Faculty of Creative Studies

Universidad del Rosario

- Universidad del Rosario was founded 370 years ago.
- 8 years of Institutional Accreditation of High Quality from the National Accreditation Council (CNA).
- 5 years of Institutional Accreditation from the European Quality Assurance Agency (EQAA).
- Accredited as a Family-Responsible Entity (EFR).
- #1 in Colombia, #3 in Latin America, and #28 in the world according to the UI GreenMetric World University Rankings 2022.
- #4 in Colombia by the Times Higher Education World University Ranking 2021.
- #34 in Latin America by the QS Latin America Ranking 2023, placing it among the top 10% of the best universities in the region.

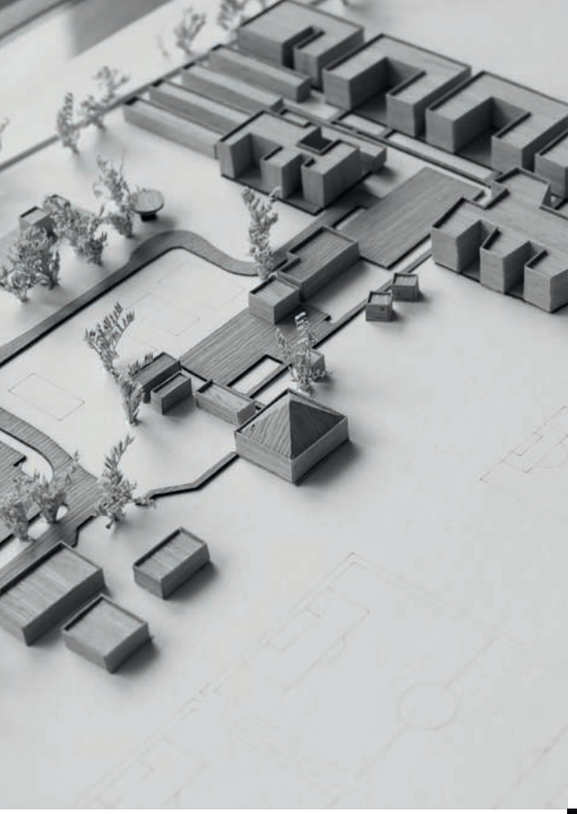
Universidad del Rosario is one of the oldest and most prestigious academic institutions in Colombia, with a history dating back to its founding in 1653. It has played a fundamental role in the economic, political, social, and cultural development of the country, and has been a leader in the history of Colombia and a cradle of national critical thinking.

Moreover, the Universidad del Rosario has demonstrated its ability to adapt to the challenges of a constantly changing and globalizing society. It offers innovative learning processes that position it at the forefront of academic training, making it a notable institution in the region.

The Universidad del Rosario has nine faculties and schools:

- Economics
- Law
- Creative Studies
- Natural Sciences
- International, Political, and Urban Studies
- Medicine and Health Sciences
- Business Administration
- Humanities
- Engineering, Science, and Technology

Universidad del Rosario



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¿Why study at FaCrea?

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FaCrea

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The Faculty of Creative Studies, FaCrea, provides interdisciplinary and comprehensive training aimed at forming professionals with creative and innovative perspectives. You will be part of a talented and passionate community that integrates architecture, arts, design, musical theater, creative and cultural industries, crafts, and artisanal knowledge in a unique educational experience.

The Faculty has five undergraduate programs: **(1) Arts** with minors in Visual Arts, Digital Arts, and Performance Arts; **(2) Architecture** with minors in Sustainable Architecture, Ephemeral Architecture, and Urban and Regional Design; **(3) Design** with minors in Industrial Design, Visual Communication, Fashion and Textile Design, Experience and Service Design, and Video Game Design and Animation; **(4) Musical Theater** with immersive studies in Performance, Pedagogy, and Production; and **(5) Creative Studies** with a minor degree in Creative Industries and all of the aforementioned minors. We also have a successful musical theater production company called **MISI Productions**, a school for children and youth called **MISI Musical Theater School**, a creative school for all ages called **MISI Creative Workshop**, and a consulting center in creative and cultural industries called **Creative Factory**. In addition, we have processes that position it at the forefront of academic training, making it a notable institution in the region.

[1] Architectural model of one of our campuses. Photo: Nicolas Ascanio.
[2] Musical Theatre Undergraduate presentation. Photo: Nicolas Ascanio.
[3] FaCrea's meeting hall at our downtown campus. Photo: Daniel Segura.

Our distinctive features

We have established a unique agreement with 'Artesanías de Colombia', a public-private entity, to collaborate on researching and training Colombia's artisanal knowledge.

FaCrea focuses on the heritage, crafts, and artisanal knowledge of Colombia, the region, and the Global South, and prioritizes social and environmental sustainability in creative models.

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[1, 2, 3, 4, 5, 6] Images extracted from our original educational documentaries on Colombia's Traditional Crafts.

Our distinctive features

Since 2020, our Faculty has hosted the "**South-South Creative Dialogues**" in which we invite prominent individuals from the creative field of the Global South to present their work.

Leyla Cárdenas - **Arts** - Colombia
Gracias Company - **Design** - Colombia
Katie James - **Music** - Colombia / Ireland
Daniel Luppo - **Theater** - Argentina
Carlos Repetto - **Cultural Management** - Argentina
Michael Smith - **Architecture** - Costa Rica
Ana Maria Plata - **Design** - Colombia
Patricia Ercole - **Dance** - Colombia
Pedro Salazar - **Theater** - Colombia
Carolina Virguez - **Theater** - Brazil
Carmen Correa - **Dance** - Mexico
Jorge Dubatti - **Theater** - Argentina
Antonio Yemail - **Architecture** - Colombia
Rafael Freyre - **Architecture** - Peru
Pedro Ressig - **Design** - Argentina
Camila Eslava - **Arts** - Colombia
Rubén Darío Suárez - **Music** - Bolivia
Heidi Jalkh - **Design** - Colombia
Danny Jerez - **Music** - Colombia
Natura Futura - **Architecture** - Ecuador
Ana Teresa Barboza - **Arts** - Peru
Rodrigo Torres - **Design** - Colombia
Cazú Zegers - **Architecture** - Chile
Julieth Morales - **Arts** - Colombia
Laura Laurens - **Design** - Colombia
Andrea Defrancisco - **Arts & Music** - Colombia

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[1, 2] Pictures of our "South-south Creative Dialogues".
Photo: Nicolas Ascanio

Our distinctive features

EdX + FaCrea MOOC Courses

At our Faculty, we offer a transversal training line called "**Histories of Culture and Creativity**", which focuses on the study of histories and theories of the Global South. This line includes our free online MOOCs courses in art, architecture, and design of the Global South, which have been taken by over 8000 students to date.

- Global History of Islamic Architecture: Space, City, Art
- Latin American Identity through Fashion: Garments with History
- Latin American History through Art, Design, and Craft Objects
- Contemporary Indigenous Art
- Indigenous and Afrodescendant Architecture in Latin America and the Caribbean
- Photography in Latin America: History, Images, and Spaces
- Creative and Cultural Industries in Latin America
- Contemporary Latin American Architecture
- Decolonial Artifacts and Innovation from the Other Shore

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[1] Image extracted from our MOOC on Contemporary Latin American Architecture
[2] Image extracted from our MOOC on Contemporary Indigenous Art

We take **original musical theater productions** that explore Colombia's rich cultural diversity, including dances and expressions such as, "The Magical Kingdom of Orchids" and "Gaitán, the Man I Loved," or "She is Colombia", all around the country.

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[1, 2, 3, 4] Pictures from MISI original productions performed by students of the Musical Theatre undergraduate program

Our distinctive features

In collaboration with Santo Domingo School of Arts and Crafts, we have developed a practical training model in the Common Foundation Year, which is based on trades and experimentation, providing applied knowledge in techniques and materials such as wood, fibers, fabrics, metals, and ceramics.

Here, we learn by doing, immersed in maker and craft cultures, and we train in technologies that stimulate resourcefulness and creativity.

