

**Duration: Four Years**

**Medium of instruction: English**

**Degree awarding body: SCD**

*Institutionally Accredited by Oman Academic Accreditation Authority & Overseen by the Ministry of Higher Education, Research & Innovation in the Sultanate of Oman*

### **Program Mission**

*The mission of Fine Arts program is to prepare students to create, practice and communicate their ideas and concepts in visual language through provision of theoretical knowledge and studio-based education to contribute effectively to their field.*

### **Description**

The fine arts program aims at helping talented and interested students actualize their creative potentials in various fields of visual perception and expression. As a specialized field of study, the program is meant to provide students with the creative, artistic and intellectual foundation upon which they can build their creative contributions. As such, all the art major courses are studio hands-on courses whereby the student is introduced to a wide range of traditional and new media, techniques and styles, and exposed to the study of the theoretical and historical backgrounds of each art discipline, the fine arts program espouses a global view of the arts while nurturing the individual artistic voice of every budding talent. Students are encouraged to express their own artistic vision and to communicate their society's cultural interests through an advanced visual discourse.

### **Program Objectives**

1. Provide adequate knowledge in art history, aesthetics, and contemporary practices.
2. Produce creative artwork using different tools, materials and techniques.
3. Develop artwork that reflects professional skills in the field of Fine Arts.
4. Support cultural values in professional engagements.

### **Program Learning Outcomes**

1. Recognize general educational knowledge such as research skills, business and psychological principles to apply them in their respective profession.
2. Enhance English proficiency level to communicate effectively using art and design terminology.
3. Apply art and design elements and principles to create artworks.
4. Recognize historical and contemporary concepts in varied art styles to effectively express them in varied situations within the field.
5. Demonstrate appropriate techniques, skills and styles of art and design using different mediums to skillfully create artwork in an intended form.
6. Value and develop awareness of recent trends in the field to practice advanced skills for creative expression in artwork to meet professional requirements.

### **Admission criteria**

Success in General Education Diploma or its Equivalent.

- Aptitude Test prior to college admission (freshman students should do it in the college).
- The students should get a minimum grade of C- in Design Studio I & Design Studio II.
- The student should get a minimum grade of B- at least in Drawing II course.
- The student should submit a portfolio by the end of the design foundation program.

### **Career Opportunities**

- Productive visual artists
- Museum and gallery Directors
- Sculptors and Ceramic artists
- Art teachers
- Handicraft artists

**Duration: Four Years**

**Medium of instruction: English**

**Degree awarding body: SCD**

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### **Program Mission**

The mission of the photography program is to provide a broad-based education in the production of photographic images through traditional and digital photographic medium to contribute and practice effectively in their field.

### **Description**

Photography is visual communication that interprets the world with controlling light. Photography is the craft, science, and experience of image formation. The photography program focuses on the concepts and techniques of transmitting knowledge, thoughts, moods, and feelings by making photographs on a photographic medium and educating students to be qualified photographers. The program includes camera procedures, equipment operation, conventional film production, color, photo composites, art, history, computer software utilization, and implementations of different subjects.

### **Program Objective**

1. Practice the artistic and technical aspects of digital photography to improve their visual vision.
2. Develop professional photography skills to produce creative work.
3. Recognize the main principles of digital photography to control equipment effectively.
4. Use different techniques, methods, and equipment to create advanced photographic images.

### **Program Learning Outcomes**

1. Recognize general educational knowledge such as research skills, business and psychological principles to apply them in their respective profession.
2. Enhance English proficiency level to communicate effectively using art and design terminology.
3. Apply art and design elements and principles to create artworks.
4. Identify themselves creatively in photographic media to implicate within contemporary photographic art.
5. Develop superiority in photographic vision and professional skills to domain the photographic market.
6. Show professional and technical skills necessary to pursue the career path of their choice.
7. Perform professionally as a highly trained photographer, and equipped to exhibit and market their photographs.
8. Value and develop an awareness of the latest photographic styles in the field to practice advanced skills creatively.

