



Faculty of Creative Studies





# Acknowledgements

# and credits



## President

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Ana Isabel Gómez

## Provost

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Rocío Araujo

## Vice President for Administrative and Financial Affairs

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Miguel Diago

## Secretary General

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Germán Villegas

## FaCrea Administrative Team

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Diego Nieto  
Giovanny Niño  
Johan Valencia  
Julián Carvajal  
Julián Tinoco  
Lida Castro  
Liz Lozano  
María del Pilar González  
Miguel Ángel Pulido  
Natali Gómez  
Víctor Torres  
Vivian Castro

## Full-Time Faculty

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Christian Ballesteros  
Julio Lucena  
María José Villamil  
Fernando Sierra  
Gloria Serna  
Leonardo Palacios  
Ana María Cifuentes  
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Alejandro Puentes  
Ana Isabel Cajiao  
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Fernando Sánchez  
Adán Farías  
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Isabella Londoño  
Michael Andrés Forero  
Paula Acosta  
Lina Galindo  
Iñaki Chavarri

## MISI Team

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Sandra Ruiz  
Edgar Santamaría  
Juan Pablo López  
David Sánchez  
Claudia Riaño  
Natalia Rodríguez

## Director, MISI Creative School

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Sara Salazar

## Director, MISI

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Felipe Salazar

## Academic Secretary

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Lorena Nova

## Administrative and Financial Director

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Roger Naranjo

## Dean

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Juan Pablo Aschner



# Universidad del Rosario



- 372 years since its founding.
- 8 years of High-Quality Institutional Accreditation, National Accreditation Council (CNA).
- 5 years of Institutional Accreditation, European Quality Assurance Agency (EQAA).
- Certification as a Family-Responsible Organization (EFR).
- #1 in Colombia, #3 in Latinoamérica, #24 worldwide UI GreenMetric World University Rankings 2025.
- #28 in Latin America, QS Latin America Ranking 2026. Ranked among the top 6% of universities in the region.

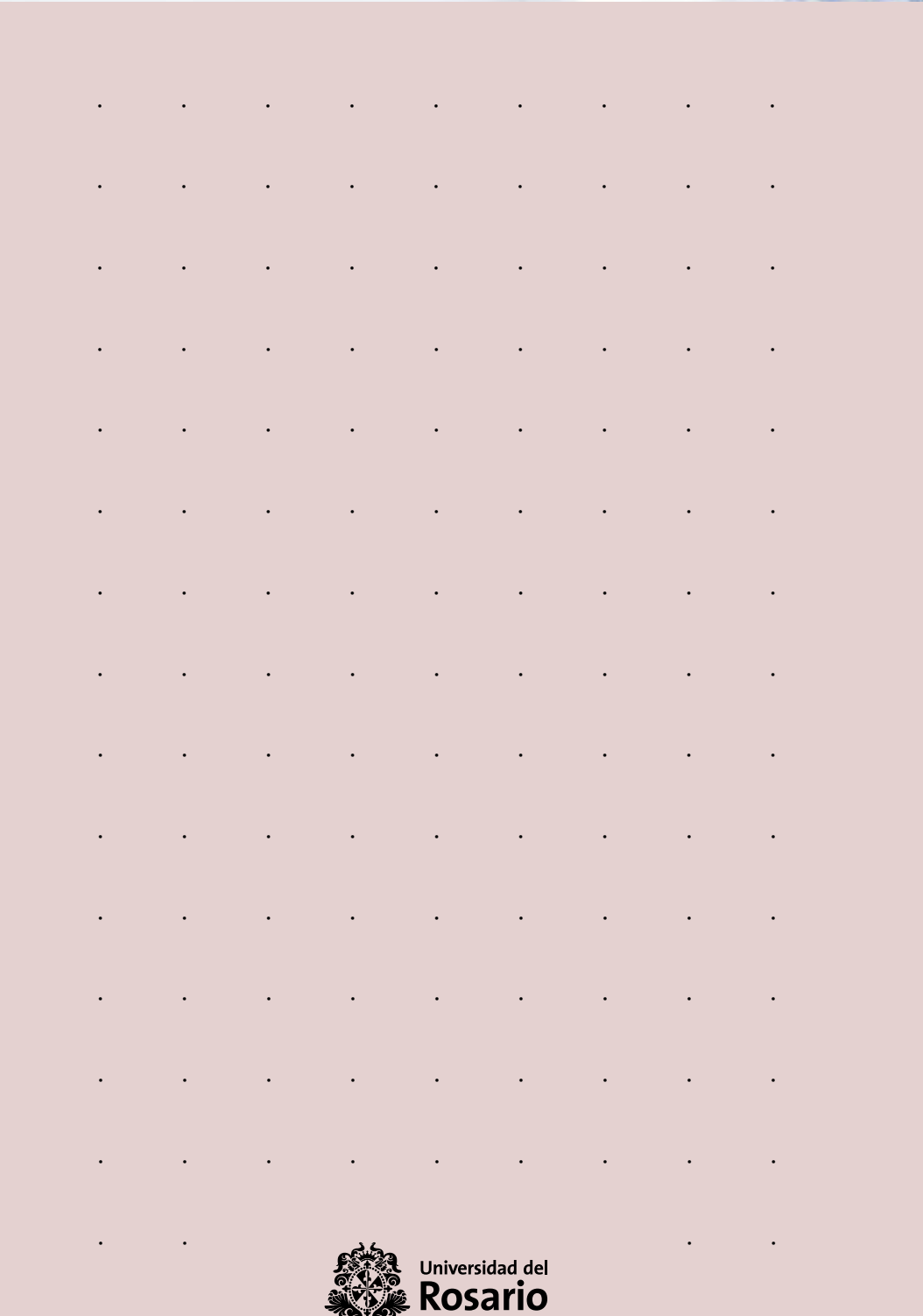
The Universidad del Rosario is one of the oldest and most prestigious academic institutions in Colombia, founded in 1653.

