intelligence in Design Introduction to Artificial Intelligence Artificial intelligence in the management of object Development of artificial neural networks Design of garments in CAD</p>
<p>Professional skills (Hardskills)</p> <p>LO7 Uses artificial intelligence tools to generate graphics, image processing, and design personalized design solutions.</p> <p>LO4 He is proficient in visual, technical techniques and tools, using professional computer programs to develop objects of architectural, graphic design and fashion design.</p> <p>LO5 He has logical, intuitive methods of finding new ideas for developing a project assignment for creating objects of architectural, graphic design and fashion design when making a design decision and interacting with a customer.</p>	<p>Design of profile-specific objects</p>	<p>Develops design projects with a variety of solutions and details</p>	<p>Trend Analysis and Fashion Forecasting Architectonics of Volumetric Forms Interior Graphic Design Landscape Design and Urbanism Fundamentals of Construction Drawing Fundamentals of Graphic Design Fundamentals of Applied Anthropology</p>


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<p>LO₆ Develops architectural, graphic design, and fashion design projects based on visual interfaces, modern standards of sustainability, inclusion, and branding to create functional and emotionally expressive solutions.</p>		
<p>LO₈ Performs a layout and samples of objects of architectural, graphic design and fashion design, taking into account planar, three-dimensional, plastic, color solutions, using expressive artistic</p>		
		<p>Sustainable development, ecology and life safety Architecture and Interior Design Inclusive Interface and Graphics Infographics Garment Construction Constructive Clothing Design Costume Graphics Fundamentals of Imageology and Personal Branding Fundamentals of Industrial Mass-Market Fashion Design of individual residential houses Design of Small Architectural Forms (SAF) Pavilion Design Branding Design Psychology of Interaction and Visual Design Psychology of Space Perception Social Architecture and Inclusive Design Technical Drawing Typology of Architectural Design Typology in Graphic Design Digital Graphics Expo Design Fundamentals of planning student research work. Patent Studies and Portfolio Development Industrial practice I Accessory Design Design of Art Objects Creative Architecture Design Clothing modeling using draping technique Industrial practice II</p>

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<p>means when presenting a design solution.</p> <p>LO11 Applies the principles of sustainable development, environmental safety, taking into account the economic, legal, anti-corruption and entrepreneurial aspects of the industry when developing design projects.</p>	<p>Design and technological</p>	<p>Inclusive Interface and Graphics Social Architecture and Inclusive Design</p>
<p>LO6 Develops architectural, graphic design, and fashion design projects based on visual interfaces, modern standards of sustainability, inclusion, and branding to create functional and emotionally expressive solutions.</p> <p>LO 8 Performs a layout and samples of objects of architectural, graphic design and fashion design, taking into account planar, three-dimensional, plastic, color solutions, using expressive artistic means when presenting a design solution.</p>	<p>Develops conceptual, artistic and technological design projects</p>	<p>Fundamentals of planning student research work. Patent Studies and Portfolio Development</p> <p>Patent Studies and Portfolio Development Graphics and Rebranding Headwear Design Book Graphics Modeling in Architectural Design Mock-up and Layout of Printed Products National Style in Architecture National Style in Graphic Design Media content design and development Design of garments in national style Transformable Apparel Design Renovation and Reconstruction of Historical Objects Typography</p>
<p>LO9 Implements architectural, graphic, and fashion industry projects, taking into account research, technology knowledge, project documentation,</p>		<p>Fundamentals of planning student research work. Architectural Design of Large-Scale Objects</p>

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<p>material selection, design, and branding.</p> <p>LO10 Applies knowledge about modern materials, their functional and environmental properties in the development of architectural, graphic design and fashion design.</p>		<p>Design and Ergonomics Multimedia Design Engineering Systems and Equipment of Environmental Complexes Integrated design of low-rise residential buildings Constructive Design of Children's Clothing Structures in Architectural Design Conceptual runway fashion design Fundamentals of Analytical Reconstruction of Historical Clothing Fundamentals of garment manufacturing technology Fundamentals of Ergonomics in Environmental Design Design of Architectural Environment Design of Low-rise Residential Buildings Design of Public Objects Advertising Campaign Design Decoration technologies in design Technology for the production of women's and children's light clothing Technology of Upper Assortment Products Experimental Garment Design AR and VR Technologies Web Design Pre-graduate practice / Industrial practice Architectural Design of Large-Scale Objects Graphics and Rebranding Headwear Design Book Graphics Integrated design of low-rise residential</p>
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<p>O₆ Develops architectural, graphic design, and fashion design projects based on visual interfaces, modern standards of sustainability, inclusion, and branding to create functional and emotionally expressive solutions.</p> <p>O₁₀ Applies knowledge about modern materials, their functional and environmental properties in the development of architectural, graphic design and fashion design.</p> <p>O₁₁ Applies the principles of sustainable development, environmental safety, taking into account the economic, legal, anti-corruption and entrepreneurial aspects</p>	<p>Innovative materials and sustainable design</p>	<p>He has knowledge of modern materials and their composite solutions, as well as aspects of management and ecology aimed at sustainable development and environmental protection.</p>	<p>buildings Constructive Design of Children"s Clothing Structures in Architectural Design Modeling in Architectural Design Mock-up and Layout of Printed Products Materials and Composition in Architecture and Design Fundamentals of Analytical Reconstruction of Historical Clothing Design of Architectural Environment Design of garments in national style Renovation and Reconstruction of Historical Objects Decoration technologies in design Sustainable development, ecology and life safety</p>
			<p>Confectionisation of garment materials Advertising Materials Modern Materials in Architectural Design Modern Materials in Graphic Design Modern Materials in Industrial Design Eco-design Eco-design of Clothing Ecology and Architecture Sustainable development, ecology and life safety Fashion Brand Management Project Management in Graphic Design Economics of Architectural Projects and</p>

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<p>of the industry when developing design projects.</p> <p>LO₁₂ Provides economic support for a design project, taking into account environmental requirements, principles of inclusion, and occupational safety rules for effective communication with design project performers and consumers.</p>			<p>Construction Management</p> <p>Fashion Brand Management Project Management in Graphic Design Economics of Architectural Projects and Construction Management</p>
<p>LO₆ Develops architectural, graphic design, and fashion design projects based on visual interfaces, modern standards of sustainability, inclusion, and branding to create functional and emotionally expressive solutions.</p> <p>LO₁₂ Provides economic support for a design project, taking into account environmental requirements, principles of inclusion, and occupational safety rules for effective communication with design project performers and consumers.</p>	Final assessment	<p>Demonstrates the ability to comprehensively solve professional problems in the field of design, including the organization of project activities, the use of artistic and technical modeling methods, compliance with technical regulations and requirements, as well as the analysis and evaluation of the effectiveness of design solutions.</p>	<p>Final assessment</p> <p>Final assessment</p>

		<p>language and formation of social and humanitarian outlook in the framework of the national idea of spiritual modernization. This curriculum shall be intended for development of language personality of a student capable to perform cognitive and communicative activity in the Russian language in the spheres of interpersonal, social, professional and intercultural communication in the context of implementation of the state programs of trilingualism, and spiritual modernization of the national consciousness.</p>	8	+	
4.	Physical Culture	<p>This curriculum shall be aimed at the study of the general education discipline "Physical culture", providing for physical training in accordance with international standards of education. The curriculum shall determine the joint cooperation of the teacher and the student in the process of physical education throughout the training in the context of the requirements to the level of mastering of the discipline</p>	5	+	
5.	History of Kazakhstan	<p>The program consists of five thematic blocks: Ancient people, the formation of nomadic civilization, Turkic civilization and the Great Steppe, Kazakhstan in a new era (XVIII - early XX centuries), Kazakhstan in the Soviet period, Independent Kazakhstan. The purpose of the discipline is to provide objective knowledge about the main stages in the development of the history of Kazakhstan from ancient times to the present.</p>	8	+	
6.	Module of socio-political knowledge (political science, sociology, cultural studies, psychology)	<p>This curriculum shall suggest the study of four scientific disciplines – sociology, political science, cultural studies, psychology, each of which has its own subject, terminology, and research methods. The interaction between these scientific disciplines shall be based on the principles of informational complementarity; integrity; methodological integrity of the research approaches of these disciplines; the result-oriented unity of education methodology; a single system perspective of the typology of learning outcomes as</p>			

