

Art & Design at PH Ludwigsburg

The study programme at Ludwigsburg University of Education focuses on engaging with artistic and aesthetic phenomena as well as reflecting on one's own worldview. Students acquire knowledge in the current art education discourse and gain practical experience in the field of Visual Arts. They become familiar with art theoretical and aesthetic approaches and gather extensive practical experience in various artistic practice fields.

In addition, the programme places a strong emphasis on subject-specific didactics, enabling students to critically engage with the teaching and learning of art in educational contexts. They explore methodologies and strategies for planning, delivering, and reflecting on art lessons, and develop the pedagogical skills necessary for fostering creativity and visual literacy in diverse classroom settings.

Course Package 30 ECTS: Putting Art and Design into Practice

This course is specifically designed for international students and offers a practice-oriented approach to contemporary art and design education. It supports students in developing both artistic skills and reflective practices across different media and spatial contexts.

Core Artistic Focus Areas

Students will work intensively in three key artistic categories:

- Surface (e.g., drawing, painting)
- Space (e.g., wood carving)
- Media (e.g., photography)

Individual Academic and Practical Project (IAPP) (7 ECTS)

Alongside the seminars, students complete a self-directed academic and artistic project over the course of the semester. This project includes two closely connected components: a reflective, hand-bound sketchbook that serves as a visual research diary (*reflection in action*), and a final exhibition that builds upon the diary and offers a space for *reflection on action*.

Students explore a personally meaningful theme through daily creative documentation—combining visual, textual, and conceptual reflections. These explorations lay the groundwork for the final exhibition, which not only presents original works developed during the seminars but also includes a hands-on workshop designed and facilitated by the students themselves. This participatory element encourages visitors to engage actively with the project's theme and allows students to practically apply subject-specific didactics in an interactive setting.

By integrating artistic practice, critical reflection, and didactic application, the IAPP offers a holistic approach to learning and knowledge-sharing that culminates in a public-facing, interdisciplinary experience.

Course Package 30 ECTS: Putting Art and Design into Practice

3-week Internship (5 ECTS)

The internship, worth 5 ECTS credits, offers students the opportunity to apply theoretical knowledge in a practical setting.

It allows them to deepen the competencies acquired during their studies, expand their artistic skills, and develop their personal creative identity.

The internship takes place in an artistic or educational setting and is scheduled for approximately three weeks in March, leading up to the start of the summer semester on April 1st.

As part of the internship, students will work on a research question, which they will explore both practically and academically. The results will be presented in a short presentation and a written report.

The internship can also serve as a foundation for the Individual Academic and Practical Project (IAPP).

***7-day painting & drawing excursion “Pfingstexkursion”* (3 ECTS)**

A one week excursion to a charming monastery in France or in a former pasta factory in Zeitz. Whether you're a beginner or an advanced art student – the excursion is open to anyone who enjoys painting and drawing.

Total costs: €400–500 (including food, accommodation, and travel)

Course Package 30 ECTS: Putting Art and Design into Practice

Course Components and ECTS Breakdown

- 5 thematic seminars (1,5h each/ week) in art and design practice and 7-day drawing and painting excursion (Pfingstexkursion) – 18 ECTS
- Individual academic and practical project – 7 ECTS
- 3-week Internship in an artistic or educational setting – 5 ECTS

Learning Environment and Outcomes

Seminars are taught in both German and English, promoting a bilingual and inclusive learning environment. The course package offers a balanced mix of theory and practice, strengthening creative thinking, technical proficiency, and reflective capacity. Students gain a broad, practice-based understanding of artistic and design methods relevant to contemporary art education and intercultural contexts.

Course Package 30 ECTS example structure

Space

“Wood carving seminar”:
Fundamentals of design: additive and subtractive processes in wood sculpturing
Fundamentals of design: additive and subtractive processes in wood sculpturing
3 ECTS

Ceramics:
Fundamentals of physical and sculptural design
3 ECTS

Surface

Drawing:
Drawing in the Wilhelma (zoo)
3 ECTS

Drawing:
Act
3 ECTS

Media

Photography:
Specialisation course - artistic photography
3 ECTS

Individual Academic & Practical Project (7 ECTS)

A self-directed project developed over the course of the semester, combining artistic practice with critical reflection.

- Hand-bound sketchbook as a 100-day diary for ongoing creative and reflective exploration (*reflection in action*)
- Final exhibition featuring participatory elements and the practical application of subject-specific didactics (*reflection on action*)

+ 7-day painting & drawing excursion (Pfingstexkursion) (3 ECTS)

+ Internship - 3 weeks before the summer term starts (5 ECTS)

Schedule example

Monday

18:15 - 19:45
Drawing Act
3 ECTS

Tuesday

12:15 - 13:45
Photography
3 ECTS

Wednesday

Thursday

14:15 - 15:45
Ceramics
3 ECTS

Friday

Set dates
**Drawing in the Wilhelma
(zoo)**
3 ECTS

+ **Internship - 3 weeks before the summer term starts (5 ECTS)**

+ **Compact Seminar: Wood Carving (3 ECTS)**

+ **Pfingstexkursion (3 ECTS)**

+ **Individual Academic & Practical Project (7 ECTS)**

Course description and learning outcomes

Module: Fundamentals of Artistic Design - Designing in Space

“Wood carving”: Fundamentals of design: additive and subtractive processes in wood sculpturing (compact seminar, 3 ECTS)

Simple additive techniques (e.g., assemblage) are introduced and explored, as well as subtractive methods of wood processing (relief/sculpture).

