

## FACT SHEET

### Information for Partner Universities

General Information	
School Name	École Supérieure d'Art et de Design de Reims (ÉSAD de Reims)
Address	12 rue Libergier 51100 Reims France
Erasmus Code	F Reims23
OID / PIC Number	E10128395 / 902404872
Website	<a href="https://esad-reims.fr/fr/">https://esad-reims.fr/fr/</a>

Academic Information	
3 Bachelor Degrees	Arts
	Product and Spatial Design
	Digital and Graphic Design
4 Master Degrees	Arts
	Product and Spatial Design
	Digital and Graphic Design
	Culinary Design
Credit System	30 ECTS for 1 Semester
Exchange Students Integration	Students are registered either in the Second year of the Bachelor Degree or in the First year of Master. Exchange Students are not registered in a Final year of a Degree because this year is usually dedicated to the Final project of the students.

Calendar		
	Autumn semester	Spring semester
Semester Dates <i>(exact dates can change from one year to another and can depend of the speciality)</i>	1 September – 24 December	8 January – May/June
Nominations	15 May	15 October
Student applications	1 June	1 November

International Office	
Address	12 rue Libergier – 51100 Reims (France)
Coordinator's name	Gilles BUFFET
E-mail	gilles.buffet@reims.fr
E-mail for IIA	international@esaddereims.fr
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Phone number	+33 3 26 89 42 84

## List of Courses

The Master degree being greatly devoted to a project research, ÉSAD de Reims usually propose to the Erasmus Student to follow the courses of the second year of the Bachelor for a total of 30 ECTS. It offers a wide range of courses on different techniques and approaches.

Being integrated in the Master degree has to be discussed with the teachers regarding the number of ECTS aimed by the student and its personal project. Because of the major part of the Research activity (Final Thesis) and Final project, Erasmus students can not reach 30 ECTS.

Programs of Masters in Design have strong specificities.

- Master in Graphic and Digital Design is implementing for several years Researches and courses on Datavizualization and information Design.  
<https://entreformesetsignes.fr/en/formation>
- Master in Object and Spatial Design is particularly focused on the IDIS Chair. The "Industry, Design and Social Innovation" Research Chair, is the first to be created in a French Graduate Art & Design School – the ESAD de Reims. The Research Chair is a creative platform, supported by the Région Grand Est and by the Ministry of culture and communication. the Chair brings together in a novel manner, on a regional level, academic research structures and actors in production – SMEs, industries and craftspeople from the territory – and the Chair fuels these different stakeholders with the culture and the methodology of design. The research is centred on practices and aims to help sectors of innovation to emerge, to allow the creation of new industrial or craft objects, and to diversify productive activity in the region.  
<http://chaire-idis.fr/en/idis-chair/>

## Art

Title	Duration	ECTS 1 <sup>st</sup> /2 <sup>nd</sup> sem	Description
<b>Art : Space and Volume</b>	4h/week	4 / 3	This course mixes Practise and Theory about the notion of « Device » (dispositif). Students are invited to develop a plastic project in volume in 'response' to a subject. (1 subject per semester). The subjects are envisaged as issues on which each student must develop a personal reflection. The techniques and materials used are free : their choice must be consistent with the plastic project to be produced. In parallel with the visual arts project, students are invited to develop an analysis of works by one or more artists, in relation to their personal visual arts research, which is presented orally in the form of a lecture.
<b>Photography</b>	4h/week	4 / 3	The major objective of the year is to train and test the eye through photographic practice based on the apprehension of reality. Acquisition of a working methodology, evaluation of the technical and critical resources needed to produce a personal photographic project.
<b>Video</b>	4h/week	4 / 3	Practice and pooling of technical knowledge, writing, image acquisition, de-rushing, editing, colour-grading, mixing, exporting and broadcasting, installation.
<b>Drawing and Painting</b>	4h/week	4 / 3	Learning and mastering pictorial techniques and their history. Use this knowledge to offer a critical view of the contemporary world.
<b>Workshop</b>		0 / 2	Content to Finalize
<b>History of Art</b>	4h/Week	4	Every year, the course follow a core subject. This year the subject is « the remake ». In recent times, a notion has left its mark on contemporary art : the remake. To be more precise, the remake or re-enactment, in other words, a string of re-works that have materialised in videos, performances, texts... What does this mean ? What does this tell us about our times ?
<b>English</b>	4h/week	2 / 2	This course, conducted in English and in a workshop format, aims to help students (individually and/or in groups) in developing and structuring a critical and precise vision of their of their artistic intention(s) through their personal practice.
<b>Conferences and Symposiums</b>		2 / 2	At different periods of the year, ÉSAD de Reims organises conferences. It invites artists, professional Designers and researchers on different topics. Students are prepared to take part actively in the conference. After the conference, workong group with the speakers are organised.
<b>Elective Course</b>	4h/week	2 / 2	Students have the opportunity to choose a specific course for one semester within all these courses :