10.	Academic Drawing	<p>relationships. Students study color harmonies, light and shadow contrasts, and texture. They develop analytical and critical thinking to evaluate artistic solutions, as well as the ability to creatively interpret ideas. The knowledge gained is used to create expressive and balanced visual images</p> <p>The discipline develops skills in the precise reproduction of the form and structure of objects, analysis of proportions and spatial relationships, as well as mastering the techniques of linear and tonal drawing, light and shadow modeling and composition. After studying the discipline, students will be able to create proportionally accurate and expressive drawings, analyze composition and spatial relationships, critically evaluate their works, and also apply light and shadow techniques to convey volume.</p>	5	+						
11.	Artificial Intelligence in Design	<p>The discipline is aimed at developing practical skills in the use of artificial intelligence and its application in the field of graphic, digital and interface design. In the process of mastering the discipline, the student analyzes machine learning algorithms and generative neural networks, interprets their potential in visual projects, uses AI tools (Midjourney, RunwayML, DALL·E) to create creative content, adapts the resulting visual images to various formats and design tasks, effectively applying AI in design practice.</p>	3				+			
12.	Art History	<p>The course is aimed at developing cognitive skills: knowledge, understanding, application, analysis, synthesis, and evaluation. Students study key styles, movements, historical periods, and prominent artists. They analyze artworks in cultural and historical contexts, interpreting their meaning and artistic expression. The course fosters critical thinking and artistic expression. The course fosters creative thinking, visual literacy, aesthetic taste, and a creative approach to perceiving art, enriching students' overall cultural awareness.</p>	3							

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13.	Composition	The discipline develops skills in organizing visual elements into harmonious structures. Students study the principles of balance, rhythm, contrast and unity, analyze compositional solutions, evaluate the expressiveness and functionality of artistic forms. The mastered methods and techniques allow you to effectively create original projects, develop creative thinking and professional competencies for solving design problems.	5									+												
14.	Technical Drawing and Engineering Graphics	The discipline is aimed at mastering the theory of object representation on planes, the rules for creating detail drawings, assembly drawings, and specifications, studying standards, and developing readiness to apply theoretical principles of engineering graphics in design and construction practice. Upon completion of the course, the student is capable of working with technical documentation.	5									+												
15.	Sustainable development, ecology and life safety	The course is aimed at forming a systemic understanding of the principles of ensuring balance between economy, social development of society, preservation of environment, protection of life and human health. Develops skills of effective management of energy and waste in the circular economy in the development of national strategies and implementation of business processes; analysis, forecasting and minimization of technological, natural and social risks; Sustainable lifestyle and responsible attitude to one's own security	5									+												
16.	Color Theory and Coloristics	The discipline forms an understanding of the theory of color, its perception and interaction. Students are taught to analyze color compositions, choose harmonious palettes, and apply color solutions to convey moods and ideas. They master the methods of evaluating color combinations and create unique visual images, integrating knowledge about color into project and artistic activities.	5									+												
Cycle of basic disciplines																								


22.	Architectural Computer Programs - 3ds Max (Advanced Level)	<p>into professional architectural workflows.</p> <p>This course introduces basic techniques of 3D modeling in 3ds Max. Students learn tools for form creation, texturing, and lighting. They apply knowledge to build architectural models and visualizations, analyze scale, composition, and space, and evaluate the expressiveness of designs. The course fosters spatial thinking and foundational 3D visualization skills. Students master texturing and rendering methods. After completing the course, they will be able to develop high-quality visualizations.</p>	5														
23.	Graphic Computer Programs	<p>This course focuses on mastering graphic software for professional visual communication. Students study interfaces, composition principles, image editing, and layout design. They apply skills to create graphic content, analyze visual solutions, and evaluate their aesthetic and functional qualities. The course enhances digital proficiency and visual thinking.</p>	5														
24.	Graphic Computer Programs -Adobe After Effects	<p>This course introduces animation and motion design tools in Adobe After Effects. Students learn to work with layers, keyframes, masks, and effects. They create video clips, titles, and motion graphics, analyzing visual techniques, composition, and timing. The course develops skills in digital animation, video design, and creative visual storytelling.</p>	5														
25.	Graphic Computer Programs -Adobe Illustrator	<p>This course focuses on using Adobe Illustrator for professional graphic design. Students learn vector tools, layers, styles, effects, and layout methods. They apply this knowledge to develop branding, illustrations, and advertising graphics. Students analyze composition and evaluate the visual expressiveness of projects. The course develops visual communication skills, attention to detail, and confidence in vector design.</p>	5														
26.	Graphic Computer	<p>This course introduces Blender as a tool for 3D modeling</p>	5														

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Programs Blender	and animation. Students learn basic modeling, texturing, lighting, and rendering techniques. They apply these skills to create objects, scenes, and short animations, analyzing visual outcomes and evaluating the technical and artistic quality of projects. The course develops interdisciplinary and digital design proficiency.	5															
27. Interior Design	The course is aimed at teaching the creation of functional and aesthetically expressive interior solutions. Students study planning, selection of materials and lighting. After completing the course, they will be able to develop unique interior projects.	5															
28. Accessory Design	The discipline teaches you how to create stylish and functional accessories. Students learn composition, material selection, and assembly techniques. Upon completion of the course, students will be able to develop collections of accessories.	5															
29. Design of Art Objects	The course teaches the creation of art objects for the urban and exhibition environment. Students study composition, materials and execution techniques. Upon completion of the course, they will be able to develop original art objects.	5															
30. Design Sketch	The course develops the ability to quickly visualize design ideas and formal solutions. Students study techniques of proportions, layout and stylization of objects. After completing the course, they will be able to create sketches and drafts, analyze visual forms and effectively convey concepts in a graphic format.	5															
31. Inclusive Interface and Graphics	The discipline introduces students to the principles of developing accessible interfaces and graphic materials for various users, including people with disabilities.	5															
32. Innovations in Graphic Design	The course develops research skills in contemporary design trends and technologies. Students study methods of using new materials, software and conceptual approaches.	5															
33. Vector Graphics	This course focuses on mastering key vector graphics tools.	5															


Tools										
34. Infographics	<p>Students study shape building, Bézier curves, working with paths, fills, and effects. They apply knowledge to create illustrations, logos, and infographics. Students analyze vector structure and assess the effectiveness of visual solutions. The course enhances accuracy, precision, and skills in digital drawing for graphic design.</p> <p>The discipline studies methods of data visualization in order to simplify the perception of information. Students will master techniques for creating graphic materials that effectively convey complex ideas and data.</p>	5								
35. History of World Architecture	<p>The course covers the development of architectural styles and trends in the context of culture and technology. Students study key periods, iconic buildings and their influence on contemporary architecture.</p>	5		+						
36. History of Graphic Design	<p>The course studies the evolution of visual communication from ancient civilizations to the present day. Students become familiar with key trends, styles and figures that influence graphic design.</p>	5		+						
37. History of styles in costume	<p>Classifies styles, analyzes cultural factors, develops skills in working with historical styles, taking into account the connection between national traditions and everyday life, as well as the influence of ideas about beauty on clothing.</p>	5		+						
38. Costume Composition	<p>The course develops skills in developing holistic clothing images taking into account proportions, color solutions, and textures. Students analyze fashion trends and study styling techniques. Upon completion of the course, they will be able to create harmonious costume compositions taking into account functional and aesthetic requirements.</p>	5		+						
39. Garment Construction	<p>The discipline is aimed at obtaining basic theoretical and practical knowledge of designing shoulder and waist clothing based on studying the design methodology and dimensional typology of female, male and children's figures. The task of the discipline is to develop students "</p>	5								

