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Welcome to the University of Sharjah

Welcome to The University of Sharjah (UOS), a university that provides first class education to students from the UAE, Arab countries, and around the globe.

The University of Sharjah offers academic programs in a wide range of disciplines that truly define it as a world-class university. Programs cover an impressive range of fields and scopes including the arts, humanities and social sciences, Public Policy Islamic studies and Sharia law, international and civil law, communications and media, sciences, business, engineering and architecture, fine arts and design, medicine, pharmacy, dentistry, and health sciences that will support graduates in employability.

You will be exposed to numerous course and program options that will allow you to combine disciplines so that you may participate actively in addressing both today's challenges and those of the future. You will also enjoy the flexibility of choosing from a wide range of options to choose the program that best matches your talents, aptitude and interests. Lastly, at the University of Sharjah, you will experience a wonderful journey of self-discovery and learning that will bring your best abilities to the forefront.

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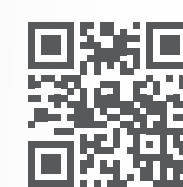
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Requirements:



University
Ranking:



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The College of FINE ARTS AND DESIGN



The College of Fine Arts and Design (CFAD) is a community that fosters creativity and promotes innovation in partnership with society.

We endeavor to engage in art and design within the public realm. Our uniqueness stems from interacting with various public and semi-public entities, promoting art, design, culture, and heritage, while engaging the community in a meaningful dialog. This discourse exposes our students to the public realm early in their careers while simultaneously providing them with the opportunity to interact and share their passion outside campus.

Similarly, our partners are eager to interact with our students valuing their inventive spirit while offering them a platform to soar to new artistic heights; a collaboration that is uniquely of and from within Sharjah. The five art and design programs (Art History and Museum Studies, Fine Arts, Fashion Design and Textile, Interior Design, and Visual Communication) share a strong interdisciplinary curriculum, both in content and delivery. It focuses on discipline-based knowledge and encourages cross-disciplinary explorations. The College is uniquely situated and committed to preparing the next generation of creatives.

OUR VISION

To become a leading regional art and design school, adopting current global practices, towards international visibility.

OUR MISSION

To foster globally aware, and technologically versatile creative thinkers.

OUR GOALS

- Holistic learning environment to develop innovative creative thinking.
- Comprehensive exposure to global trends and practices in art and design.
- Effective integration of technology in the curriculum and extra-curricular activities.
- Strategic and sustainable partnerships to support the faculty's and students' intellectual growth and graduate employment.

OUR PROGRAMS

Undergraduate Programs

- Bachelor of Arts in Art History and Museum Studies
- Bachelor of Fine Arts
- Bachelor of Fine Arts in Interior Design
- Bachelor of Fine Arts in Fashion Design and Textile
- Bachelor of Fine Art in Visual Communication

FACULTY AND TECHNICAL STAFF

The College of Fine Arts and Design is proud of its team of faculty and technical staff who bring diverse experiences from both industry and academia. The team creates a dynamic and inspiring environment through their personal scholarly and artistic research, as well as art and design practice. This is further enhanced through the continued engagement of visiting professionals from within the UAE and abroad.

UNPARALLELED FACILITIES AND RESOURCES

Art and Design Open Studios: Professional practice in all the arts and design specializations is about the concept, design and manufacturing real artifacts, never more so than in the study of art, fashion design, interior design or visual communication. The purpose-designed studios feature skylights or large windows to support the creative process.

Painting and Drawing Studio: The dedicated studio is set up with easels and drawing tables for painting and advanced drawing courses. Skylights allow for optimum lighting conditions for painting.

Sculpture and Ceramic Studio: This unique studio is dedicated to sculpturing, by applying different mediums such as clay and gypsum. It features rotating sculpture work stands, five electric wheels, three electric kilns and hydraulic lifting equipment. The studio is also equipped to cut metal sheets (up to 8mm), cut, weld, bend, and shape metal, as well as casting bronze, aluminum, and steel up to 250kg. It also includes clay storage and recycling facility.

Printmaking Studio: The College houses a comprehensive printmaking workshop containing printmaking facilities and equipment that enable students to partake in a full and diverse range of printmaking mediums. Students create monotypes, collagraphs, relief prints (such as linocuts and wood cuts), lithographs, screen-prints, and intaglio prints such as etchings (non-toxic), photo-etchings, dry point printmaking and engravings.