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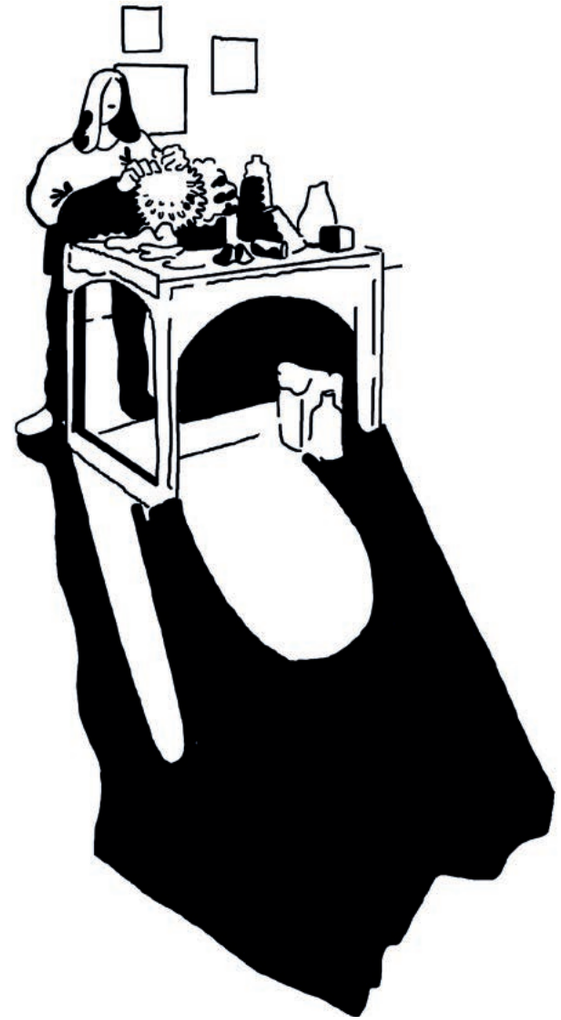

[1, 2, 3, 4] Our first year students at work in our material experimentation workshops

Our distinctive features

In our **research and creation group in Creative Studies** at the Universidad del Rosario, we investigate Colombia's artisanal knowledge, the future of creative and cultural industries, and explore the maker and craft movements in Colombia. We use an experiential learning model in our classrooms, applying the principles of these movements.

We emphasize management and entrepreneurship in creative and cultural industries. The faculty collaborates with strategic partners to showcase the students' work.

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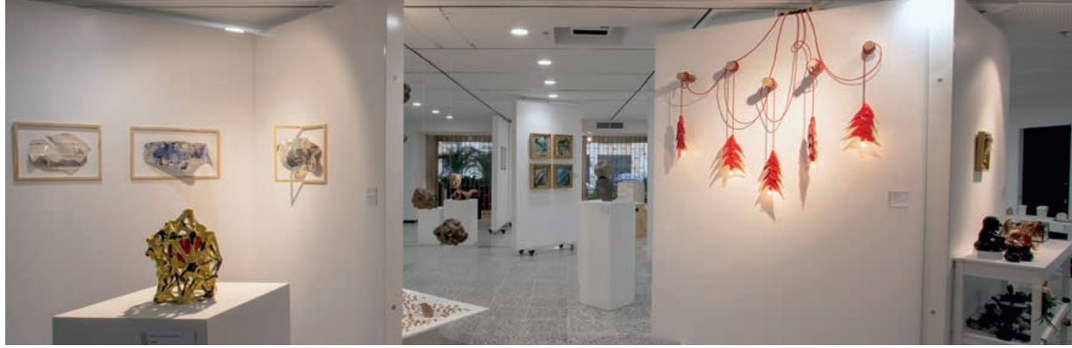
[1] Andrea De Francisco, Latin latas. Photo: Mateo Walschburger. Extracted from our research project on "Colombian Maker Culture"
[2] Fundación Promedio. Photo: Mateo Walschburger. Extracted from our research project on "Colombian Maker Culture"
[3] Dayra Benavides. Photo: Mateo Walschburger. Extracted from our research project on "Colombian Maker Culture"
[4] Fablabs at FaCrea. Photo Daniel Segura

Our distinctive features

In collaboration with UREmprende, we have created a **training line in management and entrepreneurship for creative and cultural industries**. As part of this program, we hold the Art of Entrepreneurship Festival (FADE) annually.



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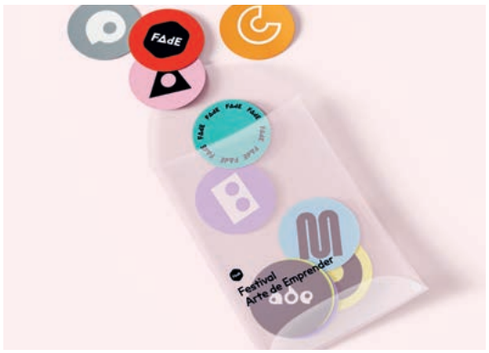

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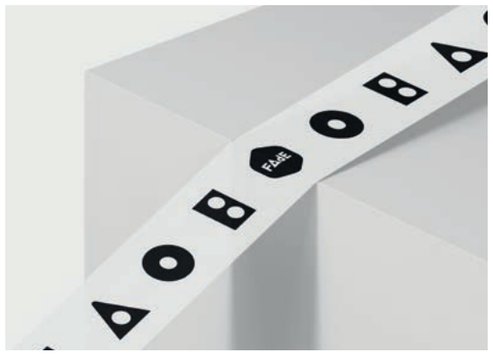

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[1, 2, 3, 4] Art of Empreneurship Festival (FADE) held each year.

[1, 2] Artistic Ceramics Exhibition at FaCrea's downtown campus
[3] Our "EnTienda FaCrea" store and exhibition space that showcases and sells our student's artwork

We have two spaces, "enTienda FaCrea" and "Common Space", where the works produced by the students are exhibited and sold, generating income for themselves.

Our distinctive features

"**The Creative Factory**" is a consultancy center formed by professors and students of the Faculty that provides services in architectural, graphic, editorial, product design, and creative and cultural industries.

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MISI musical theater production company is a leader in Latin America, with more than 30 original and universal repertoire productions that have marked Colombia's cultural history and represented the country abroad. The casts, made up of MISI students, graduates, and professors, have contributed for 35 years to the national cultural agenda for the development and consolidation of Musical Theater in Colombia.

[1] Architectural design by our "Creative Factory" Prof. Gloria Serna
[2] Exhibition design by our "Creative Factory" Prof. Adan Farías
[3] Fashion design by our "Creative Factory" Prof. Adan Farías
[4] Interior design by our "Creative Factory" Prof. Gloria Serna

[1, 2, 3] Pictures from MISI productions performed by students of the Musical Theatre undergraduate program

Our distinctive features

In collaboration with CEA Centre for Entertainment Arts, Canada, we offer a **training line in various digital entertainment industries**, including VFX, animation, game design, and more.

FaCrea offers a transdisciplinary experience of creativity with an innovative and flexible curriculum structure in Colombia.

Our distinctive features

FaCrea Elective Courses for 2023

- History of jazz through piano
- Epistemology of artistic education
- Pre-Columbian designs with recycling
- Jump and turn techniques
- Management and entrepreneurship in creative industries
- Pop-up workshop
- Technical drawing
- Architectural reform in heritage contexts
- Comic and illustration workshop
- Craft knowledge: Muisca weaving
- Basic ballet
- Representation media in art
- City and territory
- Textile design and circular fashion
- Urban art and graphics
- Fundamentals of conservation of artistic processes and projects
- Experimental painting
- Circus, movement, and expression
- Drawing workshop: travel notebooks
- Introduction to action or performance art
- Media arts: photography
- Introduction to museography
- Architectural models and mockups
- Gospel choir
- Craft knowledge: weaving in werregue
- Music, conflict, and peace in Latin America
- Women, art, and Latin American creation
- Collabor-action: collective artistic process languages and methods
- Songwriting workshop
- MISI Course
- Architecture and utopia
- Dance: a history of the body
- Indigenous urban art practices
- Rumba
- Art and ecology workshop
- The colors of Bogotá: city drift
- Introduction to scenography
- Stage management
- Stretching and physical conditioning
- Food, art, and society
- Video art and post-covid-eo art
- Light design
- Introduction to ceramics
- Idea in architecture

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[1] Photo: Artesanías de Colombia
[2] Photo: Nicolas Ascanio
[3] Photo: Joseph Phillips
[4] Illustration: Alejandro Henríquez
[5] Photo: Rene De Carufel
[6] Photo: Enrique Hoyos

Our distinctive features

FaCrea is part of **URSTEAM**, a pedagogical model of Universidad del Rosario that combines science, technology, engineering, art, and mathematics with a focus on projects to develop skills in observation, active listening, and problem-solving.