40.	Constructive Clothing Design	<p>skills and knowledge of methods of designing basic clothing structures of various volume-spatial dimensions according to consumer requirements.</p> <p>The course is aimed at teaching the creation of model clothing designs taking into account the characteristics of materials and production technology. Students study methods of constructive modeling of the basic design. After completing the course, they will be able to design complex clothing models.</p>	5													
41.	Costume Graphics	<p>The course explores graphic techniques for costume sketching and image visualization. Students learn figure proportions, drawing basics, working with color, fabric, and texture. They apply knowledge in creating looks for theater, film, and fashion. The course includes analysis of styles, historical references, and the visual expressiveness of costume. It fosters artistic thinking and visual storytelling skills.</p>	5													
42.	Creative Architecture Design	<p>The course develops skills in non-standard design of architectural objects. Students study methods of generative design and artistic techniques. Upon completion of the course, they will be able to develop innovative architectural concepts.</p>	5													
43.	Landscape Design and Urbanism	<p>The course is aimed at teaching the design of natural and urban spaces. Students study landscape planning, plant selection and integration of architectural elements. Upon completion of the course, they will be able to develop comprehensive landscape design projects.</p>	5													
44.	Clothing modeling using draping technique	<p>The course teaches the creation of three-dimensional clothing structures directly on a mannequin. Students study draping and shape modeling techniques. After completing the course, they will be able to develop unique clothing structures.</p>	5													
45.	Fundamentals of	<p>The course develops the skills of reading and creating</p>	5													


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Construction Drawing	construction drawings, manually using pencils and special pens. Students study methods of applying dimensions, designations and conventional symbols, rules for designing plans, sections and facades. Upon completion of the course, they will be able to professionally create construction drawings and understand design documentation. In the future, these skills will be used when developing drawings using graphic programs.							
46. Basics of Architectural Computer Programs - AutoCAD	The course develops skills in creating and editing architectural drawings in digital format. Students master the entire set of architectural and design drawings (sketch design, working design), construction of plans, facades and sections, as well as interior wall developments using AutoCAD tools. Upon completion of the course, they will be able to design architectural and design objects and create professional drawings.	5	+					
47. Fundamentals of Graphic Design	The discipline is aimed at using the principles of composition, color theory, typography, and working with vector and raster graphics in design practice. The student is able to explain the basic concepts of the visual language, applies compositional construction methods in the development of layouts, creates graphic solutions using Illustrator and Figma, interprets visual information, forms his own design style, thus revealing the expressiveness and functionality of visual communications.	5		+				
48. Fundamentals of Imageology and Personal Branding	The course is aimed at developing knowledge of image-making principles and personal brand building. Students explore types of image, positioning strategies, and methods of self-presentation. They analyze successful case studies and assess the effectiveness of visual and communication strategies. Acquired knowledge is applied to develop an individual brand that reflects professional and social goals as well as current communication trends.	5		+				

49.	Basics of Computer Graphics	The course introduces students to basic concepts of raster and vector graphics, color models, and digital imaging. Students understand principles of visual perception, composition, and pixel structure. They apply knowledge to create graphic objects, analyze visual material quality, and evaluate their design relevance. The course develops visual thinking and provides a foundation for mastering professional graphic software.	5	+	
50.	Fundamentals of Applied Anthropology	The discipline is aimed at developing knowledge about the external forms of the human body, the main morphological features of the external form of the human body, methods of studying the dimensions of the human body, anthropological features and patterns, proportional relationships, age and gender differences. The knowledge gained forms the skills and abilities of establishing a connection between the shape of the body and the dimensions, and the shape of clothing and use in designing clothing shapes.	5	+	
51.	Fundamentals of Industrial Mass-Market Fashion	The course is aimed at teaching designing clothes for mass production, taking into account fashion trends and production processes. Students study standardization methods and principles of technology. Upon completion of the course, they will be able to develop commercially successful clothing collections.	5	+	
52.	Design of individual residential houses	The course is aimed at teaching the design of compact residential buildings taking into account functional and architectural requirements. Students study the principles of planning, design solutions and the choice of materials. Upon completion of the course, they will be able to create projects of modern and convenient small residential buildings. (Individual housing construction, Cottage)	5	+	
53.	Design of Small Architectural	The course develops skills in creating functional and aesthetically expressive small architectural objects (MAF)	5	+	

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Space Perception	<p>spatial perception and its impact on human behavior. It explores the psychological mechanisms of visual perception, scale, proportion, and composition. Students analyze spatial solutions in architecture and design, evaluating their emotional and behavioral effects. The course develops the ability to apply psychological principles in environmental design to create comfortable, functional, and emotionally meaningful spaces.</p>	5	
59. Working with Graphic Editors	<p>The course is aimed at studying popular graphic editors for developing sketches, technical drawings and visualizations of clothing. Students study interfaces, correction tools, transformations, and creating graphic elements. They apply their knowledge to develop layouts, visual content, and digital imagery. The course develops digital literacy and practical design skills for visual communication.</p>	5	+
60. Modern architectural design	<p>The course develops students' understanding of the principles of contemporary architectural design and enhances their skills in analyzing, interpreting, and evaluating architectural solutions. Students study styles, technologies, and design approaches, and create original concepts using critical and creative thinking. The course focuses on cultivating the ability to design functional and aesthetically expressive objects in accordance with modern requirements and environmental context.</p>	5	+
61. Modern graphic design	<p>The course is aimed at developing students' knowledge of the principles and trends in contemporary graphic design. Students learn visual communication, typography, composition, and digital tools. They analyze design objects, assess their expressiveness and functionality, and create original projects. The course fosters creativity, critical thinking, and the ability to develop visual solutions that meet the needs of the audience, environment, and current visual language.</p>	5	+

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62.	Modern fashion design	The course aims to develop knowledge of trends and concepts in contemporary fashion design. Students study styles, materials, and color solutions while exploring the cultural and social context of fashion. They apply acquired knowledge to develop collections, analyze fashion images, and evaluate their expressiveness and relevance. The course fosters creative thinking, visual storytelling skills, and the ability to create original design concepts reflecting current trends.	5															
63.	Social Architecture and Inclusive Design	The course is aimed at teaching the design of spaces that take into account the needs of various user groups. Students study ergonomics, accessibility and principles of sustainable design. Upon completion of the course, they will be able to create comfortable and accessible architectural solutions for all categories of the population.	5															
64.	Special Drawing (Architectural Design)	The discipline develops the skills of rendering architectural forms and spatial solutions using graphic techniques. Students analyze the proportions, composition and structure of objects, master perspective images and chiaroscuro effects. The ability to critically evaluate and visualize design ideas is formed, integrating artistic and technical techniques to create expressive architectural concepts and presentation materials	5															
65.	Special Drawing (Graphic Design)	The discipline focuses on developing visual communication and artistic expression skills. Students learn the basic principles of composition, color, and typography, as well as techniques for illustrating and creating graphic elements.	5															
66.	Technical Drawing	The course is aimed at studying graphic methods of depicting clothing with precise proportions and perspective. Students master the techniques of drawing technical sketches and the laws of form transfer.	5															
67.	Typology of Architectural	The course is aimed at studying the classification of buildings and spaces, their functional features and	5															

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Design	principles of organization. Students study typological approaches in architecture.																
68. Typology in Graphic Design	The course studies various fonts, their styles and application in visual communications. Students will master the basic principles of working with typography, learn to choose fonts depending on the context and purpose of the project.	5															
69. Digital Graphics	The course covers the basic principles and techniques of creating graphics using digital technologies. Students study vector and raster graphics, color theory, composition and typography.	5															
70. Digital Technologies in Architecture - Revit (Beginner Level)	This course introduces students to the basics of Building Information Modeling (BIM) using Revit. Students learn architectural modeling tools, work with structural elements, annotations, and technical drawings. They apply knowledge to build digital models, analyze project functionality, and evaluate visualization accuracy. The course develops spatial thinking and digital project design skills.	5															
71. Digital Technologies in Architecture - Revit (Advanced Level)	This course focuses on advanced BIM modeling in Revit. Students learn to create complex architectural elements, technical drawings, schedules, and visualizations. They apply knowledge in integrated design, analyze project efficiency, and assess model accuracy. The course develops professional modeling skills, data management, and integration of architectural and engineering systems.	5															
72. Expo Design	The course covers the design of exhibition spaces and installations, combining elements of graphic design, architecture and marketing. Students learn the principles of creating visually attractive and functional exhibitions that take into account the target audience.	5															
73. Fashion sketching	This course focuses on mastering fashion illustration techniques. Students study body proportions, pose dynamics, fabric rendering, color use, and detail drawing. They apply skills in designing collections, presenting looks,	5															