Throughout its history, it has played a fundamental role in the country's economic, political, social, and cultural development, becoming a leader in Colombia's history and a cradle of national critical thought.

Additionally, the Universidad del Rosario stands out for its ability to adapt to the challenges of an ever-changing and globalized society, offering innovative learning processes that position it at the forefront of academic education.

The Universidad del Rosario has eight faculties and schools:

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



## Why study at FaCrea?



[ 1 ]



[ 2 ]



[ 3 ]

The Faculty of Creative Studies, FaCrea, provides an interdisciplinary and comprehensive education aimed at training professionals with creative and innovative perspectives. You will become part of a talented and passionate community that integrates cultural and creative industries into a single educational and experiential experience.

The Faculty is composed of five undergraduate programs and one master's degree:

**(1) Arts**, with minors in Visual Arts, Digital Arts, Audiovisual Arts, and Performing and Time-Based Arts, **(2) Architecture**, with minors in Sustainable Architecture, Ephemeral Architecture, Interior Design,

and Urban and Regional Planning and Design, **(3) Design**, with minors in Industrial Design, Visual Communication, Fashion and Textile Design, Experience and Service Design, Video Game Design, and Animation, **(4) Musical Theatre**, with minors in Musical Theatre Performance, Acting, Dance, and Stage Production, **(5) Creative Studies**, with a minor in Creative Industries and all the previously listed minors, **(6) Master's Degree in Materials Design and Innovation**.

It also includes the successful musical theatre production company **MISI Producciones**, the school for kids and teens **MISI Escuela Creativa**, and the consultancy center for Cultural and Creative Industries known as **Fábrica Creativa**.

[ 1 ] End-of-term showcases Video 2025\_2. Video: Daniel Vallejo

[ 2 ] Musical Theatre graduation project presentation. Photo: Nicolás Ascanio

[ 3 ] FaCrea auditorium at our historic campus. Photo: Daniel Segura

## Our distinctive features

We have a unique partnership with "Artesanías de Colombia," a public-private entity, to collaborate in research and education on Colombia's artisanal knowledge. We received the 2024 Intercultural Achievement Award from the Government of Austria for our Saberes Artesanales de Colombia program.

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



[1]



[2]



[3]



[4]



[5]



[6]



**Images from the Encyclopedia and documentary series "Saberes Artesanales de Colombia"**

Through the Saberes Artesanales de Colombia program, we engage master artisans as faculty instructors within our School. We also conduct research on artisanal knowledge through the development of the Encyclopedia of Colombian Artisanal Knowledge—scheduled for publication starting in 2026—and produce a series of educational documentaries featuring artisans who have been awarded the Master Craftsmanship Medal.



## Our distinctive features

Since 2020, the Faculty has developed the **“South–South Creative Dialogues,”** through which we invite leading figures from the creative fields of the Global South to present their work.