Papermaking Workshop: This facility enables students to make their own handmade paper from a range of materials using a Reina Hollander beater and a 50-ton hydraulic press.

Digital Media Labs: The College has state-of-the-art technical facilities for the production and presentation of creative works in digital media, film, and photography. The Mac and PC computing labs have an array of relevant software and hardware for video editing, 2-dimensional and 3-dimensional image-making and animation capabilities, audio postproduction, and other innovative applications for computer-based fine arts and design. The College has a diverse array of digital video and still photography cameras, lenses, and audio recording equipment, with a range of related support systems, for the purpose of learning and practice on location and in studio production.



The College facilitates Mac and PC-based postproduction in six professional-styled individual studios and learning labs, a multi-functional production studio, and “Cinema” for high quality presentation of artistic work.

Digital Technology Labs: CFAD has three Mac labs for media classes where students may produce creative computer-based projects. Labs are equipped primarily with Apple equipment with more than 60 iMac computers. All computers have the latest operating systems and a full package of the most current software for graphic design, image production and manipulation, video editing, web design, basic animation, and many other software programs. Two PC labs are also open to support students with design project rendering and digital fabrication preparations.

Printing Center and Stations: In addition to two printing stations comprising high-end scanners and A3/A4 ink jet printers, the Printing Center includes three wide format plotters capable of printing up to 1.5 meters wide.

Fabrication Lab: The facility allows students to work on prototypes in various materials including acrylic, fabric, metal, and wood. Equipment include a CNC Router, Laser Cutter and Engraver, 3D Printer, and Vinyl Cutter.

Woodshop: This is a fully equipped workshop capable of producing large scale projects. It includes a Band Saw, Circular Saw, Polishing and Disk Sanding Machines, Horizontal and Vertical Sanding Machines, Router Machine, Table Cutter, Surface lanner Machine, Surface Thicknesser Machine, and Wood Turner Lathe.

Patternmaking Studio: A dedicated studio with customized tables and tools that allow students to practice and complete their studio projects.

Textile Printing Workshop: This workshop allows students to engage in different experiments in textile printing ranging from block and stencil printing, batik and foil printing, to silk screen printing (manual and digital).

Fashion Production Workshop: The workshop can be accessed directly from the design studios. It is equipped with forty sewing machines including five overlock machines, eleven heavy duty machines and two embroidery machines. The facility also includes a number of pressing and steaming stations.

Library: The College has its own library with more than 5,000 books and periodicals, educational media sources, and computers for online learning, research, and practice. It subscribes to many research database collections, that greatly enhance research and learning in arts and design. The Library offers spacious reading areas, group meeting rooms, a classroom, and photocopying services. An adjacent “Quiet Zone” is dedicated to online classes and study sessions.

Resource Library: This is a unique resource facility housing collections of material finishes ranging from wood, stone and ceramics to plastic, glass, and fabrics. It also includes samples of building systems components (acoustics, electric and fire safety, HVAC and lighting). A range of luminaire types and lighting system accessories complete the collection.

Auditorium and Theater: The College has a 200 seat auditorium and a 100 seat theater used for lectures, seminars, film screenings, college assemblies, and other events and activities.

The Galleries: Two “purpose-built art galleries” are available, Rewaq and Almajaz. Their design design and lighting arrangements along with its acoustics are such that it is an effective space for all art forms and artists. The gallery’s mission is to support the pedagogy, research, and studio practices of the College, which are viewed as integral to teaching and learning.

ACADEMIC PROGRAMS

The College’s programs may be completed in four years of full-time study and include a common first-semester Common Studies program. This is an intensive semester of study designed to introduce students to creative production methods and art and design principles.

Most of the programs are studio-based with state-of-the-art workshops and technical facilities. Courses are delivered by interdisciplinary artists, designers, and theorists with professional links to creative industries in the UAE and worldwide. The College is co-educational, and the language of instruction is English.

* A range of luminair types and lighting system accessories complete the collection.

Department of FINE ARTS



The Department of Fine Arts is home to two academic programs. It offers a Bachelor of Fine Arts, and a Bachelor of Arts in Art History and Museum Studies. The curriculum and instruction focus on close collaborations with local art and cultural institutions.