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	and expressing ideas. The course develops visual thinking, artistic sensibility, and the ability to communicate fashion concepts effectively.																	
Cycle of major disciplines																		
University component																		
74. Fundamentals of planning student research work.	The discipline is aimed at obtaining knowledge on the history, theory and practice of science development, its essence, features, its role in light industry, classification of scientific research, stages and methods of scientific research. The obtained knowledge will allow students to acquire practical skills of planning and organisation of scientific research at the university, the ability to use the results of research in the educational process and in future professional activities.	5																
75. Patent Studies and Portfolio Development	The course is aimed at studying the basics of intellectual property protection and developing an effective presentation of works using AI capabilities. Students master patent law and portfolio design methods.	5																
Cycle of major disciplines																		
Elective component																		
76. Architectural Design of Large-Scale Objects	The course is aimed at teaching the development of complex urban development projects. Students study functional zones, infrastructure and spatial solutions of urban complexes, multifunctional centers. Upon completion of the course, they will be able to design large architectural objects.	5																
77. Graphics and Rebranding	The course focuses on creating effective visual identities for brands. Students study the principles of graphic design, rebranding strategies and the application of colour theory, typography and composition.	5																
78. Headwear Design	The course is aimed at studying the design of headwear for various styles and purposes. Students study materials, technologies and artistic techniques. After completing the	5																


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	Children"s Clothing	<p>characteristics. Students study design solutions and materials. Upon completion of the course, they will be able to design collections of children"s clothing.</p>	5															
85.	Structures in Architectural Design	<p>The course is aimed at studying design solutions for architectural projects. Students study the principles of static stability and materials. After completing the course, they will be able to design complex architectural structures.</p>	5															
86.	Confectionisation of garment materials	<p>The discipline is aimed at studying a scientifically based approach to the selection of materials in the design and manufacture of clothing for various purposes, the relationship between confectionery and marketing. The student acquires the skills and abilities of confectionery, taking into account a set of requirements for products, the properties of the main and auxiliary materials, as well as their artistic and coloristic design, with the achievement of the necessary shape stability, with a decrease in the material and labor intensity of the product while maintaining its quality.</p>	5															
87.	Conceptual runway fashion design	<p>The discipline forms the student's understanding of fashion as a form of visual art, communication and identity. During the course, the student explores current trends and cultural context, develops a conceptual idea for the collection, applies innovative materials and technologies in sketching and implementing models, models the visual image of the display, analyzes the target audience and positions the collection on the market, and also presents a creative project tailored to the requirements of the podium presentation.</p>	5															
88.	Modeling in Architectural Design	<p>The discipline teaches the creation of physical and digital layouts of architectural objects. Students learn methods of working with materials and proportions. Upon completion, students will be able to create detailed project layouts.</p>	5															
89.	Mock-up and Layout of Printed	<p>The course introduces students to the basics of designing and formatting printed materials. Students study the</p>	5															


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110.	<p>Decoration technologies in design</p>	<p>The discipline is aimed at mastering modern decorative materials and techniques in fashion design, interior design, exhibition space, art objects and visual identity. Students select decorative techniques for their design tasks, develop original elements, and experiment with techniques on different media. In the learning process, they justify stylistic solutions and present projects using compositional and conceptual approaches.</p>	5								
111.	<p>Technology for the production of women's and children's light clothing</p>	<p>The discipline covers theoretical and practical aspects of the technology of tailoring light clothing. Students analyze the properties of fabrics, design features of products, apply modern processing technologies, evaluate the quality of finished products and develop technical documentation, using critical thinking and creative approach to the production of clothing.</p>	5								
112.	<p>Technology of Upper Assortment Products</p>	<p>The discipline is aimed at studying classifications, basic processes and modern technology for the production of high-quality outerwear products. It includes studying the requirements for the technology of cutting, tailoring and finishing products, develops skills and abilities in working with the organization of the technology of manufacturing outerwear and with the main methods of quality control and standards that products of the upper clothing range must meet.</p>	5								
113.	<p>Typography</p>	<p>The course studies the art and technique of text design aimed at creating visually attractive and readable materials. Within the framework of the course, students study the basics of font science, layout, hierarchy of text information and color theory.</p>	5								
114.	<p>Eco-design</p>	<p>The discipline focuses on creating eco-friendly and durable products and solutions. Students learn the principles of sustainable development, the use of environmentally friendly materials, and waste minimization techniques.</p>	5								

120.	Web Design	The discipline is aimed at developing practical skills in designing digital interfaces, developing websites and presenting online products. The student analyzes the structure of web interfaces, creates prototypes of landing pages and applications in Figma and Tilda, applies the basics of UX/UI design and visual storytelling, develops author's concepts based on the user scenario, integrates the web product into the visual environment of the brand, and designs a project for demonstration in the portfolio.	5													
121.	Introduction to Artificial Intelligence	The discipline is aimed at studying the basic concepts, methods and technologies used in modern artificial intelligence systems. The course covers artificial neural networks, machine learning, deep learning, as well as applied algorithms and models used in various fields such as computer vision, natural language processing, robotics, and game art. At the end of the course, students are able to analyze and solve problems using artificial intelligence methods.	5													
122.	Development of artificial neural networks	The discipline focuses on the study of methods for creating and training neural networks, which are mathematical models that mimic the work of the human brain. During the course of studying this discipline, students will learn about various types of neural networks, their structures and learning algorithms. Upon completion of the course, students will be able to create, train and apply neural networks to solve various tasks in the field of artificial intelligence and machine learning.	5													
123.	Artificial intelligence in the management of object	The discipline studies the basic concepts and principles of artificial intelligence systems, as well as their application in object management. Methods and technologies of artificial intelligence for effective management of objects. Upon completion of the course, students gain the skills and	5													

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	communication methods.			
LO 2	Conveys the artistic intent, creativity of the idea for creating objects of architectural, graphic design and fashion design	Interactive lecture, brainstorming	Control Solving situational tasks	questions
LO 3	Has the skills to develop original design solutions based on knowledge of composition, color science, art history and design	Interactive lecture, brainstorming	Control Solving situational tasks	questions
LO 4	He is proficient in visual, technical techniques and tools, using professional computer programs to develop objects of architectural, graphic design and fashion design.	Interactive lecture, brainstorming	Control Solving situational tasks	questions
LO 5	He has logical, intuitive methods of finding new ideas for developing a project assignment for creating objects of architectural, graphic design and fashion design when making a design decision and interacting with a customer.	Round table, brainstorming, case method, including special formats such as master classes and creative screenings	Project defense, colloquium, screening	creative
LO 6	Develops architectural, graphic design, and fashion design projects based on visual interfaces, modern standards of sustainability, inclusion, and branding to create functional and emotionally expressive solutions	Interactive lecture, brainstorming	Control Solving situational tasks	questions
LO 7	Uses artificial intelligence tools to generate graphics, image processing, and design personalized design solutions	Round table, brainstorming, case method, including special formats such as master classes and creative screenings	Project defense, colloquium, screening	creative
LO 8	Performs a layout and samples of objects of architectural, graphic design and fashion design, taking into account planar, three-dimensional, plastic, color solutions, using expressive artistic means when presenting a design solution.	Round table, brainstorming, case method, including special formats such as master classes and creative screenings	Project defense, colloquium, screening	creative
LO 9	Implements architectural, graphic, and fashion	Round table, brainstorming, case method,	Project defense, colloquium,	creative