Ana López - Architecture - ESP  
Ana María Plata - Design - COL  
Ana María Montenegro - Arts - COL  
Ana Teresa Barboza - Arts - PER  
Andrea De Francisco - Music - COL  
Antonio Yemail - Architecture - COL  
Camila Eslava - Arts - COL  
Camilo Garavito - Architecture - COL  
Carmen Correa - Dance - MEX  
Carolina Ponce de León - Arts - COL  
Carolina Romero - Creation - COL  
Carolina Virguez - Theatre - BRA  
Carlos Párraga - Architecture - COL  
Carlos Repetto - Creation - ARG  
Carlos Rueda - Architecture - CAN  
Cazú Zegers - Architecture - CHL  
Cecilia Vallejos - Theatre - DEU  
Cris Muniz - Architecture - BRA  
Daniel Luppó - Theatre - ARG  
Danny Jerez - Music - COL  
David Trujillo - Journalism - COL  
Doris Salcedo - Arts - COL  
Esteban Castro - Architecture - COL  
Felipe Hernández - Architecture - GBR  
Gracias Company - Design - COL  
Heidi Jalkh - Design - COL  
Jhon Alex Toro - Acting - COL  
Jorge Alí Triana - Acting - COL  
Jorge Dubatti - Theatre - ARG  
José Roca - Arts - COL

Julieth Morales - Arts - COL  
Juliana Serrano - Design - COL  
Katie James - Music - IRL  
Laura Acevedo - Fashion - COL  
Laura Laurens - Design - COL  
Leandro Erlich - Arts - ARG  
Leyla Cárdenas - Arts - COL  
Liliana Gómez - Arts - DEU  
Lucas Oberlaender - Architecture - COL  
Maira Ríos - Architecture - BRA  
Martín Anzellini - Architecture - COL  
Michael Smith - Architecture - CRI  
Najeeb Omar - Architecture - PAK  
Natalia Castañeda - Arts - COL  
Natura Futura - Architecture - ECU  
Nelly Peñaranda - Arts - COL  
Nicolas Hemsey - Theatre - ARG  
Nubia Navarro - Design - VEN  
Otávio Simoes - Music - BRA  
Patricia Ercole - Dance - COL  
Pawel Pokutycki - Design - POL  
Pedro Ressig - Design - ARG  
Pedro Salazar - Theatre - COL  
Rafael Freyre - Architecture - PER  
Rodrigo Torres - Design - COL  
Rubén Darío Suárez - Music - BOL  
Sebastian Masuda - Design - JPN  
Sibylle Von Baer - Creation - CHL  
Taras Filenko - Music - UKR  
Wendy Gadian - Musical Theatre - GBR



[ 1 ]



[ 2 ]

## Our distinctive features

EdX + FaCrea MOOCs

Global history of Islamic architecture: space, city, art

Latin American identity through fashion: garments with history

Latin American history through objects of art, design, and craft

Contemporary Indigenous art

Indigenous and Afro-descendant 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

Museology: basic principles behind exhibition practice\*

Contemporary mediation in cultural institutions\*

Digital communication for museums\*

We offer a cross-faculty academic track titled **"Histories of Culture and Creativity,"** focused on the study of histories and theories of the Global South. This track includes our free online MOOCs in art, architecture, and design from the Global South, which have been taken by more than 20,000 students to date.

We bring **original musical theatre productions** across the country that explore Colombia's rich cultural diversity, including performances such as "El Reino Mágico de las Orquídeas," "Gaitán, el hombre a quien amé," and "Ella es Colombia."



[ 1 ]



[ 1 ]



[ 2 ]



[ 2 ]



[ 3 ]



[ 4 ]

\* In partnership with MAMBO

[ 1 ] Images from our MOOC in Contemporary Latin American Architecture

[ 2 ] Images from our MOOC in Contemporary Indigenous Art

[ 1, 2, 3, 4 ] Images from original MISI productions featuring students from the Musical Theatre undergraduate program

## Our distinctive features

In collaboration with the Escuela de Artes y Oficios Santo Domingo, we have developed a hands-on training model within the common foundational year, based on crafts and experimentation, providing applied knowledge in techniques and materials such as wood, fibers, textiles, metals, and ceramics.