UNDERGRADUATE PROGRAMS

Bachelor of Fine Arts in Art History and Museum Studies

The Bachelor of Fine Arts in Art History and Museum Studies Program (AHMS) is an interdisciplinary program offered in collaboration with the College of Arts, Humanities, and Social Sciences. It emphasizes the bridging of art, culture and heritage with contemporary gallery and museum practices. The Program fosters a distinctive, interdisciplinary, experiential learning process providing extensive exposure to art history and its position within the larger context of the cultural industry. The curriculum integrates elements of tradition and heritage yet bases it's knowledge on contemporary perspectives in gallery and museum operations that embrace current best practices rethinking the art historical canon from a global perspective.

PROGRAM OF STUDY

The 123-credit hour degree may be completed in four years. All majors begin the program of study with a studio-based common year to establish a solid foundation in art and design. These studios are taught by a team of art and design instructors. The study plan emphasizes two tracks: art history and museum studies. These integrate theoretical and practical knowledge to support professional development. The uniqueness of the program stems from its interdisciplinary nature in which students are equally exposed to faculty from the College of Fine Arts and Design and the College of Arts, Humanities, and Social Sciences.



CAREER OPPORTUNITIES

Graduates of the Art History and Museum Studies Program lead careers in art, design and cultural institutions and the creative industries. These include art dealer and archivist, art journalist and appraiser, gallery and museum curator/guide, cultural officers, and museum management.

Bachelor of Fine Arts

The Bachelor in Fine Arts Program emphasizes support of unique creative development with a dynamic and contemporary approach to fine arts, preparing students to become innovative professional artists within the context of the contemporary art industry. The Program fosters a distinctive, experiential learning process providing key knowledge, skills, and attitudes in the field of fine arts. The curriculum integrates elements of tradition and heritage yet based on contemporary perspectives on studio practice that embraces cosmopolitanism and the experimental spirit of modernism in its various forms of historical and global manifestation.

PROGRAM OF STUDY

The 129-credit hour degree may be completed in four years. All majors begin the program of study with a studio-based common year to establish a solid foundation in art and design. These studios are taught by a team of art and design instructors.

The study plan emphasizes four studio tracks: Painting, Printmaking, Photography and Sculpture. It integrates a history and theory track to support students' research-based artistic endeavors. The uniqueness of the program stems from its interdisciplinary nature in which students are exposed to faculty outside their major to introduce them to new skills beyond those in their major.

By the end of their studies students' employability is based on their discipline knowledge to include Painting, Printmaking, Traditional and Experimental Photography, Sculpture, Videography, Conceptual Approaches to Studio Practice, and Curatorial Practice. This knowledge is further enhanced by discipline-based skills such as Analogue Photography (Cyanotype, Negative Printing, Film development), Digital Photography, Ceramics and Glazing, Pottery and Wheel, Kiln, Silkscreen, Relief Printing, Etching, Wheat-pasting, Aquatint, Lithography, Painting Medium (Acrylic, Oil, Pastels, Watercolors, Mixed Media, Collage), Canvas Preparation, Drawing Medium (pencil, charcoal, ink, mixed media), and Casting (silicone, wax, gypsum).

CAREER OPPORTUNITIES

Graduates of the Fine Arts Program lead careers in art, design and cultural institutions and the creative industries. These include full-time artists, freelance art commissions, gallery management, cultural officers, museum curators, exhibition and festival planning and production.





Department of APPLIED DESIGN



The Department of Applied Design is home to three design programs. The curricula and instruction focus on collaborative projects with partners from the community. It offers a Bachelor of Fine Arts in Fashion Design and Textile, Bachelor of Fine Arts in Interior Design, and a Bachelor of Fine Arts in Visual Communication.

Bachelor of Fine Arts in Fashion Design and Textile

The Bachelor of Fine Arts in Fashion Design and Textile Program emphasizes acquiring knowledge, skills and understanding of professional standards in creative and technical fields of fashion and textile design. The Program adopts learning processes through research, broad experimentation, and application of theory through practice, with a focus on sustainable views on traditional practices fused with advanced technology. Combining fashion design with textile design allows students to develop a unique identity and applies knowledge and skills in imaginative and technically profound ways within and in line with contemporary global industry practices.

PROGRAM OF STUDY

The 129-credit hour degree may be completed in four years. All majors begin the program of study with a studio-based common year to establish a solid foundation in art and design. These studios are taught by a team of art and design instructors.

