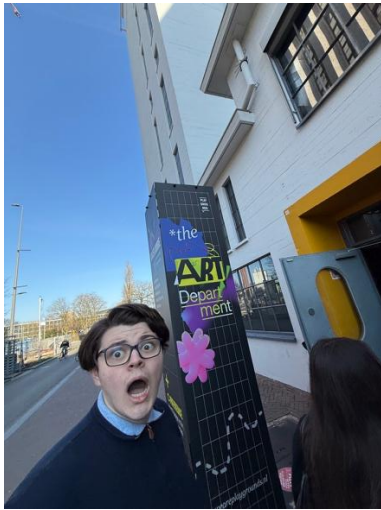


Reflection on the Art Department in Eindhoven

My visit to the Art Department in Eindhoven was a great chance to see how art and technology work together. The exhibition showed many artists using digital tools in creative ways. Seeing how modern artists use technology in their work helped me understand more about digital art and design.

One of the most exciting parts was the use of MSI gaming technology. It was interesting to see how gaming equipment can be used in art or game design. The interactive experience made me realize how technology can make art more engaging and open new possibilities for digital design and media.



1 Entrance of the Art Department

Additionally, we had the opportunity to attend a workshop on Blender with Pablo Fournier, where he gave an artist talk and demoed how to create animations on his work. Watching his process and learning the techniques involved in animation was extremely insightful. It gave me a deeper understanding of how digital tools like Blender are essential in bringing creative ideas to life and provided practical knowledge I can apply to my own projects.



2 Blender and Animation Workshop



Personal Growth and Development

This visit also helped me think about my own skills and areas for improvement in ICT and personal growth. I discovered that I am very interested in game design, creative technology, animation, and digital arts. Breda University was also present at the event, and we conducted research on the minors they offer. Based on their available minors, these are the ones that I liked the most: Digital Marketing in Tourism, Design and Strategies for Themed Entertainment, and Storytelling in Experience Design. I am also considering doing my minor in Game Design at Breda University to further explore this field, if they develop it in the future..., which match my values of innovation and learning. Seeing these projects made me more motivated to explore new technologies and improve my artistic and technical skills.



Design and Strategies for Themed Entertainment

You will develop insights and concepts that combine commercial success with ethical and sustainable leadership in the industry of attractions and amusement.

MINORS



Storytelling in Experience Design

You will learn how to design experiences, combining the magic of stories and the power of imagination – supported by the collective creativity in our Project Factory.

MINORS



Digital Marketing in Tourism

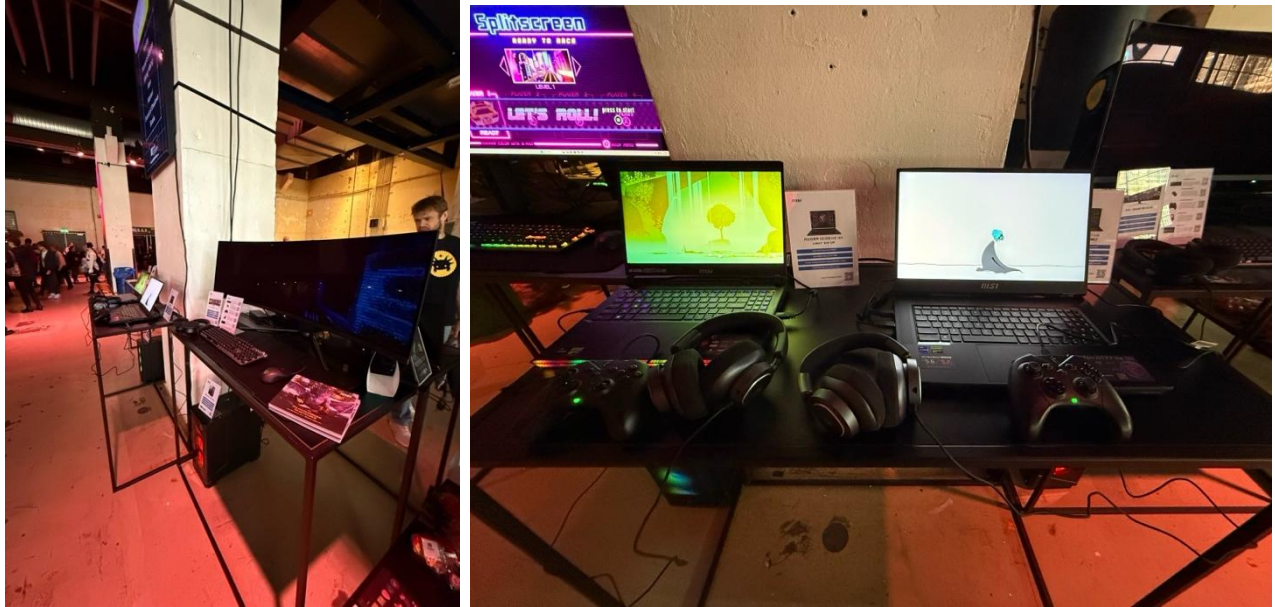
In this minor, you will work on the skills, strategies and mindset required to operate as a digital expert in a turbulent industry.

MINORS

3 Minors in Breda University

I also learned that having a strong learning attitude is important. I want to try new technologies and expand my creative thinking. The projects I saw inspired me to take action and work on my personal and professional growth.

Overall, my visit to the Art Department in Eindhoven was inspiring and educational. The combination of MSI gaming, digital art, and new technology, alongside the Blender workshop with Pablo Fournier, gave me a fresh view of interactive media. I will use this experience to build my skills in ICT and digital creativity.



4 MSI Gaming Stand