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	industry projects, taking into account research, technology knowledge, project documentation, material selection, design, and branding.	including special formats such as master classes and creative screenings	screening
LO 10	Applies knowledge about modern materials, their functional and environmental properties in the development of architectural, graphic design and fashion design.	Round table, brainstorming, case method, including special formats such as master classes and creative screenings	Project defense, colloquium, creative screening
LO 11	Applies the principles of sustainable development, environmental safety, taking into account the economic, legal, anti-corruption and entrepreneurial aspects of the industry when developing design projects.	Round table, brainstorming, case method, including special formats such as master classes and creative screenings	Project defense, colloquium, creative screening
LO 12	Provides economic support for a design project, taking into account environmental requirements, principles of inclusion, and occupational safety rules for effective communication with design project performers and consumers.	Round table, brainstorming, case method, including special formats such as master classes and creative screenings	Project defense, colloquium, creative screening

9 Correlation of learning outcomes of the educational program with the labor functions of professional standards (if any)

Name of the professional standards used	Professions at level 6 and/or 7 of the SQF	Labor functions	Tasks	Learning outcomes for the educational program
Designer in the arts (Art designer, graphic designer, interior designer, industrial designer and others)	6	LF 1. Creating an author's design idea Task 1: проектной идеи	Task 1: Creating artistic and technical sketches by hand and using graphic editors Task 2: Making a layout of a design object	LO 4 Has visual, technical techniques and tools, using professional computer programs for working on objects of architectural, graphic and fashion design LO 9 Implements architectural, graphic projects as well as projects in the fashion industry, taking into account scientific research, knowledge of technology, project documentation, materials

			selection, design and branding
LF 2. Development of design projects with a variety of solutions and details	Task 1: Conducting pre-project design research Task 2. Development of the project and coordination of the project task with the customer's задания Task 3. Conceptual and artistic and technical development of design – projects Task 4. Author's supervision of the implementation of work on the implementation of design projects	LO 3 Has the skills to develop original design solutions based on the knowledge of the company, color studies, art history, and design LO 7 Uses artificial intelligence tools to generate graphics, process images, and design personalized design solutions LO 10 Applies knowledge about modern materials, their functional and environmental properties, and develops architectural, graphic, and fashion design LO 12 Provides economic support for a design project, taking into account environmental requirements, principles of inclusion, and occupational safety rules for effective communication with design performers and consumers.	
Requirements for personal competencies	<ul style="list-style-type: none"> ▪ Emotional intelligence ▪ Analytical thinking ▪ Politeness ▪ Concentration and attention management ▪ Responsibility 	<ul style="list-style-type: none"> ▪ Organization Creativity ▪ Sense of aesthetics ▪ Focus on achieving results ▪ Creative approach to finding ways to complete tasks 	

10 Graduate model

GRADUATE MODEL			
Designer in the arts (Art designer, graphic designer, interior designer, industrial designer and others)	Competencies (soft skills, digital skills)		
	Attributes of a graduate	knowledge	Skills
	Are able to express a creative idea in a visual artistic form	of Color Theory and coloristics, composition, engineering graphics, academic drawing and painting, graphic techniques, a material studies, ergonomics, typography, photography	Create artistic and technical sketches by hand and use graphic editors
	To materialize the concept in the form	Fundamentals of artistic of Complete mock-ups of design objects based on	Perform mockups shapes, proportions, texture and color
	Ready to organize the project process from the idea to the completion	of the Forms and structure of the project task, methods for collecting and analyzing information	Develop and agree on the project task, form stages and deadlines
	Ensures that the finished product complies with the project and quality standards of meets the design and Quality	Control Methods and regulatory requirements in the & future	Carry out author supervision, draw up reports on project implementation
	It is able and create competitive projects that take into account market conditions of market conditions	the Principles of management, budgeting and marketing	To evaluate the cost-effectiveness of projects, identify risks, a develop commercial proposals
	Professional skills (hard skills)		
<p>Conducting professional activities in the field of design. Creation of author's design works, complex design projects, industrial designs and series in accordance with the tasks set and the needs of the target audience</p> <p>Is able to develop author's design ideas and embody them in artistic and technical sketches both manually and using specialized graphic editors. The graduate knows how to create layouts of design objects based on shape, proportions, texture, color schemes and material properties. It allows you to conduct pre-project research, analyze fashion and functional trends, study the needs of the target audience, and perform a comparative analysis of analogs.</p> <p>In the field of design, the graduate is able to develop and coordinate a project task, form stages and deadlines for work completion, as well as carry out conceptual and artistic and technical development of design projects with the variability of solutions and their feasibility study.</p> <p>The graduate is able to organize the work of a creative team and manage the process of executing design projects, is able to evaluate the commercial effectiveness of projects and develop competitive solutions focused on the market.</p>			