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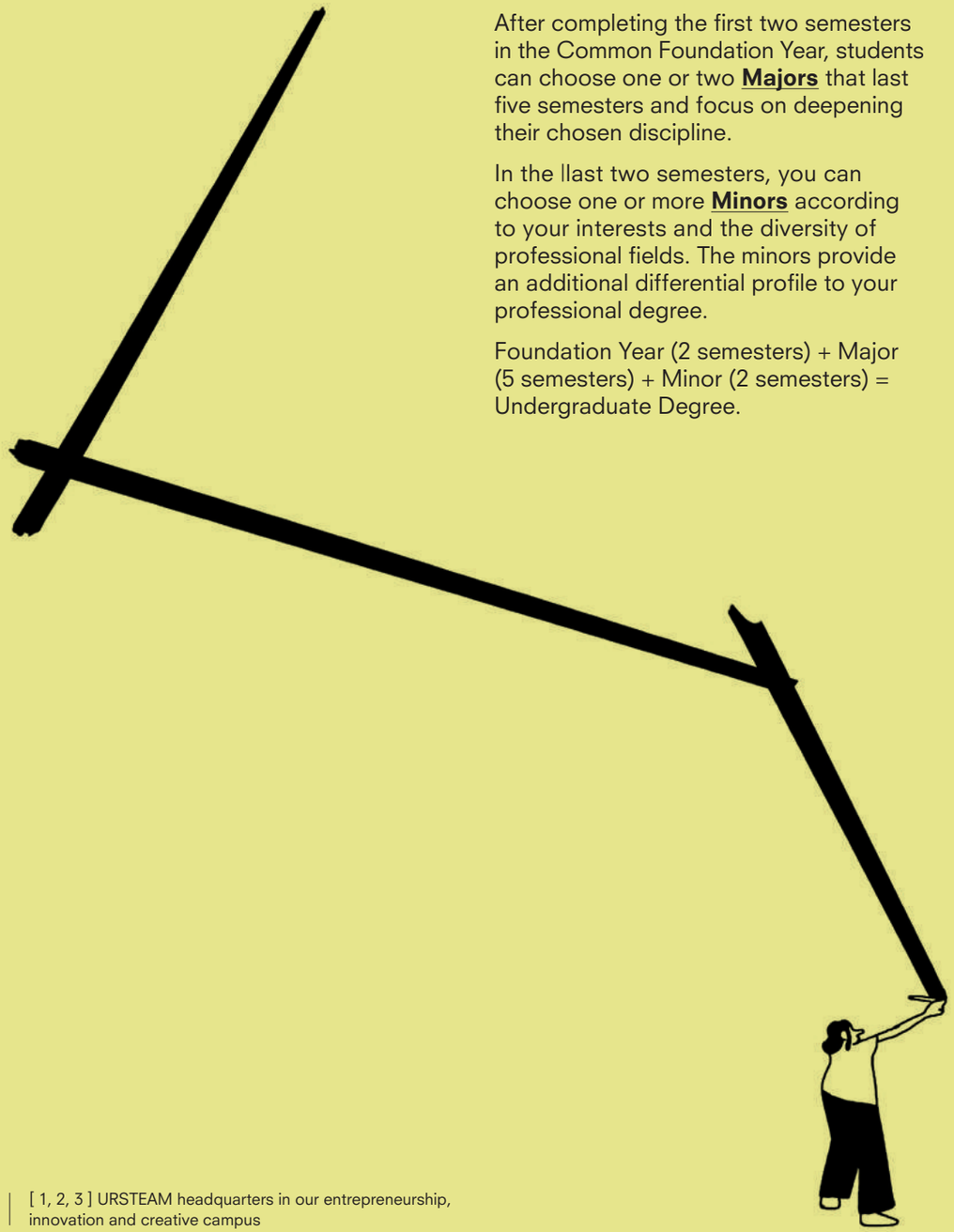
Innovative and flexible curricular structure

The Faculty offers nine-semester undergraduate programs in which the first two semesters focus on the practical and transdisciplinary foundations of the creative universe through the **Common Foundation Year**.

After completing the first two semesters in the Common Foundation Year, students can choose one or two **Majors** that last five semesters and focus on deepening their chosen discipline.

In the llast two semesters, you can choose one or more **Minors** according to your interests and the diversity of professional fields. The minors provide an additional differential profile to your professional degree.

Foundation Year (2 semesters) + Major (5 semesters) + Minor (2 semesters) = Undergraduate Degree.



[1, 2, 3] URSTEAM headquarters in our entrepreneurship, innovation and creative campus

Architecture

Get ready to become an architect capable of facing the great challenges of our cities and territories, and leading innovative and responsible projects that benefit both the environment and society.

Introduction

The Architecture program at Universidad del Rosario focuses on providing a comprehensive and innovative education that prepares students for an interdisciplinary future. The program places particular emphasis on leading projects aimed at improving the quality of life in urban and territorial communities, in a sustainable and responsible manner. Students learn by experimenting with cutting-edge materials, techniques, and technologies.

Program Highlights

- The Architecture program at Universidad del Rosario prepares you to face spatial and constructive challenges with an innovative and environmentally responsible vision.
- We offer education in interior design, sustainable architecture, and urban design.
- You can complement your education with minors in different areas, such as animation and video games, product and furniture design, fine arts, among others.
- You will learn by doing and experimenting with traditional, technological, and cutting-edge techniques.
- The faculty promotes transdisciplinarity and integration of arts and design, offering double program options and opportunities for international exchanges.

Curriculum:

The Architecture Program has three cycles: the Common Foundation Year, the Major in Architecture, and the Minors in Architecture. The Common Foundation Year is essential for learning about arts, architecture, design, and creation.

The Major in Architecture follows the Common Foundation Year. Here, you will study the variablesthat intervene in the formulation, development, and execution of architectural projects, responsibly and sensitively to the environment, culture, construction processes, and society. It is also possible to obtain a second professional degree by studying the Major in Design, Arts, or Creative Studies.

After completing the Major in Architecture, you can select a Minor in Architecture that suits your interests and the variety of professional fields. You also have the option of taking any other Minor offered by the faculty to diversify your education.

Possible minors for Architecture:

Minor in sustainable architecture +

In this minor, responsible and sensitive architectural projects are developed and executed in relation to the environment, natural resources, and society.

Minor in ephemeral architecture +

In this minor, ephemeral and small-scale architectural projects are developed and executed, as well as the adaptation, rehabilitation, and remodeling of existing spaces and interior design.

Minor in urban and regional design +

In this minor, projects related to cities, populated centers, and territories are developed and executed with architecture fundamentals and knowledge.

FaCrea
Architecture

Study plan

COMMON FOUNDATION YEAR

1ST SEMESTER

- Materials Experimentation Workshop 1: Fibers and Woods — EM — 5 credits
- Analysis of Works and Creative Strategies 1 — AE — 2 credits
- Representation Media in Arts, Architecture, and Design 1 — MR — 3 credits
- Histories of Culture and Creativity 1 — 2 credits
- Rosario Course — 2 credits
- Elective — 3 credits

17 CREDITS

2ND SEMESTER

- Materials Experimentation Workshop 2: Metals and Ceramics — EM — 5 credits
- Analysis of Works and Creative Strategies 2 — AE — 2 credits
- Representation Media in Arts, Architecture, and Design 2 — MR — 3 credits
- Histories of Culture and Creativity 2 — 2 credits
- NFR — 2 credits
- NFR — 2 credits

16 CREDITS

33 CREDITS

common year areas
experimentation with materials (EM)
creative analysis and strategies (AE)
means of representation (MR)

MAJOR IN ARCHITECTURE

3RD SEMESTER

- Architecture Workshop 1. Environmental and Physical Considerations — PA — 4 credits
- Technique in Architecture 1. Fundamentals — TQ — 3 credits
- City and Territory 1. Urban and Rural Territory — CT — 2 credits
- Representation Media in Architecture 1. Technical Representation — RQ — 3 credits
- Histories of Culture and Creativity 3 — 3 credits
- NFR — 2 credits

17 CREDITS

4TH SEMESTER

- Architecture Workshop 2. Sensory, Formal, and Cultural Considerations — PA — 4 credits
- Technique in Architecture 2. Elements — TQ — 3 credits
- City and Territory 2. Urban Design — CT — 2 credits
- Representation Media in Architecture 2. Expressive Representation — RQ — 3 credits
- Histories of Culture and Creativity 4 — 3 credits
- NFR — 2 credits

17 CREDITS

5TH SEMESTER

- Architecture Workshop 3. Rational Considerations Associated with Technique and Activity — PA — 4 credits
- City and Territory 3. Urban and Regional Planning — CT — 2 credits
- Histories of Culture and Creativity 5 — 3 credits
- Elective — 3 credits
- Elective — 3 credits
- Elective — 2 credits

17 CREDITS

6TH SEMESTER

- Architecture Workshop 4. Normative, Construction, and Labor Considerations — PA — 4 credits
- Technique in Architecture 3. Systems — TQ — 3 credits
- Histories of Culture and Creativity 6 — 3 credits
- Elective — 3 credits
- Elective — 2 credits

15 CREDITS

7TH SEMESTER

- Architecture Workshop 5. Social and Economic Considerations — PA — 4 credits
- Technique in Architecture 4. Installations — TQ — 3 credits
- Representation Media in Architecture 3. Advanced Representation — RQ — 2 credits
- Histories of Culture and Creativity 7. Research Seminar — 3 credits
- Elective — 3 credits
- Elective — 2 credits

17 CREDITS

83 CREDITS

architecture areas
architecture studios (PA)
architectural technologies (TQ)
architectural representation (RQ)
architectural analysis and strategies (AQ)
entrepreneurship and practice in creative industries (EP)
cities and territory (CT)