### **Admission criteria**

- Success in General Education Diploma or its Equivalent.
- The student should get a minimum grade of C- in Design Studio I & Design Studio II courses.
- The availability of a digital camera SLR35mm.

### **Career Opportunities**

Photography graduates have potential careers in commercial photography, photojournalism, fine art exhibition and installation, media outlets such as magazines and newspapers either on a freelance or editorial basis, galleries, museums, and government.

**Duration: Four Years**

**Medium of instruction: English**

**Degree awarding body: SCD**

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## Program Mission

The mission of the Animation Program is to provide students with the fundamental knowledge of animation design and visual storytelling through theoretical and practical skills in an imaginative environment to pursue a professional career.

## Description

Animation is frequently associated with web and entertainment industries such as film, television, and game design. Animation are also used as instructive and informative medium particularly to facilitate communication through visualization than through the written or spoken word. Two and three dimensional computer animation today uses a variety of different techniques and technologies ranging from flash to motion capture. When compared to stop-motion or traditional hand drawn cell animation, these modern techniques have the ability to simulate highly complex and far more realistic movement sequences

## Program Objectives

1. Recognize general educational knowledge such as research skills, business and psychological principles to apply them in their respective profession.
2. Enhance English proficiency level to communicate effectively using art and design terminology.
3. Apply art and design elements and principles to create artworks.
4. Develop creative, intellectual and practical skills to grow aesthetically & professionally.
5. Develop an advanced broad base of theoretical knowledge and necessary practical skills to create the illusion of life and motion.
6. Provide a platform to develop design solutions and contribute to the ongoing development of the discipline.
7. Enhance the student's sense of imagination, creative personal expression and their pursuit for excellence.

## Program Learning Outcomes

1. Recognize general educational knowledge such as research skills, business and psychological principles to apply them in their respective profession.
2. Enhance English proficiency level to communicate effectively using art and design terminology.
3. Apply art and design elements and principles to create artworks.
4. Acquire professional skills and methodologies to address various animation design projects
5. Be conversant and critical in contemporary and historical issues in the discipline.
6. Provide a platform for graduate studies in animation and visual communication
7. Be competitive in numerous career opportunities in local, regional, and international markets.

## Admission Criteria

Entry Standard for Animation Design Program

- Success in General Education Diploma or its Equivalent.
- The student should get a minimum grade of C- in Design Studio I & Design Studio II courses.
- The student should get C- at least in Introduction to Computer Graphics course.

## Career Opportunities

The degree in Graphic Design-Animation Design program opens the door to a range of creative careers in Animation such as movie, television and video game studios and software publishers; character animation, and simulations; interactive educational material ; entertainment sector

**Duration: Four Years**

**Medium of instruction: English**

**Degree awarding body: SCD**

*Institutionally Accredited by Oman Academic Accreditation Authority & Overseen by the Ministry of Higher Education, Research & Innovation in the Sultanate of Oman*

## **Program Mission**

The mission of the Graphic Design Program is to equip students with innovative design thinking approaches to effectively communicate using theoretical knowledge and practical exposure to pursue a professional career.

## **Description**

Graphic design-digital is the process of visually communicating ideas and information through the use of typography, footages and interactive design in digital environment format such as cinema, television, computers and mobile phones. Digital design is a multifaceted discipline that encompasses a variety of contents materials and tools. Products of the digital graphic designer include animation, motion design, information graphics, visual identity, and web design in addition to digital graphic solutions for all media types. The Scientific College of Design provides a comprehensive education within this wide discipline.

## **Program Objectives**

1. Foster an environment of creativity and enquiry in which students can acquire skills and develop artistic direction.
2. Prepare students as future design leaders who have the ability to inform, guide, clarify, promote, and empower through visual dynamic form.
3. Promote a multidisciplinary vision, which facilitates the ability to translate ideas into visual messages that inform, persuade, and incite individuals and audiences to action.