# ésad

école supérieure  
d'art et de design  
de Reims

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			<ul style="list-style-type: none"><li>- Culinary Design</li><li>- Technics of Joinery</li><li>- Arduino</li><li>- Metal : from the idea to the final project</li><li>- Textile : Researches and technics</li><li>- Serigraphy</li><li>- Drawing</li></ul>
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## Object and Spatial Design

Title	Duration	ECTS 1 <sup>st</sup> /2 <sup>nd</sup> sem	Description
Space	4h/week	3 / 3	This course, coloured by an awareness of plants, offers students the opportunity to reflect on the place of design (from furniture to microarchitecture) in contemporary thinking on the evolution of cities. In particular, it addresses the themes of sustainable development and living together, developing the idea that the technical and societal challenges of this research are also formal and sensitive issues.
Object Design	8h/week	4 / 4	Learning the designer's working methods through documentary research and analysis of issues (cultural, environmental, social, economic and production issues, etc.). Mastering the tools needed to develop the project: drawings, technical plans, mock-ups and prototypes to validate formal hypotheses (ergonomics, use, function), understand the scale of objects and technical and structural issues.
Color-Matter	4h/week	3 / 3	-Raise students' awareness of colour (multiple experiments using different media) -Provide a working methodology: so that the question of colour is seen as a key stage in the launch of a study project.
3D Modelling	4h/week	3 / 3	Discover Rhinoceros software and learn about 2D tools. Learning 2D tools (advantages, differences and dialogues with Illustrator) Reappropriation of what was learnt in the 1st year technical drawing course by transposing manual technical drawing to CAD.
Drawing	2h/week	2 / 1	The 5 sessions will explore the gesture of drawing with economy of means. By inventing drawing tools and drawing a pure line, the research will open up the possibilities of the amplitude of the movement that leads to the line and the accuracy of the use of drawing. The quality of this movement will lead us towards sensitivity and adjustment to different scales of line towards an autonomous drawing.
Matter Workshop		1 / 0	
History of Design	2h/week	3 / 3	The aim of this course is to raise students' awareness of the discourse surrounding various design practices and their role within a given society.
English	4h/week	3 / 3	This course, conducted in English and in a workshop format, aims to help students (individually and/or in groups) in developing and structuring a critical and precise vision of their of their artistic intention(s) through their personal practice.
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## Graphic and Digital Design

Title	Duration	ECTS 1 <sup>st</sup> /2 <sup>nd</sup> sem	Description
<b>Graphism and Multimedia</b>	4h/week	2 / 2	The aim of this semester will be to complete the teaching with the introduction of the notion of interactivity : Graphic Design on screen ; storyboard and scripted framework for an animation ; notions of rhythm and narration in animation ; basic elements of an interactive object...
<b>Graphism - Edition</b>	4h/week	2 / 2	The aim of the course is to continue acquiring and mastering the software used in Indesign, Photoshop and Illustrator, to develop a practical project and to learn about the relationship between text and image.)
<b>Graphism - Press</b>	4h/week	2 / 2	The aim of the course is to continue acquiring and mastering the software covered in Indesign, Photoshop and Illustrator, to develop a practical project and to address the issue of understanding content and form.
<b>Typography</b>	4h/week	2 / 2	Study and analysis of historical and contemporary typographic designs. Introduction to different historical methods of typeface design through various workshops: typographic variations based on a model, typographic design using the module, typographic composition on a poster scale. Getting to grips with vector drawing and learning the basics of creating a typeface with the Glyphs type design software.
<b>Motion Design</b>	2h/week	2 / 2	During the 1st lessons, a large part (2 hours per session) is devoted to learning the After Effects software. The remainder of the course is devoted to putting this learning into practice. A story board and animation principles are then defined. During the final classes, there is less general teaching and the technical aspects are directly related to the student's project. All the classes are interspersed with screenings of motion design classics and current events in the field.
<b>Drawing</b>	2h/week	2 / 2	Students will be given guidance on how to create their own graphic work. They will be able to draw with a pencil or charcoal, but also with a camera, a GPS or on a wall with a drawbot, etc. Graphic composition, the relationship between text and image, scriptural gestures, questions of the multiple and reproduction, etc. We will look at formal issues that have been tackled in both the graphic arts and graphic design fields. The course will be based on proposals and exercises.
<b>History and Theory of Graphism</b>		3 / 3	By the end of this course, students should have acquired a theoretical grounding enabling them to place the forms they see and produce within a field of