Rosario Training Nucleus (NFR) and electives

the area of History of culture and creativity is shared for all programs

Study plan

MINOR IN EPHEMERAL ARCHITECTURE*

8TH SEMESTER	9TH SEMESTER
Advanced Architecture and City Workshop "S" (Small Scale) PA 4 credits	Graduate project in Ephemeral Architecture PA 12 credits
Techniques in Architecture and Sustainability 1. Active and Passive Sustainable Techniques TQ 3 credits	Elective 3 credits
Analysis of Works and Strategies in Architecture and City "S" (Small Scale) AQ 2 credits	Elective 2 credits
Entrepreneurship and Practice in Creative Industries EP 3 credits	
Elective 3 credits	
Elective 2 credits	
17 CREDITS	**17 CREDITS**

34 CREDITS

AND / OR

MINOR IN SUSTAINABLE ARCHITECTURE*

8TH SEMESTER	9TH SEMESTER
Advanced Workshop on Architecture and City "M" (Intermediate Scale) PA 4 credits	Graduate project in Sustainable Architecture PA 12 credits
Techniques of Architecture and Sustainability 1. Active and Passive Sustainable Techniques TQ 3 credits	Elective 3 credits
Analysis of Works and Strategies in Architecture and City "M" (Intermediate Scale) AQ 2 credits	Elective 2 credits
Entrepreneurship and Practice in Creative Industries EP 3 credits	
Elective 3 credits	
Elective 2 credits	
17 CREDITS	**17 CREDITS**

34 CREDITS

AND / OR

MINOR IN URBAN AND REGIONAL DESIGN*

8TH SEMESTER	9TH SEMESTER
Advanced architecture and city workshop "L" (large-scale) PA 4 credits	Urban and regional design degree project PA 12 credits
Urban Techniques TQ 3 credits	Elective 3 credits
Analysis of works and strategies in architecture and city "L" (large-scale and territory) AQ 2 credits	Elective 2 credits
Entrepreneurship and practice in creative industries EP 3 credits	
Elective 3 credits	
Elective 2 credits	
17 CREDITS	**17 CREDITS**

34 CREDITS

architecture areas
architecture studios (PA)
architectural technologies (TQ)
architectural representation (RQ)
architectural analysis and strategies (AQ)
entrepreneurship and practice in creative industries (EP)
cities and territory (CT)

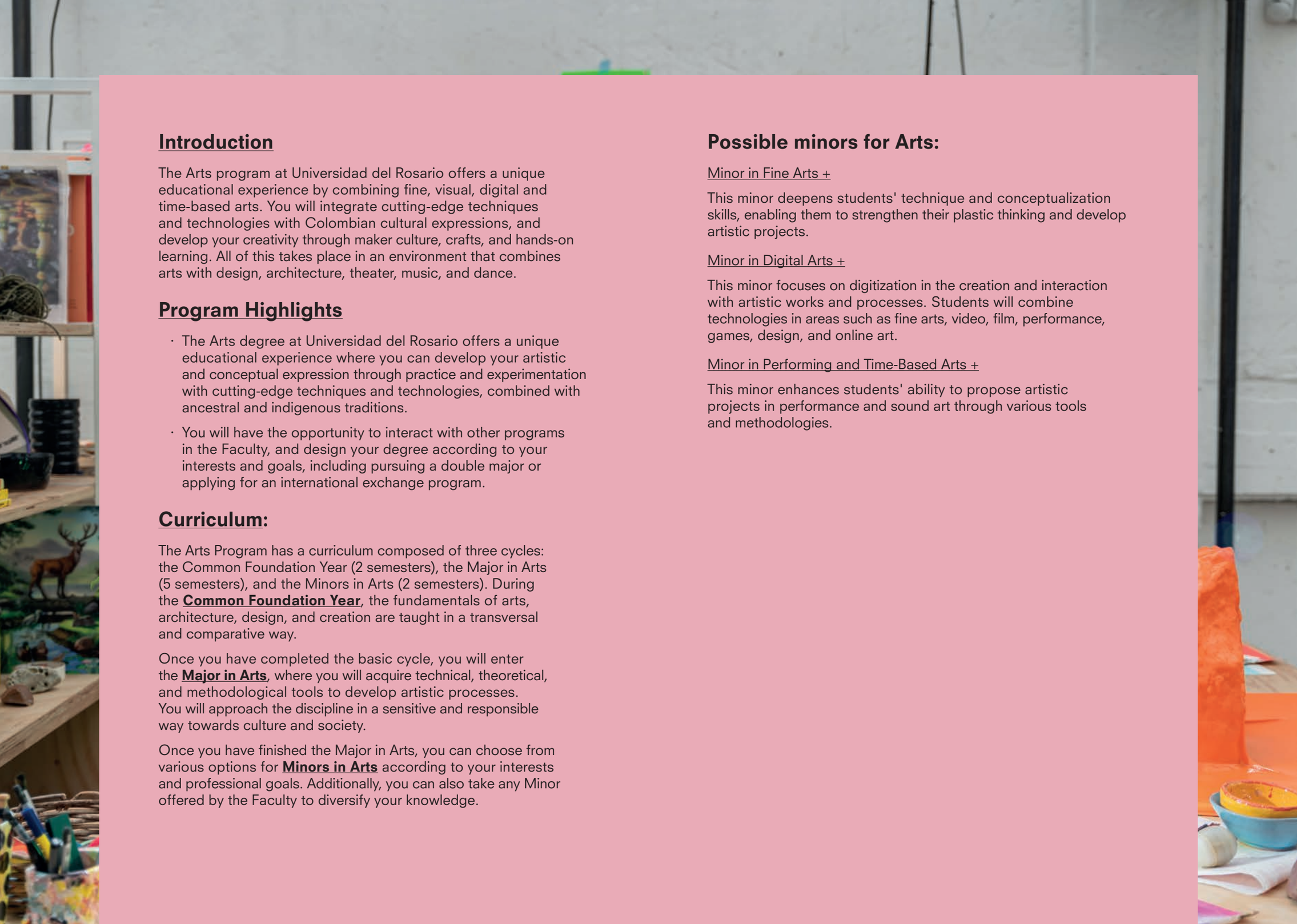
Rosario Training Nucleus (NFR) and electives

the areas of History of culture and creativity and Entrepreneurship and practice in creative industries are shared for all programs

* Choose from one of the following minors to obtain the degree

Arts

Develop your artistic and conceptual expression through practice and experimentation with innovative techniques and technologies, as well as Colombian cultural expressions.



Introduction

The Arts program at Universidad del Rosario offers a unique educational experience by combining fine, visual, digital and time-based arts. You will integrate cutting-edge techniques and technologies with Colombian cultural expressions, and develop your creativity through maker culture, crafts, and hands-on learning. All of this takes place in an environment that combines arts with design, architecture, theater, music, and dance.

Program Highlights

- The Arts degree at Universidad del Rosario offers a unique educational experience where you can develop your artistic and conceptual expression through practice and experimentation with cutting-edge techniques and technologies, combined with ancestral and indigenous traditions.
- You will have the opportunity to interact with other programs in the Faculty, and design your degree according to your interests and goals, including pursuing a double major or applying for an international exchange program.

Curriculum:

The Arts Program has a curriculum composed of three cycles: the Common Foundation Year (2 semesters), the Major in Arts (5 semesters), and the Minors in Arts (2 semesters). During the **Common Foundation Year**, the fundamentals of arts, architecture, design, and creation are taught in a transversal and comparative way.

Once you have completed the basic cycle, you will enter the **Major in Arts**, where you will acquire technical, theoretical, and methodological tools to develop artistic processes. You will approach the discipline in a sensitive and responsible way towards culture and society.

Once you have finished the Major in Arts, you can choose from various options for **Minors in Arts** according to your interests and professional goals. Additionally, you can also take any Minor offered by the Faculty to diversify your knowledge.

Possible minors for Arts:

Minor in Fine Arts +

This minor deepens students' technique and conceptualization skills, enabling them to strengthen their plastic thinking and develop artistic projects.

Minor in Digital Arts +

This minor focuses on digitization in the creation and interaction with artistic works and processes. Students will combine technologies in areas such as fine arts, video, film, performance, games, design, and online art.

Minor in Performing and Time-Based Arts +

This minor enhances students' ability to propose artistic projects in performance and sound art through various tools and methodologies.