## **Program Learning Outcomes**

1. Recognize general educational knowledge such as research skills, business and psychological principles to apply them in their respective profession.
2. Enhance English proficiency level to communicate effectively using art and design terminology.
3. Apply art and design elements and principles to create artworks
4. Employ the visual design ideas professionally to communicate with their target audience using visual communication principles.
5. Design and generate visual communication projects for different media using appropriate technology for producing specific media through visual communication principles.
6. Recognize the influence of significant cultural and aesthetic trends, both historical and contemporary, on art and visual communication applications.
7. Build the professional skills and behaviors necessary to compete in the global marketplace for art and design.
8. Demonstrate creative thinking and apply visual communication design concepts, principles, and problem-solving techniques to projects in a variety of media..

## **Admission Criteria**

Entry Standard for Animation Design Program

- Success in General Education Diploma or its Equivalent.
- The student should get a minimum grade of C- in Design Studio I & Design Studio II courses.
- The student should get C- at least in Introduction to Computer Graphics course.

## **Career Opportunities**

The degree in Graphic Design-Digital program opens the door to a range of creative careers such as Advertising Art Director, Animator, Concept Artists, Creative Director, Graphic Designer, Illustrator.

**Duration: Four Years**

**Medium of instruction: English**

**Degree awarding body: SCD**

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## **Program Mission**

The mission of the Graphic Design Program is to equip students with innovative design thinking approaches to effectively communicate using theoretical knowledge and practical exposure to pursue a professional career.

## **Description**

Graphic Design-Printing is one of the oldest forms of visual communication throughout ages. It aims to disseminate different kinds of information through an artistic mold that suits the designed product it is a newspaper, a book or any other type of printed visual communication. This program focus on printed material such as posters, brochures, packaging labels, book covers, book design and layout, banners etc.

## **Program Objectives**

1. Prepare students to create their graphic designs with technical, aesthetic, and conceptual ideas based on reproducing their knowledge of art and design principles.
2. Demonstrate the ability to create and develop graphic design projects for different media using appropriate technology for producing specific media, in response to communication problems.
3. Acquire the ability to critique visual designs according to professional criteria.
4. Provide a learning environment in which innovation, invention, and originality can develop with the influence of recognize significant cultural and aesthetic trends, both historical and contemporary precedencies.
5. Qualify students to master critical technical and practical aspects of graphic design with the professional skills and behaviors necessary to compete in the global marketplace for art and design.

## **Program Learning Outcomes**

1. Recognize general educational knowledge such as research skills, business and psychological principles to apply them in their respective profession.
2. Enhance English proficiency level to communicate effectively using art and design terminology.
3. Apply art and design elements and principles to create artworks.
4. Employ visual design ideas professionally to communicate with their target audience using visual communication principles.
5. Explore generate visual communication projects using appropriate technology for producing specific media.
6. Recognize the influence of significant cultural and aesthetic trends, both historical and contemporary, on art and visual communication applications.
7. Acquire professional skills and methodology necessary to compete in local, regional and international markets.
8. Demonstrate creative thinking and problem-solving techniques to projects in a variety of media.

## **Admission Criteria**

Entry Standard for Graphic Design Printing

- Success in General Education Diploma or its Equivalent.
- The student should get a minimum grade of C- in Design Studio I & Design Studio II courses.
- The student should get C- at least in Introduction to Computer Graphics course.

## **Career Opportunities**

The degree in graphic design-printing program opens the door to a range of creative careers

- Advertising art director, Animator, Concept artists, Creative director, graphic designer, Illustrator.

**Duration: Five Years**

**Medium of instruction: English**

**Degree awarding body: SCD**

*Institutionally Accredited by Oman Academic Accreditation Authority & Overseen by the Ministry of Higher Education, Research & Innovation in the Sultanate of Oman*

### **Program Mission**

The mission of the Architecture program is to provide progressive experiential learning and process-based design through substantial enquiry and hands on experiences of the built environment to pursue a professional career.