№	Наименование дисциплины / Discipline Name	Курс / Course	Семестр / Semester	Лекции / Lectures	Семинары / Seminars	Лабораторные работы / Lab Works	СРС / SRS	Экспертное мнение / Expert's opinion	Формы контроля / Assessment Methods	Объем в часах / Total hours	Среднее значение / Average	Максимальное значение / Maximum	Минимальное значение / Minimum	Итого / Total	Курсовый проект / Course Project	Итоговая оценка / Final grade	Комментарии / Comments	Условия сдачи / Conditions	
																			45
2	Академический рисунок / Академический рисунок / Academic Drawing	BT (BK)	1	5	150	45	150	45	15	90	0 + 0 + 3	45	15	90	0 + 0 + 3	45	15	90	Без экзаменов / экзаменов / По выбору обучающегося / По выбору обучающегося / By student's option
3	Теория и практика черчения / Черчение / Theory and Practice of Drawing / Черчение / Черчение / Color Theory and Colorities	BT (BK)	1	5	150	45	150	45	15	90	1 + 2 + 0	45	15	90	1 + 2 + 0	45	15	90	Без экзаменов / экзаменов / По выбору обучающегося / По выбору обучающегося / By student's option
4	Операторская работа / Операторская работа / Operator's Work / Операторская работа / Операторская работа / Operator's Work	BT (BK)	1	3	90	30	90	30	15	45	1 + 1 + 0	30	15	45	1 + 1 + 0	30	15	45	Без экзаменов / экзаменов / По выбору обучающегося / По выбору обучающегося / By student's option
5	Академическая живопись / Академическая живопись / Academic Painting / Академическая живопись / Академическая живопись / Academic Painting	BT (BK)	2	6	180	60	180	60	60	105	0 + 0 + 4	60	15	105	0 + 0 + 4	60	15	105	Без экзаменов / экзаменов / По выбору обучающегося / По выбору обучающегося / By student's option
6	Основы профессионального дизайна / Основы профессионального дизайна / Fundamentals of Professional Design / Основы профессионального дизайна / Основы профессионального дизайна / Fundamentals of Professional Design	BT (BK)	2	2	60	0	60	0	2	2 атта / несть / weeks		2 атта / несть / weeks		2	2 атта / несть / weeks		2	2 атта / несть / weeks	Без экзаменов / экзаменов / По выбору обучающегося / По выбору обучающегося / By student's option
7	Специальный рисунок (Архитектурный дизайн) / Специальный рисунок (Архитектурный дизайн) / Special Drawing (Architectural Design) / Специальный рисунок (Архитектурный дизайн) / Специальный рисунок (Архитектурный дизайн) / Special Drawing (Architectural Design)	BT (TK)	3	5	105	0	105	0	3	5	0 + 0 + 0	105	0	105	0 + 0 + 0	105	0	105	Без экзаменов / экзаменов / По выбору обучающегося / По выбору обучающегося / By student's option
8	Специальный рисунок (Графический дизайн) / Специальный рисунок (Графический дизайн) / Special Drawing (Graphic Design) / Специальный рисунок (Графический дизайн) / Специальный рисунок (Графический дизайн) / Special Drawing (Graphic Design)	BT (KB)	3	5	150	45	150	45	3	5	2 + 1 + 0	45	15	90	2 + 1 + 0	45	15	90	Без экзаменов / экзаменов / По выбору обучающегося / По выбору обучающегося / By student's option
9	Дизайн / Дизайн / Design / Дизайн / Дизайн / Design	BT (BK)	3	5	150	45	150	45	3	5	1 + 2 + 0	45	15	90	1 + 2 + 0	45	15	90	Без экзаменов / экзаменов / По выбору обучающегося / По выбору обучающегося / By student's option
10	История архитектуры / История архитектуры / History of Architecture / История архитектуры / История архитектуры / History of Architecture	BT (TK)	3	5	150	45	150	45	3	5	1 + 2 + 0	45	15	90	1 + 2 + 0	45	15	90	Без экзаменов / экзаменов / По выбору обучающегося / По выбору обучающегося / By student's option
11	История искусства / История искусства / History of Art / История искусства / История искусства / History of Art	BT (BK)	3	5	150	45	150	45	3	5	1 + 2 + 0	45	15	90	1 + 2 + 0	45	15	90	Без экзаменов / экзаменов / По выбору обучающегося / По выбору обучающегося / By student's option
12	История стилей в искусстве / История стилей в искусстве / History of Styles in Art / История стилей в искусстве / История стилей в искусстве / History of Styles in Art	BT (BK)	3	5	150	45	150	45	3	5	1 + 2 + 0	45	15	90	1 + 2 + 0	45	15	90	Без экзаменов / экзаменов / По выбору обучающегося / По выбору обучающегося / By student's option
13	Архитектурная композиция / Архитектурная композиция / Architectural Composition / Архитектурная композиция / Архитектурная композиция / Architectural Composition	BT (TK)	3	5	150	45	150	45	3	5	1 + 2 + 0	45	15	90	1 + 2 + 0	45	15	90	Без экзаменов / экзаменов / По выбору обучающегося / По выбору обучающегося / By student's option
14	Графические методы иллюстрации / Графические методы иллюстрации / Graphic Methods of Illustration / Графические методы иллюстрации / Графические методы иллюстрации / Graphic Methods of Illustration	BT (KB)	3	5	150	45	150	45	3	5	1 + 2 + 0	45	15	90	1 + 2 + 0	45	15	90	Без экзаменов / экзаменов / По выбору обучающегося / По выбору обучающегося / By student's option
15	Иллюстрация в графическом дизайне / Иллюстрация в графическом дизайне / Illustration in Graphic Design / Иллюстрация в графическом дизайне / Иллюстрация в графическом дизайне / Illustration in Graphic Design	BT (KB)	3	5	150	45	150	45	3	5	1 + 2 + 0	45	15	90	1 + 2 + 0	45	15	90	Без экзаменов / экзаменов / По выбору обучающегося / По выбору обучающегося / By student's option
16	Современная архитектура / Современная архитектура / Modern Architecture / Современная архитектура / Современная архитектура / Modern Architecture	BT (TK)	3	5	150	45	150	45	3	5	1 + 2 + 0	45	15	90	1 + 2 + 0	45	15	90	Без экзаменов / экзаменов / По выбору обучающегося / По выбору обучающегося / By student's option
17	Компьютерная графика / Компьютерная графика / Computer Graphics / Компьютерная графика / Компьютерная графика / Computer Graphics	BT (KB)	4	5	150	45	150	45	3	5	1 + 2 + 0	45	15	90	1 + 2 + 0	45	15	90	Без экзаменов / экзаменов / По выбору обучающегося / По выбору обучающегося / By student's option
18	Современный дизайн / Современный дизайн / Modern Design / Современный дизайн / Современный дизайн / Modern Design	BT (KB)	4	5	150	45	150	45	3	5	1 + 2 + 0	45	15	90	1 + 2 + 0	45	15	90	Без экзаменов / экзаменов / По выбору обучающегося / По выбору обучающегося / By student's option
Итого / Total for module																			
1	Техническое черчение и инженерная графика / Техническое черчение и инженерная графика / Technical Drawing and Engineering Graphics / Техническое черчение и инженерная графика / Техническое черчение и инженерная графика / Technical Drawing and Engineering Graphics	BT (BK)	1	5	150	45	150	45	15	90	1 + 2 + 0	45	15	90	1 + 2 + 0	45	15	90	Без экзаменов / экзаменов / По выбору обучающегося / По выбору обучающегося / By student's option
2	Автоматизированные системы проектирования / Автоматизированные системы проектирования / Automated Design Systems / Автоматизированные системы проектирования / Автоматизированные системы проектирования / Automated Design Systems	BT (KB)	3	5	150	45	150	45	15	90	1 + 2 + 0	45	15	90	1 + 2 + 0	45	15	90	Без экзаменов / экзаменов / По выбору обучающегося / По выбору обучающегося / By student's option
3	Основы компьютерной графики / Основы компьютерной графики / Fundamentals of Computer Graphics / Основы компьютерной графики / Основы компьютерной графики / Fundamentals of Computer Graphics	BT (KB)	3	5	150	45	150	45	15	90	1 + 2 + 0	45	15	90	1 + 2 + 0	45	15	90	Без экзаменов / экзаменов / По выбору обучающегося / По выбору обучающегося / By student's option
4	Интерактивный дизайн / Интерактивный дизайн / Interactive Design / Интерактивный дизайн / Интерактивный дизайн / Interactive Design	BT (KB)	4	3	90	30	90	30	15	45	1 + 1 + 0	30	15	45	1 + 1 + 0	30	15	45	Без экзаменов / экзаменов / По выбору обучающегося / По выбору обучающегося / By student's option
5	Интеллектуальный дизайн / Интеллектуальный дизайн / Intelligent Design / Интеллектуальный дизайн / Интеллектуальный дизайн / Intelligent Design	BT (KB)	4	3	90	30	90	30	15	45	1 + 1 + 0	30	15	45	1 + 1 + 0	30	15	45	Без экзаменов / экзаменов / По выбору обучающегося / По выбору обучающегося / By student's option
6	Современные технологии в архитектуре / Современные технологии в архитектуре / Modern Technologies in Architecture / Современные технологии в архитектуре / Современные технологии в архитектуре / Modern Technologies in Architecture	BT (KB)	4	3	90	30	90	30	15	45	1 + 1 + 0	30	15	45	1 + 1 + 0	30	15	45	Без экзаменов / экзаменов / По выбору обучающегося / По выбору обучающегося / By student's option
7	Графические компьютерные программы - Adobe Illustrator / Графические компьютерные программы - Adobe Illustrator / Graphic Computer Programs - Adobe Illustrator / Графические компьютерные программы - Adobe Illustrator / Графические компьютерные программы - Adobe Illustrator	BT (KB)	4	5	150	45	150	45	15	90	1 + 2 + 0	45	15	90	1 + 2 + 0	45	15	90	Без экзаменов / экзаменов / По выбору обучающегося / По выбору обучающегося / By student's option
8	Графические компьютерные программы - Adobe Photoshop / Графические компьютерные программы - Adobe Photoshop / Graphic Computer Programs - Adobe Photoshop / Графические компьютерные программы - Adobe Photoshop / Графические компьютерные программы - Adobe Photoshop	BT (KB)	4	5	150	45	150	45	15	90	1 + 2 + 0	45	15	90	1 + 2 + 0	45	15	90	Без экзаменов / экзаменов / По выбору обучающегося / По выбору обучающегося / By student's option