FaCrea
Arts

Study plan

COMMON FOUNDATION YEAR

1ST SEMESTER

Materials Experimentation Workshop 1: Fibers and Woods
EM
5 credits

Analysis of Works and Creative Strategies 1
AE
2 credits

Representation Media in Arts, Architecture, and Design 1
MR
3 credits

Histories of Culture and Creativity 1
2 credits

Rosario Course
2 credits

Elective
3 credits

17 CREDITS

2ND SEMESTER

Materials Experimentation Workshop 2: Metals and Ceramics
EM
5 credits

Analysis of Works and Creative Strategies 2
AE
2 credits

Representation Media in Arts, Architecture, and Design 2
MR
3 credits

Histories of Culture and Creativity 2
2 credits

NFR
2 credits

NFR
2 credits

16 CREDITS

33 CREDITS

common year areas
experimentation with materials (EM)
creative analysis and strategies (AE)
means of representation (MR)

MAJOR IN ARTS

3RD SEMESTER

Arts Workshop 1. Nature
TA
4 credits

Analysis in Arts 1. Nature
AA
3 credits

Media Arts 1. Photography
MA
2 credits

Representation Media in Arts 1. Painting
RA
2 credits

Histories of Culture and Creativity 3
3 credits

NFR
2 credits

16 CREDITS

4TH SEMESTER

Arts Workshop 2. Culture
TA
4 credits

Analysis in Arts 2. Culture
AA
3 credits

Media Arts 2. Video and Animation
MA
2 credits

Representation Media in Arts 2. Sculpture
RA
2 credits

Histories of Culture and Creativity 4
3 credits

NFR
2 credits

16 CREDITS

5TH SEMESTER

Arts Workshop 3. Body
TA
4 credits

Analysis in Arts 3. Body
AA
3 credits

Representation Media in Arts 3. Mixed Techniques
RA
2 credits

Histories of Culture and Creativity 5
3 credits

Elective
2 credits

Elective
2 credits

16 CREDITS

6TH SEMESTER

Arts Workshop 4. Time
TA
4 credits

Analysis in Arts 4. Time
AA
3 credits

Representation Media in Arts 4. Contemporary Techniques
RA
2 credits

Histories of Culture and Creativity 6
3 credits

Elective
2 credits

Elective
2 credits

16 CREDITS

7TH SEMESTER

Arts Workshop 5. Space
TA
4 credits

Media Arts 3. Electronic Arts
MA
2 credits

Histories of Culture and Creativity 7. Research Seminar
3 credits

Elective
3 credits

Elective
3 credits

Elective
2 credits

17 CREDITS

80 CREDITS

arts areas
art studios (TA)
art analysis (AA)
art technologies (TA)
artistic representation (RA)
media arts (MA)
entrepreneurship and practice in creative industries (EP)

Rosario Training Nucleus (NFR) and electives

the area of History of culture and creativity is shared for all programs

Study plan

MINOR IN FINE ARTS*

8TH SEMESTER

Advanced Workshop in Fine Arts. Advanced Two-Dimensionality/ Three-Dimensionality
TA
4 credits

Plastic Techniques. Two-Dimensional/Three-Dimensional Techniques
TA
2 credits

Entrepreneurship and Practice in Creative Industries
EP
3 credits

Elective
3 credits

Elective
2 credits

14 CREDITS

9TH SEMESTER

Graduate project in Fine Arts
TA
12 credits

Elective
2 credits

14 CREDITS

28 CREDITS

AND / OR

MINOR IN DIGITAL ARTS*

8TH SEMESTER

Advanced Workshop in Digital Arts. Video Art
TA
4 credits

Advanced Digital Techniques. Audiovisual
TA
2 credits

Entrepreneurship and Practice in Creative Industries
EP
3 credits

Elective
3 credits

Elective
2 credits

14 CREDITS

9TH SEMESTER

Graduate project in Digital Arts
TA
12 credits

Elective
2 credits

14 CREDITS

28 CREDITS

AND / OR

MINOR IN PERFORMING ARTS*

8TH SEMESTER

Advanced Workshop in Performing and Time-based Arts. Advanced Corporeality
TA
4 credits

Performing and Time-based Arts Techniques
TA
2 credits

Entrepreneurship and Practice in Creative Industries
EP
3 credits

Elective
3 credits

Elective
2 credits

14 CREDITS

9TH SEMESTER

Graduation Project in Performing and Time-based Arts
TA
12 credits

Elective
2 credits

14 CREDITS

28 CREDITS

arts areas
art studios (TA)
art analysis (AA)
art technologies (TA)
artistic representation (RA)
media arts (MA)
entrepreneurship and practice in creative industries (EP)

Rosario Training Nucleus (NFR) and electives

the areas of History of culture and creativity and Entrepreneurship and practice in creative industries are shared for all programs

* Choose from one of the following minors to obtain the degree

Creative Studies

Lead, undertake, or manage collaborative cultural projects to meet the current and future demands of creative and cultural industries.

Introduction

The Creative Studies program at Universidad del Rosario provides an interdisciplinary educational experience that combines arts, architecture, and design with creative industries. It equips students with the necessary tools to lead, undertake, or manage collaborative cultural projects in the creative and cultural industries sector. Additionally, the program offers knowledge in management and entrepreneurship, allowing students to develop their creativity in areas of their artistic interest.

Program Highlights

- The Creative Studies degree at Universidad del Rosario emphasizes entrepreneurship and management in creative and cultural industries, making it a transdisciplinary program.
- The program integrates Arts, Architecture, Design, and Creative and Cultural Industries, providing a unique experience for students.
- Moreover, from the first semester, students can pursue a double degree program, and from the fourth semester, they can apply for an international exchange to customize their degree based on their interests.

Curriculum:

The Creative Studies Program consists of three main cycles: the Common Foundation year, the Creative Studies Major, and Faculty Minors. The Common Foundation Year is where the essential foundations of arts, architecture, design, and creation are learned in a cross-disciplinary manner.

After completing the Common Foundation Year, students in the Creative Studies program advance to the Creative Studies Major, where they acquire technical, theoretical, and methodological tools to conceptualize, develop, and execute creative projects in a responsible and sensitive manner to the environment, culture, and society.

Upon completion of the Major cycle, the student in the Creative Studies program may choose from Minor options in Architecture, Design, Arts, or Creative Studies, according to their own interests and in tune with the diversity of fields for professional practice.

Possible minors for Creative Studies:

Minor in Creative Industries +

The minor provides tools to develop, manage, and execute projects in creative and cultural industries.

Minor in ephemeral architecture +

In this minor, ephemeral and small-scale architectural projects are developed and executed, as well as the adaptation, rehabilitation, and remodeling of existing spaces and interior design.

Minor in Fine Arts +

This minor deepens students' technique and conceptualization skills, enabling them to strengthen their plastic thinking and develop artistic projects.

Minor in Digital Arts +

This minor focuses on digitization in the creation and interaction with artistic works and processes. Students will combine technologies in areas such as fine arts, video, film, performance, games, design, and online art.

Minor in Performing and Time-Based Arts +

This minor enhances students' ability to propose artistic projects in performance and sound art through various tools / methodologies.

Minor in Visual Communication +

The Minor in Visual Communication focuses on the design / creation of graphic / editorial pieces, digital or analog, through practical exercises.

Minor in Fashion and Textile Design +

The Minor in Fashion and Textile Design provides knowledge applicable to the fashion and textile design industry in Colombia. Emphasis is placed on environmental and social sustainability in creative processes and products, incorporating local techniques and traditions.

Minor in Video Game and Animation Design +

The Minor in Video Game and Animation Design provides technical skills and strategies for the profession.

FaCrea
Creative Studies

Study plan

COMMON FOUNDATION YEAR

1ST SEMESTER

Materials Experimentation Workshop 1: Fibers and Woods
EM
5 credits

Analysis of Works and Creative Strategies 1
AE
2 credits

Representation Media in Arts, Architecture, and Design 1
MR
3 credits

Histories of Culture and Creativity 1
2 credits

Rosario Course
2 credits

Elective
3 credits

17 CREDITS

2ND SEMESTER

Materials Experimentation Workshop 2: Metals and Ceramics
EM
5 credits

Analysis of Works and Creative Strategies 2
AE
2 credits

Representation Media in Arts, Architecture, and Design 2
MR
3 credits

Histories of Culture and Creativity 2
2 credits

NFR
2 credits

NFR
2 credits

16 CREDITS

33 CREDITS

common year areas
experimentation with materials (EM)
creative analysis and strategies (AE)
means of representation (MR)

MAJOR IN CREATIVE STUDIES

3RD SEMESTER

Art Workshop 1. Nature
TA
4 credits

Analysis in Arts 1. Nature
AA
3 credits

Elective in the area of representation media of any major
2 credits

Management and Entrepreneurship in Creative Industries 1
EP
2 credits

Histories of Culture and Creativity 3
3 credits

NFR
2 credits

16 CREDITS

4TH SEMESTER

Architecture Workshop 1. Environmental and Physical Considerations
PA
4 credits

Analysis Elective
2 credits

Representation Media Elective
3 credits

Management and Entrepreneurship in Creative Industries 2
EP
2 credits

Histories of Culture and Creativity 4
3 credits

NFR
2 credits

16 CREDITS

5TH SEMESTER

Arts Workshop 2. Culture
TA
4 credits

Analysis in Arts 2. Culture
AA
3 credits

Representation Media Elective
3 credits

Histories of Culture and Creativity 5
3 credits

Elective
3 credits

16 CREDITS

6TH SEMESTER

Architecture Workshop 2. Sensory, Formal, and Cultural Considerations
PA
4 credits