In assemblage, wood scraps of various shapes and sizes are used to create new works additively. We saw, hammer, screw, and glue the individual elements together into a cohesive art work. Faces, animals, or objects can serve as sources of inspiration—an excellent introduction to the art of sculpture.

Ceramics: Fundamentals of physical and sculptural design (Thursday 14:15-15:45, weekly seminar, 3 ECTS)

Goals: Students will gain theoretical and practical knowledge of materials, techniques, craftsmanship, and design principles in ceramic small sculpture.

Through artistic and hands-on assignments, they will explore different technical and creative approaches, as well as the fundamental relationship between form and content. Intensive personal engagement with each task, along with group discussions and critiques, will establish a foundation for design competence and critical judgment, while also fostering independent creative work.“

→ *Learning outcomes for this module*

The students

- Are able to explore selected artistic works through independent artistic engagement.
- Are familiar with artistic questions and problems, concepts, projects, and strategies, and take these into account in their own work.

Course description and learning outcomes

Module: Advanced Professional Practice

Drawing: Drawing in the Wilhelma (zoo) (set dates 3h each, 3 ECTS)

How do I create an animal comic character or a "character" for a picture book? In comics or picture books, the main character must be convincingly depicted from all angles and in various positions. Whether tightrope walking, standing on its head, laughing, or shouting—the character should always remain recognisable by maintaining its basic type. But how do we achieve this? Our training ground for merging observation skills with imagination will be the Wilhelma Zoo in Stuttgart. There, we will "sketch" the animals that capture our interest. By studying animal anatomy, we will identify key characteristics, focusing on details such as proportions, body shape and posture, facial expressions, and gestures. Step by step, we will simplify or exaggerate these features to create distinct character designs.

The goal of the course is to transition from realistic animal depictions to identifying geometric base shapes, which will serve as the foundation for simplified, stylised character designs—potentially becoming the humorous heroes of future picture stories.

Photography: Specialisation course - artistic photography (Tuesday 12:15-13:45, weekly seminar, 3 ECTS)

In this course, we focus on the media-based realisation of artistic works and the different perspectives that emerge from it. Throughout the semester, we will discuss the works of selected artists and explore their approaches and working methods. Starting with a brief introduction, we will first review the available equipment and experiment with both conventional and unconventional ways of using it. Following this initial phase, students will develop their own themes and ideas into media-based projects. The process is key: we will examine, refine, and discuss the emerging works in group sessions and individual conversations—analysing results, changing ideas, starting anew—until a coherent and compelling piece takes shape. The final work will be presented collectively and, alongside the completion of a presentation and active participation, will serve as the basis for course credit.

Drawing: Act (Monday 18:15-19:45, weekly seminar, 3 ECTS)

Various approaches to figure drawing are taught.

→ Learning outcomes for this module

The students

- Have knowledge in selected areas of art studies and can situate their own artistic-aesthetic practice within the art context.
- Have a diverse repertoire of technical-media skills and artistic forms of expression in various artistic fields (drawing, painting/color, printmaking, textiles, body/space, photography/digital image editing, film/video, performance/play/action).

Course description and learning outcomes

Module: Advanced Art Didactics

7-day painting & drawing excursion “Pfingstexkursion” (3 ECTS)

At Pentecost, we warmly invite you to join our art excursion! Sixteen students can take part. Together, we will paint and draw in a unique setting – either at a charming monastery in France or in a former pasta factory in Zeitz. Both locations offer a special atmosphere that inspires creativity:

The peaceful monastery in France provides a spiritual and inspiring environment, while the historic pasta factory in Zeitz captivates with its industrial charm and character. Whether you're a beginner or an advanced art student – the excursion is open to anyone who enjoys painting and drawing.

→ *Learning outcomes for the excursion:*

The students

- *Possess a well-developed repertoire of technical and media-based skills, along with a range of artistic forms of expression (drawing, painting/colour, printmaking, textiles, body/space, photography/digital image editing, film/video, performance/drama/action).*

Internship

The internship, worth **5 ECTS**, offers students the opportunity to apply theoretically acquired concepts in practice. This allows them to deepen their competencies acquired during their studies in a real-world environment, expand their artistic skills and develop their personal creative identity. The internship takes place in the months of March approximately 3 weeks ahead of the start of the summer term.

For the internship, students need to prepare a presentation and a 5-page report.

Two possible internship locations:

1. *Kunstschule Labyrinth, Ludwigsburg*

The Kunstschule Labyrinth is an innovative art school in Ludwigsburg that offers creative workshops and educational programmes for children and young people. It focuses on artistic exploration, interdisciplinary learning, and fostering creativity through hands-on projects in a non-formal educational setting.

2. *Schlossbergschule (MakerSpace Internship), Ludwigsburg*

The Schlossbergschule is a local primary and secondary school that integrates creative and technical learning through its own MakerSpace. This space encourages students to engage in hands-on, project-based learning involving design thinking, digital tools, and crafts. Interns support learners in creative experimentation and co-develop educational activities.

→ Learning outcomes for the internship:

The students

- Apply theoretical knowledge and concepts acquired during their studies in a practical, real-world context.
- Demonstrate an ability to work independently and creatively within a professional environment.
- Expand and refine their artistic and technical skills through hands-on experience.
- Reflect on their personal development and articulate their evolving creative identity.
- Communicate their internship experience clearly and critically in both oral and written form through a structured presentation and a comprehensive written report.