The study plan emphasizes three studio tracks: Fashion Design, Patternmaking, and Textiles. It integrates a history and theory track to support students' research-based artistic endeavors. The uniqueness of the program stems from its interdisciplinary nature in which students are exposed to faculty outside their major to introduce them to new skills beyond those in their major.



By the end of their studies students' employability is based on their discipline knowledge to include Pattern Making, Draping, Textile Manipulation, Textiles Design, Collections and Marketing Promotion, Photography, Digital Portfolio, Accessorizing, Styling, and Virtual Fashion Show. This knowledge is further enhanced by discipline-based skills such as Block Printing, Tie Die, Batik, Stencil, Silkscreen, Digital Printing, Laser Cutter, Photo Shoots, Sewing (hand, industrial), Embroidery, Crochet, and Knitting.

CAREER OPPORTUNITIES

Graduates of the Fashion Design and Textile Program sustain professional careers in fashion and textile design, garment production and technical management, retail buyers and managers, brand development and styling consultancy, and fashion event producers.



Bachelor of Fine Arts in Interior Design

The Bachelor of Design in Interior Design focuses on the development and enrichment of interior environments through interdisciplinary studies and sustainable practices. It is the art and science of creating building interior and related elements towards improving the quality of human life, health, and welfare. The Program focuses on integrative practice where design concepts and applications are a core component of the learning process. This is achieved by enhancing students' abilities and skills through research-based problem solving coupled with hands-on practice allowing a smooth transition between theory and practice, academia, and professionalism.

PROGRAM OF STUDY

The 129-credit hour degree may be completed in four years. All majors begin the program of study with a studio-based common year to establish a solid foundation in art and design. These studios are taught by a team of art and design instructors.

The study plan emphasizes three studio tracks: Design, building technology, and representation. It integrates a history and theory track to support students' research-based artistic endeavors. The uniqueness of the program stems from its interdisciplinary nature in which students are exposed to faculty outside their major to introduce them to new skills beyond those in their major.

By the end of their studies students' employability is based on their discipline knowledge to include Space Planning, Interior Construction and Working Drawings, Site Observation, Materials and Finishes, Lighting and Building Systems, Textiles and Furniture Design, Design Management and Practice. This knowledge is further enhanced by discipline-based skills such as Textile Printing, Model Building and Fabrication (3D Printing, CNC Machine, Laser Cutter), and Wood & Metal Work

CAREER OPPORTUNITIES

Graduates of the Interior Design Program may engage in diverse creative and design industries. These include freelance design commissions for interiors and furniture design, product and prototype design and production, exhibition, and retail installations.





Bachelor of Fine Arts in Visual Communication

The Bachelor of Fine Arts in Visual Communication advocates for an interdisciplinary learning and teaching experience encouraging critical analysis, inquiry, self-direction and independent learning. It exposes students to the duality of communicative languages coupled with various representational skills, both digital and manual. The Program ensures students' engagement in creative and innovative real and hypothetical projects emphasizing a systematic approach to visual communication. The curriculum is based on a mix of local and global practices with an emphasis on bilingual representation and a theoretical framework stemming from our students' heritage and traditions.

PROGRAM OF STUDY

The 129-credit hour degree may be completed in four years. All majors begin the program of study with a studio-based common year to establish a solid foundation in art and design. These studios are taught by a team of art and design instructors.

The study plan emphasizes four studio tracks: Design, Typography, Narrative and Sequence, and Interaction Design. It integrates a history and theory track to support students' research-based artistic endeavors. The uniqueness of the program stems from its interdisciplinary nature in which students are exposed to faculty outside their major to introduce them to new skills beyond those in their major.

By the end of their studies students' employability is based on their discipline knowledge to include Audio-Visual Practice, Branding and Visual Identity, Time-Based Media, Illustration, Information Design, Packaging, Typography (Arabic, Latin), Print Management, and Interactive Multimedia. This knowledge is further enhanced by discipline-based skills such as Analogue (Cyanotype, Negative Printing, Film development), Lens-Based Media, and Drawing Medium (pencil, ink).

CAREER OPPORTUNITIES

Graduates of the Visual Communication Program may build professional careers in various cultural and design institutions as well as the print and digital media industry. This includes freelance design, publishing and printing, product design, campaigns and advertising, identity and brand development, illustration, typography, animation and video art, information design, web and digital development.





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