Analysis Elective
2 credits

Representation Media Elective
2 credits

Management and Entrepreneurship in Creative Industries 3
EP
2 credits

Histories of Culture and Creativity 6
3 credits

Elective
3 credits

16 CREDITS

7TH SEMESTER

Design Studio 5. Management and Administration of Design Projects
ED
4 credits

Analysis Elective
2 credits

Representation Media Elective
3 credits

Histories of Culture and Creativity 7. Research Seminar
3 credits

Elective
3 credits

15 CREDITS

79 CREDITS

areas in creative studies
art studios (TA)
art analysis (AA)
architecture studio (PA)
design studio (ED)
entrepreneurship and practice in creative industries (EP)

Rosario Training Nucleus (NFR) and electives

the area of History of culture and creativity is shared for all programs

Study plan

MINOR IN CREATIVE INDUSTRIES*

8TH SEMESTER

- Advanced Workshop in Creative Industries — EP — 4 credits
- Case Analysis and Strategies in Creative Industries — EP — 3 credits
- Entrepreneurship and Practice in Creative Industries — EP — 3 credits
- Elective — 2 credits
- Elective — 3 credits

14 CREDITS

9TH SEMESTER

- Final Project in Creative Industries — EP — 12 credits
- Elective — 2 credits

14 CREDITS

28 CREDITS

areas in creative studies
art studios (TA)
art analysis (AA)
architecture studio (PA)
design studio (ED)
entrepreneurship and practice in creative industries (EP)

* Choose from one of the following minors to obtain the degree

AND / OR

MINOR IN FINE ARTS*

8TH SEMESTER

- Advanced Workshop in Fine Arts. Advanced Two-Dimensionality/ Three-Dimensionality — TA — 4 credits
- Plastic Techniques. Two-Dimensional/Three-Dimensional Techniques — TA — 2 credits
- Entrepreneurship and Practice in Creative Industries — EP — 3 credits
- Elective — 3 credits
- Elective — 2 credits

14 CREDITS

9TH SEMESTER

- Graduate project in Fine Arts — TA — 12 credits
- Elective — 2 credits

14 CREDITS

28 CREDITS

AND / OR

MINOR IN DIGITAL ARTS*

8TH SEMESTER

- Advanced Workshop in Digital Arts. Video Art — TA — 4 credits
- Advanced Digital Techniques. Audiovisual — TA — 2 credits
- Entrepreneurship and Practice in Creative Industries — EP — 3 credits
- Elective — 3 credits
- Elective — 2 credits

14 CREDITS

9TH SEMESTER

- Graduate project in Digital Arts — TA — 12 credits
- Elective — 2 credits

14 CREDITS

28 CREDITS

arts areas
art studios (TA)
art analysis (AA)
art technologies (TA)
artistic representation (RA)
media arts (MA)
entrepreneurship and practice in creative industries (EP)

AND / OR

MINOR IN PERFORMING ARTS*

8TH SEMESTER

- Advanced Workshop in Performing and Time-based Arts. Advanced Corporeality — TA — 4 credits
- Performing and Time-based Arts Techniques — TA — 2 credits
- Entrepreneurship and Practice in Creative Industries — EP — 3 credits
- Elective — 3 credits
- Elective — 2 credits

14 CREDITS

9TH SEMESTER

- Graduation Project in Performing and Time-based Arts — TA — 12 credits
- Elective — 2 credits

14 CREDITS

28 CREDITS

Rosario Training Nucleus (NFR) and electives

the areas of History of culture and creativity and Entrepreneurship and practice in creative industries are shared for all programs

Study plan

MINOR IN EPHEMERAL ARCHITECTURE*

8TH SEMESTER

- Advanced Architecture and City Workshop "S" (Small Scale) — PA — 4 credits
- Techniques in Architecture and Sustainability 1. Active and Passive Sustainable Techniques — TQ — 3 credits
- Analysis of Works and Strategies in Architecture and City "S" (Small Scale) — AQ — 2 credits
- Entrepreneurship and Practice in Creative Industries — EP — 3 credits
- Elective — 3 credits
- Elective — 2 credits

17 CREDITS

9TH SEMESTER

- Graduate project in Ephemeral Architecture — PA — 12 credits
- Elective — 3 credits
- Elective — 2 credits

17 CREDITS

34 CREDITS

AND/OR

MINOR IN VISUAL COMMUNICATION*

8TH SEMESTER

- Advanced Study in Visual Communication. Visualization and Concepts. — ED — 4 credits
- Advanced techniques in Visual Communication. Production for digital and analog media — TD — 2 credits
- Entrepreneurship and Practice in Creative Industries — EP — 3 credits
- Elective — 3 credits
- Elective — 2 credits

14 CREDITS

9TH SEMESTER

- Degree project in Visual Communication — ED — 12 credits
- Elective — 2 credits

14 CREDITS

28 CREDITS

AND / OR

MINOR IN FASHION AND TEXTILE DESIGN*

8TH SEMESTER

- Advanced Study in Fashion and Textile Design — ED — 4 credits
- Advanced Techniques in Fashion and Textile Design — TD — 2 credits
- Entrepreneurship and Practice in Creative Industries — EP — 3 credits
- Elective — 3 credits
- Elective — 2 credits

14 CREDITS

9TH SEMESTER

- Degree project in Fashion and Textile Design — ED — 12 credits
- Elective — 2 credits

14 CREDITS

28 CREDITS

AND / OR

MINOR IN VIDEO GAME AND ANIMATION DESIGN*

8TH SEMESTER

- Advanced Study in Video Game and Animation Design — ED — 4 credits
- Advanced Techniques in Video Game and Animation Design — TD — 2 credits
- Entrepreneurship and Practice in Creative Industries — EP — 3 credits
- Elective — 3 credits
- Elective — 2 credits

14 CREDITS

9TH SEMESTER

- Degree project in Video game and Animation Design — ED — 12 credits
- Elective — 2 credits

14 CREDITS

28 CREDITS

architecture areas
architecture studios (PA)
architectural technologies (TQ)
architectural representation (RQ)
architectural analysis and strategies (AQ)
entrepreneurship and practice in creative industries (EP)
cities and territory (CT)

design areas
design studios (ED)
design technologies (TD)
design analysis (AD)
design representation (RD)
entrepreneurship and practice in the creative industries (EP)

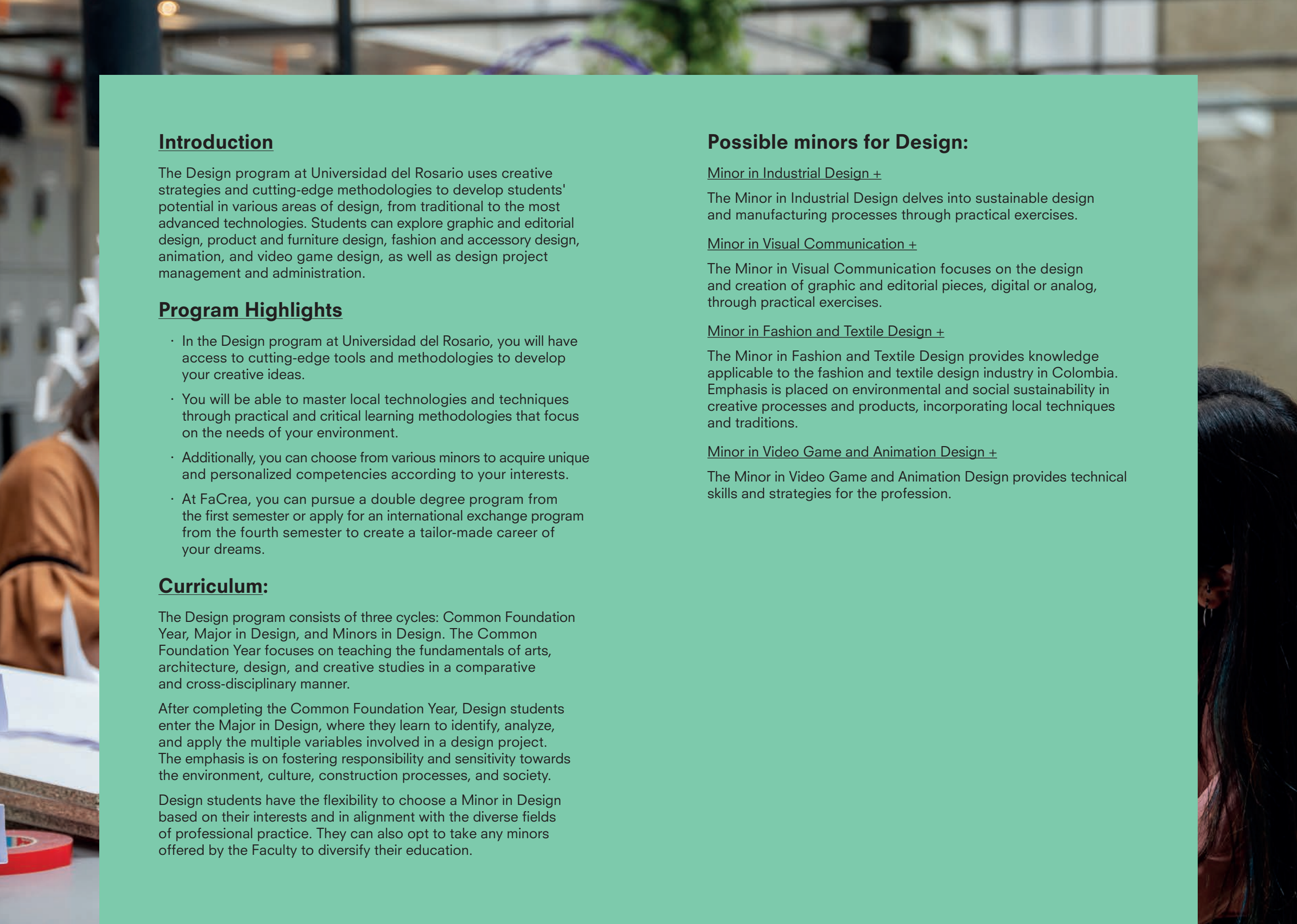
Rosario Training Nucleus (NFR) and electives