№	Жаңылыштық және инновациялар	Қысқартылған атауы	Семестр	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100	101	102	103	104	105	106	107	108	109	110	111	112	113	114	115	116	117	118	119	120	121	122	123	124	125	126	127	128	129	130	131	132	133	134	135	136	137	138	139	140	141	142	143	144	145	146	147	148	149	150	151	152	153	154	155	156	157	158	159	160	161	162	163	164	165	166	167	168	169	170	171	172	173	174	175	176	177	178	179	180	181	182	183	184	185	186	187	188	189	190	191	192	193	194	195	196	197	198	199	200	201	202	203	204	205	206	207	208	209	210	211	212	213	214	215	216	217	218	219	220	221	222	223	224	225	226	227	228	229	230	231	232	233	234	235	236	237	238	239	240	241	242	243	244	245	246	247	248	249	250	251	252	253	254	255	256	257	258	259	260	261	262	263	264	265	266	267	268	269	270	271	272	273	274	275	276	277	278	279	280	281	282	283	284	285	286	287	288	289	290	291	292	293	294	295	296	297	298	299	300	301	302	303	304	305	306	307	308	309	310	311	312	313	314	315	316	317	318	319	320	321	322	323	324	325	326	327	328	329	330	331	332	333	334	335	336	337	338	339	340	341	342	343	344	345	346	347	348	349	350	351	352	353	354	355	356	357	358	359	360	361	362	363	364	365	366	367	368	369	370	371	372	373	374	375	376	377	378	379	380	381	382	383	384	385	386	387	388	389	390	391	392	393	394	395	396	397	398	399	400	401	402	403	404	405	406	407	408	409	410	411	412	413	414	415	416	417	418	419	420	421	422	423	424	425	426	427	428	429	430	431	432	433	434	435	436	437	438	439	440	441	442	443	444	445	446	447	448	449	450	451	452	453	454	455	456	457	458	459	460	461	462	463	464	465	466	467	468	469	470	471	472	473	474	475	476	477	478	479	480	481	482	483	484	485	486	487	488	489	490	491	492	493	494	495	496	497	498	499	500	501	502	503	504	505	506	507	508	509	510	511	512	513	514	515	516	517	518	519	520	521	522	523	524	525	526	527	528	529	530	531	532	533	534	535	536	537	538	539	540	541	542	543	544	545	546	547	548	549	550	551	552	553	554	555	556	557	558	559	560	561	562	563	564	565	566	567	568	569	570	571	572	573	574	575	576	577	578	579	580	581	582	583	584	585	586	587	588	589	590	591	592	593	594	595	596	597	598	599	600	601	602	603	604	605	606	607	608	609	610	611	612	613	614	615	616	617	618	619	620	621	622	623	624	625	626	627	628	629	630	631	632	633	634	635	636	637	638	639	640	641	642	643	644	645	646	647	648	649	650	651	652	653	654	655	656	657	658	659	660	661	662	663	664	665	666	667	668	669	670	671	672	673	674	675	676	677	678	679	680	681	682	683	684	685	686	687	688	689	690	691	692	693	694	695	696	697	698	699	700	701	702	703	704	705	706	707	708	709	710	711	712	713	714	715	716	717	718	719	720	721	722	723	724	725	726	727	728	729	730	731	732	733	734	735	736	737	738	739	740	741	742	743	744	745	746	747	748	749	750	751	752	753	754	755	756	757	758	759	760	761	762	763	764	765	766	767	768	769	770	771	772	773	774	775	776	777	778	779	780	781	782	783	784	785	786	787	788	789	790	791	792	793	794	795	796	797	798	799	800	801	802	803	804	805	806	807	808	809	810	811	812	813	814	815	816	817	818	819	820	821	822	823	824	825	826	827	828	829	830	831	832	833	834	835	836	837	838	839	840	841	842	843	844	845	846	847	848	849	850	851	852	853	854	855	856	857	858	859	860	861	862	863	864	865	866	867	868	869	870	871	872	873	874	875	876	877	878	879	880	881	882	883	884	885	886	887	888	889	890	891	892	893	894	895	896	897	898	899	900	901	902	903	904	905	906	907	908	909	910	911	912	913	914	915	916	917	918	919	920	921	922	923	924	925	926	927	928	929	930	931	932	933	934	935	936	937	938	939	940	941	942	943	944	945	946	947	948	949	950	951	952	953	954	955	956	957	958	959	960	961	962	963	964	965	966	967	968	969	970	971	972	973	974	975	976	977	978	979	980	981	982	983	984	985	986	987	988	989	990	991	992	993	994	995	996	997	998	999	1000

№ п/п	Тема лекции / Lecture topic	Коды дисциплины / Discipline codes	Эксперт / Expert	Семестр / Semester	Кредиты / Credits	Объемы часов / Hours				Итого / Total	Формы контроля / Assessment forms	По выбору обучающихся / By student's option
						Лекции / Lectures	Семинары / Seminars	Лабораторные работы / Lab works	СРС / SRS			
12	Профессия дизайнера: условия, перспективы, требования к образованию / Designer profession: conditions, prospects, requirements for education	РМЭД.4344-25 РМЭД.4344-25 РМЭД.4344-25 ММВ.4344-25 ММВ.4344-25	РД (EC)	5	150	0	75	150	450			
13	Методы брендинга / Branding methods	РМЭД.4344-25 ММВ.4344-25	РД (EC)	5	150	0	75	150	450			
Базовые термины / Basic terms												
1	Курсовый проект: концепция, дизайн, реализация / Course project: concept, design, implementation	ISO0028.2330-25 ISO0028.2330-25 ISO0028.2330-25	БД (TK) ИД (BK) РД (EC)	4	5	150	45	15	30	15	90	1+2+0
2	Журналистика: основы, методы, инструменты / Journalism: basics, methods, tools	РМЭД.4336-25 РМЭД.4336-25 РМЭД.4336-25	БД (TK) ИД (BK) РД (EC)	5	5	150	45	15	30	15	90	1+2+0
3	Экспериментальная журналистика / Experimental journalism	РМЭД.4336-25 РМЭД.4336-25	БД (TK) ИД (BK) РД (EC)	5	5	150	45	15	30	15	90	1+2+0
4	Основы планирования ИТРС / ITRS planning basics	ОПИС.3329-25 ОПИС.3329-25	БД (TK) ИД (BK) РД (EC)	5	5	150	45	15	30	15	90	1+2+0
5	Методы анализа и синтеза ИТРС / ITRS analysis and synthesis methods	ОПИС.3331-25 ОПИС.3331-25	БД (TK) ИД (BK) РД (EC)	5	5	150	45	15	30	15	90	1+2+0
6	Дизайн и эргономика / Design and Ergonomics	ОПИС.3331-25 ОПИС.3331-25	БД (TK) ИД (BK) РД (EC)	5	5	150	45	15	30	15	90	1+2+0
7	Технологии проектирования / Design technologies	ОПИС.3331-25 ОПИС.3331-25	БД (TK) ИД (BK) РД (EC)	5	5	150	45	15	30	15	90	1+2+0
8	Современные тенденции в архитектуре / Modern trends in architecture	НСМН.3332-25 НСМН.3332-25	БД (TK) ИД (BK) РД (EC)	5	5	150	45	15	30	15	90	1+2+0
9	Графический дизайн / Graphic design	НСМН.3332-25 НСМН.3332-25	БД (TK) ИД (BK) РД (EC)	5	5	150	45	15	30	15	90	1+2+0
10	Проектирование трансформерной среды / Transformer environment design	ПТО.3332-25 ПТО.3332-25	БД (TK) ИД (BK) РД (EC)	6	5	150	0				3 сем / weeks	
11	Системы автоматизации проектирования / CAD systems	ПТО.3332-25 ПТО.3332-25	БД (TK) ИД (BK) РД (EC)	6	5	150	0				3 сем / weeks	
12	Проектирование малоэтажных жилых объектов / Design of low-rise residential buildings	ММЭД.3333-25 ММЭД.3333-25	БД (TK) ИД (BK) РД (EC)	6	5	150	45	15	30	15	90	1+2+0
13	Внутренний дизайн / Interior design	ММЭД.3333-25 ММЭД.3333-25	БД (TK) ИД (BK) РД (EC)	6	5	150	45	15	30	15	90	1+2+0
14	Конструктивный дизайн / Constructive design	ММЭД.3333-25 ММЭД.3333-25	БД (TK) ИД (BK) РД (EC)	6	5	150	45	15	30	15	90	1+2+0
15	Системы автоматизации проектирования / CAD systems	ММЭД.3333-25 ММЭД.3333-25	БД (TK) ИД (BK) РД (EC)	6	5	150	45	15	30	15	90	1+2+0
16	Материаловедение и технология / Materials science and technology	ММЭД.3333-25 ММЭД.3333-25	БД (TK) ИД (BK) РД (EC)	6	5	150	45	15	30	15	90	1+2+0
17	Технологии для производства женской и детской одежды / Technologies for women's and children's clothing production	ММЭД.3333-25 ММЭД.3333-25	БД (TK) ИД (BK) РД (EC)	6	5	150	45	15	30	15	90	1+2+0
18	Планирование и реализация маркетинговой стратегии / Marketing strategy planning and implementation	ММЭД.4338-25 ММЭД.4338-25	БД (TK) ИД (BK) РД (EC)	7	5	150	45	15	30	15	90	1+2+0
19	Архитектура: основы, методы, инструменты / Architecture: basics, methods, tools	ММЭД.4338-25 ММЭД.4338-25	БД (TK) ИД (BK) РД (EC)	7	5	150	45	15	30	15	90	1+2+0
20	Материаловедение и технология / Materials science and technology	ММЭД.4338-25 ММЭД.4338-25	БД (TK) ИД (BK) РД (EC)	7	5	150	45	15	30	15	90	1+2+0
21	Технологии проектирования / Design technologies	ММЭД.4338-25 ММЭД.4338-25	БД (TK) ИД (BK) РД (EC)	7	5	150	45	15	30	15	90	1+2+0
22	Системы автоматизации проектирования / CAD systems	ММЭД.4338-25 ММЭД.4338-25	БД (TK) ИД (BK) РД (EC)	7	5	150	45	15	30	15	90	1+2+0
23	Конструктивный дизайн / Constructive design	ММЭД.4338-25 ММЭД.4338-25	БД (TK) ИД (BK) РД (EC)	7	5	150	45	15	30	15	90	1+2+0
24	Системы автоматизации проектирования / CAD systems	ММЭД.4338-25 ММЭД.4338-25	БД (TK) ИД (BK) РД (EC)	7	5	150	45	15	30	15	90	1+2+0
25	Системы автоматизации проектирования / CAD systems	ММЭД.4338-25 ММЭД.4338-25	БД (TK) ИД (BK) РД (EC)	7	5	150	45	15	30	15	90	1+2+0