### **Description**

Architecture is the mother of the arts, which is distinguished from other art forms by its sense of function, its localized quality, its technique, its public and non-personal character, and its continuity with the decorative arts.

Architecture is a visual art, an idea that takes the parts of a structure and turns them into a whole system.

This is done with objectives and limitations, with reference to behavioral design. The aesthetic of architecture is, in its very essence, an aesthetic of everyday life. Architecture includes a wide range of interests ranging from the profession of designing buildings, open areas, communities, and other artificial constructions and environments, usually with some regard to aesthetic effect. Architecture sometimes includes design or selection of furnishings and decorations, supervision of construction work, and the examination, restoration, or remodeling of existing buildings.

### **Program Objectives**

1. Offer architectural and relevant studies by giving theoretical knowledge and practical exposure.
2. Develop students' skills in communication and architectural design presentation.
3. Prepare students in organizing environmental and engineering systems following national and international standards.
4. Practice architectural design based on a sound theoretical studies to be a professional architect.
5. Provide an adequate knowledge in urban design studies and landscape architecture for designing urban projects.

### **Program Learning Outcomes**

1. Recognize general educational knowledge such as research skills, business and psychological principles to apply them in their respective profession.
2. Enhance English proficiency level to communicate effectively using art and design terminology.
3. Apply art and design elements and principles to create artworks.
4. Develop historical and theoretical knowledge to understand the philosophical background within the field.
5. Design integrated architecture solutions to develop efficient building systems and present following to national and international standards.
6. Apply theories of city planning to design urban projects and landscape architecture.
7. Create well-organized architectural projects and execute practical knowledge to be a professional architect.

### **Admission Criteria**

- Success in General Education Diploma or its Equivalent and Grade %50 in the following subjects:  
Pure Math and Physics.
- The student should get a minimum grade of C- in Design Studio I & Design Studio II courses
- The student should submit a portfolio by the end of the design foundation program.

### **Career Opportunities**

Architecture Firms, Construction Companies, Interior Design Firms, Ministry of Housing, Muscat Municipality, Ministry of Tourism, Civil Defense, Ministry of Aviation, Ministry of Environment (Engineering Departments), Royal Court Affairs.

**Duration: Four Years**

**Medium of instruction: English**

**Degree awarding body: SCD**

*Institutionally Accredited by Oman Academic Accreditation Authority & Overseen by the Ministry of Higher Education, Research & Innovation in the Sultanate of Oman*

## Program Mission

The mission of the Interior Design Program is to provide students with design knowledge and skills through exploration of interior spatial design to create user welfare functional spaces in an experimental competitive platform.

## Description

Interior design is the process of conceptualizing space and creating commodious and expressive interior environments, which enhance the quality of life and contribute to the health, safety and welfare of society. The practice of interior design integrates the aesthetic and the cultural domains with the functional and the technical ones to provide design solutions that respond to human needs. Interior design gives shape and meaning to the spaces that we inhabit and in so doing enriches our lives. Interior designers advance creative designs for commercial, institutional and residential spaces and respond to the design challenges in the healthcare, entertainment and hospitality industries.

## Program Objectives

1. Develop the ability of effective communication using a variety of techniques and skills.
2. Build problem solving skills in designing interiors by exploring different alternatives to create appropriate design solutions.
3. Develop awareness of environmental issues and systems to design suitable interiors.
4. Practice design process using appropriate approaches to create optimal designs.
5. Construct complete set of working drawings considering Omani building code.

