

Program learning Outcomes

Knowledge :	
By the end of the Program the students will be able to:	
K1	Demonstrate knowledge of design methodology through foundations, elements, design theories and rules of historical trends of art according to environmental and human factors.
K2	Defined the differences between the various design entrances and its relationship to the economic, environmental, cultural and social standards, Argonomical and technological.
K3	Demonstrate knowledge of materials and their solvency for the different products.
K4	Defined the production methods and their relationship to design, type of product , materials and context
Skills	
By the end of the Program the students will be able to:	
S1	Design projects in the field of applied arts to communicate and achieve the aspirations of society in a creative way that reflects its different skills.
S2	Interpret the problems and solutions using scientific methodology..
S3	Apply creative skills of the individual and collective level in design by using potential of specialized computer programs relevant to the operations of the production with clear concepts and methodology.
Competence	
By the end of the Program the students will be able to:	
C1	Take structured decisions in contexts that require self-directed work, life-long learning and innovation.
C2	Demonstrate the potential for management of complex technical or professional activities with the related professional disciplines.
C3	Display potentials for professional values and ethical behaviors needed for leadership, and entrepreneurialism in Applied Arts field.
C4	Appraise the elements of the product cost standards to achieve competitiveness.
C5	Articulate professional responsibility of the designer.