Экспертное заключение

на образовательную программу 6В02100 – Дизайн
по направлению подготовки 6В021 – Искусство

Наименование организации-партнёра по разработке образовательной программы:
Евразийский союз дизайнеров, г. Астана, Республика Казахстан

Общая характеристика образовательной программы

Образовательная программа «Дизайн» разработана в соответствии с Национальной рамкой квалификаций, Отраслевой рамкой квалификаций и действующими профессиональными стандартами в области дизайна. Программа обладает актуальностью и новизной, ориентирована на подготовку высококвалифицированных специалистов, способных эффективно работать в условиях динамичного развития креативных индустрий и современного рынка.

Содержание программы отвечает актуальным запросам работодателей и обучающихся, обеспечивает формирование востребованных компетенций, включая художественно-проектные, технологические, управленческие и цифровые навыки. Особое внимание уделено практико-ориентированной подготовке, что проявляется в большом объеме проектных заданий, участии студентов в конкурсах и выставках, а также в организации производственных и творческих практик на базе профильных организаций. Программа адаптирована для обучения лиц с особыми образовательными потребностями, что повышает её доступность и инклюзивность.

Описание и оценка структуры образовательной программы

Структура образовательной программы сбалансирована и включает базовые дисциплины, формирующие общекультурные и аналитические компетенции, и профилирующие дисциплины, направленные на развитие профессиональных навыков в различных направлениях дизайна (архитектурный, графический, дизайн моды). Учебные планы и программы дисциплин согласованы с компетентностной моделью выпускника, обеспечивая комплексное формирование как soft skills, так и hard skills.

Профессиональная практика организована в несколько этапов и соответствует видам профессиональной деятельности дизайнера: от аналитики и проектирования до авторского надзора и презентации проекта заказчику. Задания практик позволяют интегрировать полученные знания и умения в реальных условиях, развивая самостоятельность и профессиональную ответственность студентов.

Общее заключение

Образовательная программа «Дизайн» востребована на региональном и национальном рынке труда, соответствует современному уровню развития образования, науки, техники и производства. Программа демонстрирует высокий уровень методического и содержательного обеспечения, а подготовка специалистов отвечает актуальным требованиям работодателей. Реализация программы способствует формированию конкурентоспособных и креативных кадров для экономики Казахстана.

Рекомендации по использованию и усовершенствованию образовательной программы

Рекомендуется активно использовать образовательную программу в учебном процессе, продолжить развитие сотрудничества с индустриальными партнёрами, расширять международное взаимодействие и привлекать студентов к участию в межвузовских и международных творческих проектах, а также регулярно актуализировать содержание дисциплин в соответствии с изменениями в профессиональных стандартах и тенденциями в дизайне.

Председатель Евразийского Союза Дизайнеров  Е.С.Асылханов

ЭКСПЕРТНОЕ ЗАКЛЮЧЕНИЕ

на образовательную программу **6В02100 – Дизайн (по направлениям)**
по направлению подготовки **6В021 – Искусство**

Наименование организации образования/предприятия – партнера по разработке образовательной программы

ТОО «Международный университет Астана», Казахстан, г. Астана

Общая характеристика образовательной программы

Образовательная программа «6В02100 – Дизайн (по направлениям)» разработана в строгом соответствии с Национальной рамкой квалификаций, Отраслевой рамкой квалификаций и профессиональными стандартами в области дизайна и архитектуры. Программа отличается междисциплинарным подходом, корректно сочетая направления архитектурного, графического и модного дизайна, что обеспечивает комплексную подготовку специалистов с широким кругозором.

Актуальность программы обусловлена высоким спросом на дизайнеров, способных интегрировать архитектурные решения с современными цифровыми технологиями, принципами устойчивого развития и инклюзии. Новизна программы проявляется в интеграции курсов по искусственному интеллекту, BIM-технологиям, устойчивому и инклюзивному проектированию. Уникальность — в сбалансированном сочетании фундаментальной художественной подготовки и прикладных профессиональных навыков, необходимых архитекторам-дизайнерам в современных условиях.

Программа отвечает запросам работодателей, ориентирована на практическую деятельность, включает проектные и исследовательские задания, а также адаптирована для обучения лиц с особыми образовательными потребностями.

Описание и оценка структуры образовательной программы

Структура программы сбалансирована и включает широкий спектр базовых и профилирующих дисциплин, направленных на формирование ключевых профессиональных компетенций архитектора-дизайнера: от академического рисунка и архитектурной композиции до современных цифровых технологий в архитектуре (AutoCAD, Revit, 3ds Max, Blender).

Базовые дисциплины формируют фундаментальные художественные и инженерные знания, профилирующие — закрепляют умения комплексного проектирования, разработки архитектурных объектов различного масштаба и назначения. Особое внимание уделено дисциплинам «Современный архитектурный дизайн», «Социальная архитектура и инклюзивный дизайн», «Комплексное проектирование малоэтажной жилой застройки», что обеспечивает соответствие подготовки современным профессиональным вызовам.

Профессиональные практики (учебная, производственная, преддипломная) логично встроены в образовательный процесс, полностью соответствуют видам профессиональной деятельности архитектора и способствуют формированию навыков реального проектирования и взаимодействия с заказчиком.

Общее заключение

Образовательная программа «6В02100 – Дизайн (по направлениям)» является востребованной на региональном и национальном рынке труда, соответствует современному уровню развития архитектурного и дизайнерского образования, а также актуальным тенденциям в области науки, техники и производства.

Программа обеспечивает выпуск специалистов, способных к разработке авторских архитектурных концепций, комплексных дизайн-проектов и внедрению инновационных технологий в архитектурную практику. Высокое качество содержания и

междисциплинарный подход позволяют выпускникам быть конкурентоспособными как в Казахстане, так и на международном уровне.

Рекомендации по использованию или усовершенствованию образовательной программы

- Продолжить развитие цифровой составляющей программы, включая углубленное освоение BIM и VR/AR технологий в архитектуре.
- Усилить блоки по устойчивому и «зеленому» проектированию с учетом мировых трендов.

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