the areas of History of culture and creativity and Entrepreneurship and practice in creative industries are shared for all programs

* Choose from one of the following minors to obtain the degree

Design

Develop your creative ideas in any field of design using innovative strategies and methodologies. Learn by doing, mastering both global technologies and local techniques.



Introduction

The Design program at Universidad del Rosario uses creative strategies and cutting-edge methodologies to develop students' potential in various areas of design, from traditional to the most advanced technologies. Students can explore graphic and editorial design, product and furniture design, fashion and accessory design, animation, and video game design, as well as design project management and administration.

Program Highlights

- In the Design program at Universidad del Rosario, you will have access to cutting-edge tools and methodologies to develop your creative ideas.
- You will be able to master local technologies and techniques through practical and critical learning methodologies that focus on the needs of your environment.
- Additionally, you can choose from various minors to acquire unique and personalized competencies according to your interests.
- At FaCrea, you can pursue a double degree program from the first semester or apply for an international exchange program from the fourth semester to create a tailor-made career of your dreams.

Curriculum:

The Design program consists of three cycles: Common Foundation Year, Major in Design, and Minors in Design. The Common Foundation Year focuses on teaching the fundamentals of arts, architecture, design, and creative studies in a comparative and cross-disciplinary manner.

After completing the Common Foundation Year, Design students enter the Major in Design, where they learn to identify, analyze, and apply the multiple variables involved in a design project. The emphasis is on fostering responsibility and sensitivity towards the environment, culture, construction processes, and society.

Design students have the flexibility to choose a Minor in Design based on their interests and in alignment with the diverse fields of professional practice. They can also opt to take any minors offered by the Faculty to diversify their education.

Possible minors for Design:

Minor in Industrial Design +

The Minor in Industrial Design delves into sustainable design and manufacturing processes through practical exercises.

Minor in Visual Communication +

The Minor in Visual Communication focuses on the design and creation of graphic and editorial pieces, digital or analog, through practical exercises.

Minor in Fashion and Textile Design +

The Minor in Fashion and Textile Design provides knowledge applicable to the fashion and textile design industry in Colombia. Emphasis is placed on environmental and social sustainability in creative processes and products, incorporating local techniques and traditions.

Minor in Video Game and Animation Design +

The Minor in Video Game and Animation Design provides technical skills and strategies for the profession.

FaCrea
Design

Study plan

COMMON FOUNDATION YEAR

1ST SEMESTER

- Materials Experimentation Workshop 1: Fibers and Woods — EM — 5 credits
- Analysis of Works and Creative Strategies 1 — AE — 2 credits
- Representation Media in Arts, Architecture, and Design 1 — MR — 3 credits
- Histories of Culture and Creativity 1 — 2 credits
- Rosario Course — 2 credits
- Elective — 3 credits

17 CREDITS

2ND SEMESTER

- Materials Experimentation Workshop 2: Metals and Ceramics — EM — 5 credits
- Analysis of Works and Creative Strategies 2 — AE — 2 credits
- Representation Media in Arts, Architecture, and Design 2 — MR — 3 credits
- Histories of Culture and Creativity 2 — 2 credits
- NFR — 2 credits
- NFR — 2 credits

16 CREDITS

33 CREDITS

common year areas
experimentation with materials (EM)
creative analysis and strategies (AE)
means of representation (MR)

MAJOR IN DESIGN

3RD SEMESTER

- Design Studio 1. Graphic and Editorial Design — ED — 4 credits
- Design Technique 1. Digital Processes and Printing Media — TD — 2 credits
- Design Analysis 1. Typometry and Color — AD — 2 credits
- Design Representation Media 1. Digital and Analog Graphic Illustration — RD — 3 credits
- Histories of Culture and Creativity 3 — 3 credits
- NFR — 2 credits

16 CREDITS

4TH SEMESTER

- Design Studio 2. Industrial and Furniture Design — ED — 4 credits
- Design Technique 2. Models and Prototypes — TD — 2 credits
- Design Analysis 2. Human Factors in Industrial Design — AD — 2 credits
- Design Representation Media 2. 3D Modeling — RD — 3 credits
- Histories of Culture and Creativity 4 — 3 credits
- NFR — 2 credits

16 CREDITS

5TH SEMESTER

- Design Studio 3. Fashion, Textile, Jewelry or Accessories Design — ED — 4 credits
- Design Technique 3. Fashion Design and Tailoring — TD — 2 credits
- Design Analysis 3. Fashion, Textile, Jewelry, or Accessories Design — AD — 2 credits
- Design Representation Media 3. Fashion Drawing, Tailoring, and Pattern Making — RD — 2 credits
- Histories of Culture and Creativity 5 — 3 credits
- Elective — 2 credits
- Elective — 2 credits

17 CREDITS

6TH SEMESTER

- Design Studio 4. Experience and Service Design — ED — 4 credits
- Design Technique 4. Design Technology Laboratory — TD — 2 credits
- Design Representation Media 4. Digital Animation — RD — 2 credits
- Histories of Culture and Creativity 6 — 3 credits
- Elective — 2 credits
- Elective — 2 credits

16 CREDITS

7TH SEMESTER

- Design Studio 5. Design Project Management and Administration — ED — 4 credits
- Histories of Culture and Creativity 7. Research Seminar — 3 credits
- Elective — 3 credits
- Elective — 3 credits

13 CREDITS

78 CREDITS

design areas
design studios (ED)
design technologies (TD)
design analysis (AD)
design representation (RD)
entrepreneurship and practice in the creative industries (EP)

Rosario Training Nucleus (NFR) and electives

the area of History of culture and creativity is shared for all programs

Study plan

MINOR IN INDUSTRIAL DESIGN*

8TH SEMESTER	9TH SEMESTER
Advanced Study in Industrial Design ED 4 credits	Degree project in Industrial Design ED 12 credits
Advanced techniques in industrial design. Conformation, deformation, materiality, cycle, and life TD 2 credits	Elective 2 credits
Entrepreneurship and Practice in Creative Industries EP 3 credits	
Elective 3 credits	
Elective 2 credits	
14 CREDITS	**14 CREDITS**
28 CREDITS	

AND / OR

MINOR IN VISUAL COMMUNICATION*

8TH SEMESTER	9TH SEMESTER
Advanced Study in Visual Communication. Visualization and Concepts. ED 4 credits	Degree project in Visual Communication ED 12 credits
Advanced techniques in Visual Communication. Production for digital and analog media TD 2 credits	Elective 2 credits
Entrepreneurship and Practice in Creative Industries EP 3 credits	
Elective 3 credits	
Elective 2 credits	
14 CREDITS	**14 CREDITS**
28 CREDITS	

AND / OR

MINOR IN FASHION AND TEXTILE DESIGN*

8TH SEMESTER	9TH SEMESTER
Advanced Study in Fashion and Textile Design ED 4 credits	Degree project in Fashion and Textile Design ED 12 credits
Advanced Techniques in Fashion and Textile Design TD 2 credits	Elective 2 credits
Entrepreneurship and Practice in Creative Industries EP 3 credits	
Elective 3 credits	
Elective 2 credits	
14 CREDITS	**14 CREDITS**
28 CREDITS	

AND / OR

MINOR IN VIDEO GAME AND ANIMATION DESIGN*

8TH SEMESTER	9TH SEMESTER
Advanced Study in Video Game and Animation Design ED 4 credits	Degree project in Video game and Animation Design ED 12 credits
Advanced Techniques in Video Game and Animation Design TD 2 credits	Elective 2 credits
Entrepreneurship and Practice in Creative Industries EP 3 credits	
Elective 3 credits	
Elective 2 credits	
14 CREDITS	**14 CREDITS**
28 CREDITS	

design areas
design studios (ED)
design technologies (TD)
design analysis (AD)
design representation (RD)
entrepreneurship and practice in the creative industries (EP)

* Choose from one of the following minors to obtain the degree

Rosario Training Nucleus (NFR) and electives

the areas of History of culture and creativity and Entrepreneurship and practice in creative industries are shared for all programs

Musical Theater

Make your dreams of acting, singing, and dancing come true at the most experienced Musical Theater school in Colombia. Become a complete artist and surprise your audience on any stage.