## Program Learning Outcomes

1. Recognize general educational knowledge such as research skills, business and psychological principles to apply them in their respective profession.
2. Enhance English proficiency level to communicate effectively using art and design terminology.
3. Apply art and design elements and principles to create artworks.
4. Demonstrate communication skills through free-hand drawing, computer aided programs, and model-making.
5. Identify elements and principles of interior design based on history, human behavior, design theories and ecological issues.
6. Design creative interiors using specific concept based on project program considering requirements and users needs.
7. Build a sense of responsibility to support and protect the environment.
8. Construct detailed building documents using precise data and specifications.

## Admission Criteria

- Success in General Education Diploma or its Equivalent.
- The student should get a minimum grade of C- in Design Studio I & Design Studio II courses.
- The student should get a minimum grade of C- in Drawing I course.

## Career Opportunities

Gain employment as an interior designer in architectural, interior, and creative design firms.

Work in management and sales within the design industry in the domains of furniture, lighting, fabrics, and finishes.

Seek employment as creative designer in theatrical and TV set design as well as in general media productions.



## مدة البرنامج : أربع سنوات

## لغة الدراسة: العربية

## جهة منح الدرجة: الكلية العلمية للتصميم

الاعتماد المؤسسي: معتمدة من الهيئة العمانية للاعتماد الأكاديمي.

## رسالة القسم:

يتبنى قسم تصميم الأزياء مهمة تطوير ونشر علم وفن تصميم الأزياء ودراسة طرق تصميمها وتصنيعها وكيفية اثرها جمالياً، وحيث أن الطالب هو المحور الأساسي للعملية التعليمية يسعى القسم إلى تثقيف وتدريب الدارسين والمصممين بالسوق المحلي والإقليمي، كما يهيئ ويعد البيئة الفنية الملائمة لاكتشاف وخلق الأفكار والتصاميم ويسعى ويشجع على تطويرها، مما يجعل الطالب متميزاً أكاديمياً.

## وصف :

تصميم الأزياء هو احد المجالات الفنية التطبيقية التي تجمع ما بين التصميم الابداعي و الثقافة الفنية التخصصية والمهارة والتميز العملي. ويركز برنامج تصميم الأزياء علي المفاهيم والمصطلحات والاساليب الفنية والتقنية التي يمكن تحقيقها من خلال تطبيقات ومقررات البرنامج بما يسمح للطالب ان يتسلح بالمعرفة و المهارة والحلول الابداعية في مجال تصميم الأزياء حتي يكون مؤهلا و متميزا في المجال. ويشتمل البرنامج علي التثقيف بمقررات تضم معارف ومفاهيم ومصطلحات في التخصص اضافة الي دراسات مختلفة في اسس وعناصر الفنون التي يستمد منها القيم الجمالية مع دراسات لتاريخ الفنون وتاريخ الأزياء بتنوعاتها عبر الحضارات والثقافات المختلفة كما ان استخدام البرامج والوسائط التكنولوجية تتيح للطالب افاق مستقبلية تدعمه وتواكب لغة العصر. كما ان التنوع والتسلسل في مقررات البرنامج تؤكد علي تحقيق النمو المعرفي و المهاري وفق نظام اكايمي متميز .

## اهداف البرنامج :

إكساب الطلاب المهارات الفنية والمعارف العلمية واللغة الفنية ومهارات النقد الفني والقدرة على تحليل الأعمال وتقويمها ومواكبة الاتجاهات العالمية المعاصرة والمستجدات في تصميم وتصنيع الأزياء لإعدادهم وتأهيلهم كمصممين محترفين ومبدعين لقيادة حركة التطوير في مجالات الأزياء الوطنية كذلك تمكينهم من استخدام التكنولوجيا الحديثة والمهارات البحثية والقدرة على جمع وتحليل البيانات لعمل دراسات جدوى المشاريع اضافة الي مهارات التواصل والقدرة على عرض ومناقشة الأعمال الفنية بمهارة وفاعلية وإتقان.