			references and to position themselves in relation to the writings that accompany them.
<b>English</b>	4h/week	3 / 3	This course, conducted in English and in a workshop format, aims to help students (individually and/or in groups) in developing and structuring a critical and precise vision of their of their artistic intention(s) through their personal practice.
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## Culinary Design

This program exists only as a Master. This is the only program in a School of Art or Design devoted to food and Culinary art. It can be understood in both ways : *Art for the culinary arts, or food as an object of inspiration for art and design*. As mentioned previously, the Erasmus Students can not get 30 ECTS. Nevertheless, these last two years two Erasmus students were integrated for a Semester.

Title	Duration	ECTS 1 <sup>st</sup> /2 <sup>nd</sup> sem	Description
Theory of Food	4h/week	2/2	Aesthetics of taste. To what extent do taste and gastronomy open up other ways of feeling and being in the world? In addition, with regard to the theme of commensality, it will be necessary to reflect on the ambivalent relationship between the table, as a communal space, even of sociability, and taste, more conducive to private enjoyment. Most of the analyses will be based on a body of philosophical and aesthetic literature, without neglecting a few fundamental texts from the social and human sciences.
Food Materials	6h/week	5 / 5	This module involves learning about food materials and how they are processed. It provides support for each project developed in the other courses.
Research Workshop / professionalisation		2	Workshop and different meetings with professionals of the Food industry integrating an valuable approach of Design.
Practise of Culinary Design	4h/week	5 / 5	Master the stages of project management: design (documentary and iconographic research, location scouting, sketches), experimentation (mock-ups, models, etc.), production, evaluation, reception. Be capable, through form and material, of expressing the author's intention in a work or creative product. Be capable of making unique or innovative proposals.
Culinary Design Project	4h/week	5 / 5	Based on a project with a partner, students work out the various stages of the Culinary Design process: Be familiar with and able to mobilise scientific and technological knowledge relating to techniques (painting, drawing, sculpture, engraving, photography, digital, etc.), media (traditional, audiovisual, multimedia) and materials (natural or synthetic materials, virtual materials and structures, advanced high-tech materials). Mastering different modes of expression: oral expression, written expression, expression through creation through exhibitions, etc.
Transversal skills in Culinary Design	4h/week	2/2	Different technics used in Culinary Design
Kitchen immersion		1 / 1	Immersion in a professional kitchen. Preparation of a Gastronomic meal with professional equipments.
Conferences and Symposiums		2 / 2	At different periods of the year, ÉSAD de Reims organises conferences. It invites artists, professional

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<b>Elective Course</b>	4h/week	2 / 2	Students have the opportunity to choose a specific course for one semester within all these courses : <ul style="list-style-type: none"> <li>- Serigraphy</li> <li>- Drawing</li> <li>- Arduino</li> </ul>

## Facilities

### Studios

The school's teaching methods are based on practice, research and experimentation. The school provides several studios to enable students to develop their projects with high-quality equipment and professional conditions.

1. film and digital photography
2. video editing
3. sound and multimedia
4. metal
5. rapid prototyping: digital milling machines, 3D printers and scanners, laser cutters...
6. sculpture, painting
7. wood
8. educational kitchen
9. ceramics, moulding
10. silk-screen printing

### Accommodation

The school does not manage apartments or any other accommodation for students. Nevertheless it can support the students in their research of accommodation, namely by putting the students in touch with the National Student Service (CROUS).

### Language learning

The school does not propose French lessons for foreigners. Nevertheless, the students can follow lessons with the Language Department of the University of Reims at their own expenses.

### Integration in the local and cultural life

At their arrivals, the students will be received by the International Coordinator who will present the City and the different places. Moreover, the students will have different opportunities to attend to shows or events as they are students of the School.