Introduction

The Musical Theater program at Universidad del Rosario provides a comprehensive education in the three disciplines that comprise this performing arts genre. You will learn interpretive techniques to convey emotions on stage, develop vocal skills for singing, and discover how to tell stories with your body through dance. You will find a space to express yourself and create new artistic languages that reflect your potential and the cultural diversity that surrounds us.

Program Highlights

- The Musical Theater program at Universidad del Rosario is supported by MISI Productions, the company with the most experience in this genre in Colombia.
- You will receive support and guidance from actors, musicians, and dancers with extensive national and international experience.
- Starting in the fourth semester, you can participate in MISI Productions' shows and gain acting experience while studying.
- Additionally, at the Faculty, you can pursue a double program from the first semester or apply for an international exchange program starting from the fourth semester, which will allow you to create the career of your dreams.

Curriculum:

The Musical Theater program provides professional training in the three disciplines of the genre: theater, music, and dance, making you an integral artist. You can work in various professional spaces such as theater, television, film, dance, singing, and voice acting. This program will provide you with a fertile space to develop your expressive proposals and reflect the diversity and cultural richness of Colombia.

FaCrea
Musical Theater

Study plan

MUSICAL THEATER

1ST SEMESTER	2ND SEMESTER	3RD SEMESTER	4TH SEMESTER	5TH SEMESTER	6TH SEMESTER	7TH SEMESTER	8TH SEMESTER
Jazz dance 1 DA 2 credits	Jazz dance 2 DA 2 credits	Contemporary Jazz 1 DA 2 credits	Contemporary Jazz 2 DA 2 credits	Advanced Jazz 1 DA 2 credits	Advanced Jazz 2 DA 2 credits	Cutting-edge Jazz DA 2 credits	Vocal coaching 8 MU 2 credits
Classical technique 1 DA 2 credits	Classical technique 2 DA 2 credits	Classical Dance 1 DA 2 credits	Classical Dance 2 DA 2 credits	Ballet for Musical 1 DA 2 credits	Ballet for Musical 2 DA 2 credits	The Art of Acting TE 2 credits	Final Project in Musical Theater IN 12 credits
Tap 1 DA 1 credits	Tap 2 DA 1 credits	Tap 3 DA 1 credits	Acting Techniques 1 TE 3 credits	Acting Techniques 2 TE 3 credits	The Transformation of the Actor TE 3 credits	Acting through Song 2 TE 3 credits	Deepening Elective EP 3 credits
Discovering the Actor TE 3 credits	Comprehending the Actor TE 3 credits	Introduction to Acting TE 3 credits	Vocal Practice 4 MU 2 credits	Vocal Ensemble 1 MU 2 credits	Acting through Song 1 TE 2 credits	Vocal Coaching 7 MU 2 credits	
Vocal Practice 1 MU 2 credits	Vocal Practice 2 MU 2 credits	Audition Techniques 1 TE 2 credits	Keyboard 2 MU 1 credits	Vocal Coaching 5 MU 2 credits	Vocal Ensemble 2 MU 2 credits	Musical Ensemble 5 IN 2 credits	
Music 1 MU 2 credits	Music 2 MU 2 credits	Vocal Practice 3 MU 2 credits	Musical Ensemble 2 IN 3 credits	Musical Ensemble 3 IN 3 credits	Vocal coaching 6 MU 2 credits	Deepening Elective EP 3 credits	
The Origin of the Musical HU 2 credits	The Musical of Today and Tomorrow HU 2 credits	Keyboard 1 MU 1 credits	Writing for Musical Theater 2 credits	Elective 2 credits	Musical Ensemble 4 IN 3 credits	Deepening Elective EP 3 credits	
Rosarista Lecture NFR 2 credits	Text Analysis NFR 2 credits	Musical Ensemble 1 IN 3 credits	Ethics 2 credits	Elective 2 credits	Deepening Elective EP 3 credits		
Elective 2 credits	Elective 2 credits	Narrative Analysis for Musical Theater 2 credits					
18 CREDITS	**18 CREDITS**	**18 CREDITS**	**17 CREDITS**	**18 CREDITS**	**19 CREDITS**	**18 CREDITS**	**17 CREDITS**

144 CREDITS

musical theater areas
dance (DA)
theater (TE)
music (MU)
integration (IN)
humanities (HU)
entrepreneurship and practice in the creative industries (EP)

Rosario Training Nucleus (NFR) and electives

[1]

[3]

MISI

[2]

MISI is a platform that fosters the cultural and creative development of musical theater in Colombia. The school has trained over 25,000 artists in dance, singing, and acting, while the company has produced more than 30 professional shows. Every December, we present a Christmas show that attracts over a million viewers, consolidating a unique tradition in the country. Our mission is to promote artistic development in Colombia to build a better country through art, with three main objectives: to train versatile artists, create and produce original musical theater titles, and produce major titles from the universal repertoire in collaboration with global producers.

[1, 2, 3] MISI Productions on stage

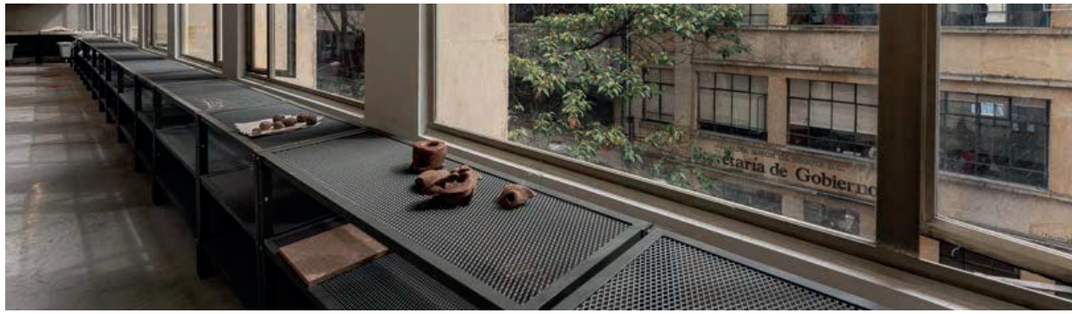
[1]

SPACES

[1, 2] Musical theatre spaces at our entrepreneurship, innovation and creative campus
[3] Fashion design workshops ad our downtown campus
[4] Ceramics workshop at our downtown campus
[5] Fablab at our dowtown campus

[2]

[3]



[4]

[5]

COMMUNITY

Universidad del Rosario

President
Jose Alejandro Cheyne

Academic Vice-president
Sergio Pulgarín

Administrative and Financial Vice-president
Juan Manuel Ospina

Secretary General
Germán Villegas

Faculty of Creative Studies

Dean
Juan Pablo Aschner

Administrative and Financial Director
Valerie MacCormick

MISI Director
Felipe Salazar

Director of the School of Musical Theater
Sara Salazar

Academic Secretary
Lorena Nova

FaCrea full-time professors

Alma Sarmiento

Christian Ballesteros

Julio Lucena

María José Villamil

Fernando Sierra

Gloria Serna

Leonardo Palacios

Ana María Cifuentes

Alejandro Piñol

Alejandro Puentes

Antonio Sánchez

Adán Farías

Adriana García

Felipe Arturo

Daniel Tovar

FaCrea and MISI administrative team

Lida Castro

Vivian Castro

Johan Valencia

Nicolás Ascanio

Julián Carvajal

Pamela Hernández

Miguel Á. Pulido

Angélica Güiza

Giovanny Niño

Julián Tinoco

Deisy Hernández

Pilar González

Sofía de la Cruz

Sandra Ruiz

Deyanira Mejía

Edgar Santamaría

ALLIANCES, AFFILIATIONS, NETWORKS AND CONTACT

Alliances

- Artesanías de Colombia
- EAOSD
- FOSBO
- Malpensante Foundation
- Promedio Foundation
- Centre of Entertainment Arts CEA

Affiliations

- ELIA
  European League of Institutes of the Arts
- CUMULUS
  Global association of higher education institutions in the fields of art, design and media

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Mateo Pérez

Cover and internal page illustrations:
Antoine Cossé / Tangrama

Universidad del
Rosario

Faculty
of Creative
Studies