## مخرجات البرنامج:

يعرف ماهية الأزياء ومصطلحات التخصص ويستفيد من تاريخ الفنون وتاريخ الأزياء والنقد والتذوق مع التعرف علي أحدث تطورات التكنولوجيا في مجال تصميم وتصنيع المنسوجات والأزياء من البرامج المتخصصة وغيرها وفق القوانين والأعراف الوطنية والأخلاقية وان يراعى المحافظة على الموروث الثقافي والفني للأزياء العمانية والأخذ بأسباب التطوير و الابتكار بما لا يفقدها هويتها مطبقا مراحل العملية التصميمية في ابتكار وتنفيذ تصاميم ملبسيه ومكملاتها وكذلك المفاهيم والنظريات واساليب البحث العلمي ومستخدما المهارات المختلفة في معالجة المشكلات المتنوعة ومراعي إجراءات السلامة والصحة المهنية وسيكولوجية الملابس

## فرص العمل :

–بيوت الأزياء و مصانع الملابس الجاهزة وشركات النسيج والأقمشة والمفروشات داخل وخارج السلطنة و المشاريع الخاصة والمعاهد التكنولوجية المتوسطة ومعاهد التدريب المهني كمدرّب أو مشرف اضافة الي الشركات الكبرى ( البترول – الطيران – البريد ) والمتاحف و المسارح و دار الاوبرا والتلفزيون

**Degree awarding body: SCD**

**Institutional accreditation status**

*Institutionally Accredited by Oman Academic Accreditation Authority & Overseen by the Ministry of Higher Education, Research & Innovation in the Sultanate of Oman.*

## Description

The General Foundation Program (GFP) is an integral part of Scientific College of Design (SCD). It is a non-credit program designed to equip students with the Basic English language skills to be successful in their major programs in the college. Instructors present topic-centered lessons that integrate various skills through innovative classroom activities and materials which aim at supporting students' English language learning to the level required for completing their higher educations. Although the English language constitutes the main aspect of the General Foundation Program, other key areas of focus are also emphasized including IT skills, Mathematics, study skills, CALL (Computer Assisted Language Learning), and research.

## Mission of the Department

The mission of the General Foundation Program is to enhance students' proficiency in English language, Math, Information Technology, Research, and Study Skills by providing a student-centered teaching- learning environment to successfully engage in their academic programs and foster independent lifelong learning.

## GENERAL FOUNDATION PROGRAM OBJECTIVES

- 1.To select reading techniques to effectively read academic passages for textual analysis and responsive activities.
- 2.To use listening strategies to actively analyze information presented in lectures/talks.
- 3.To participate actively in conversations/discussions/presentations to express their opinions orally in various contexts.
- 4.To use appropriate essay writing techniques to produce coherent, cohesive and accurate essays of various genres.
- 5.To evaluate information effectively and ethically to complete a major-related research report.
- 6.To recognize the concepts of applied mathematics proficiently in a variety of contexts.
- 7.To select appropriate computer literacy concepts and skills to make academic work effective and efficient.

Level 1	256 hours over 16 weeks	Reading, Writing, Speaking & Listening and Grammar
Level 2	352 hours over 16 weeks	Reading, Writing, Speaking & Listening, Grammar, Study Skills, Math and Computer
Level 3	352 hours over 16 weeks	Reading, Writing, Speaking & Listening, CALL , Research, Math and Computer

## GENERAL FOUNDATION PROGRAM LEARNING OUTCOMES

- 1.Recognize reading comprehension strategies for various text-types to analyze and perform a task.
- 2.Apply listening strategies in different arenas to identify specific information and take notes.
- 3.Display knowledge of communication techniques to effectively take part in oral discussions and presentations.
- 4.Develop effective, accurate, cohesive and coherent essays by employing the conventions of academic writing.
- 5.Assess relevant information to complete an art & design related research report in an APA documentation style.
- 6.Identify applied mathematical concepts algebraically and geometrically in related problems.
- 7.Demonstrate understanding of the essential elements and software applications of a computer to efficiently complete an academic task.