[1]



[2]

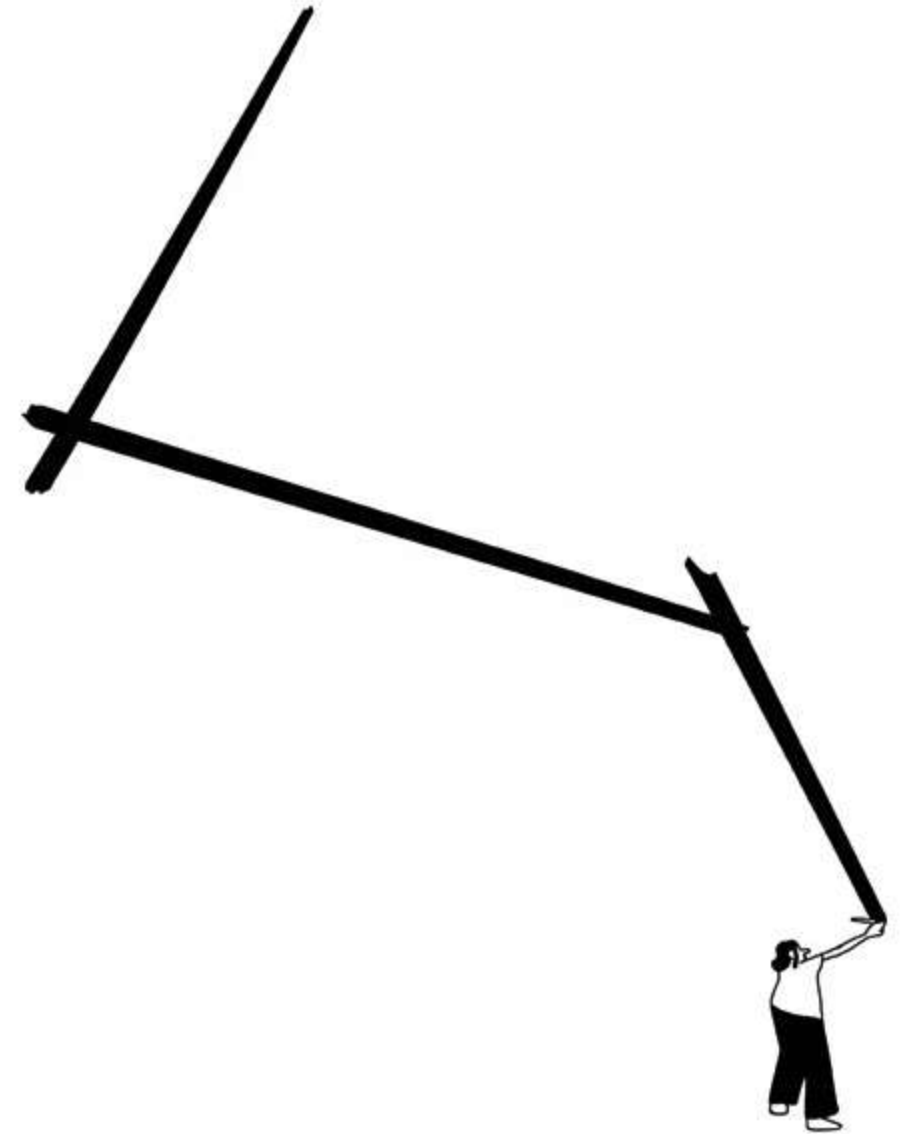


[3]



[4]

*Learning takes place through making, immersed in maker and craft cultures, while training in technologies that foster resourcefulness and creativity.*





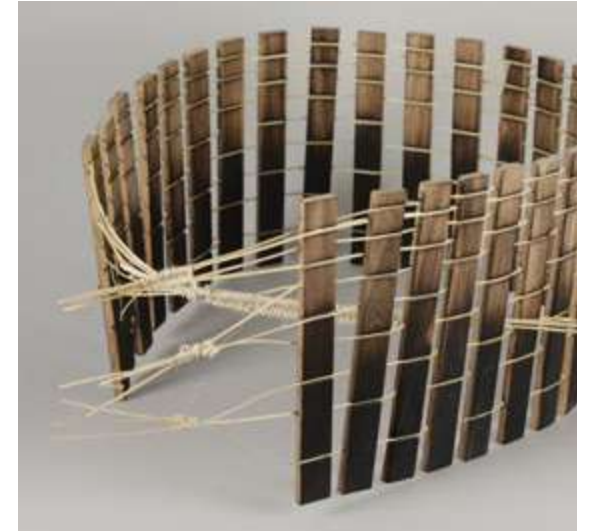
[\*]



[\*]



[\*]



[\*]



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[\*]

**Images from material experimentation workshops conducted by first-year students in arts, architecture, design, and creative studies, blurring the boundaries between disciplines and crafts.**



[\*]



[\*]



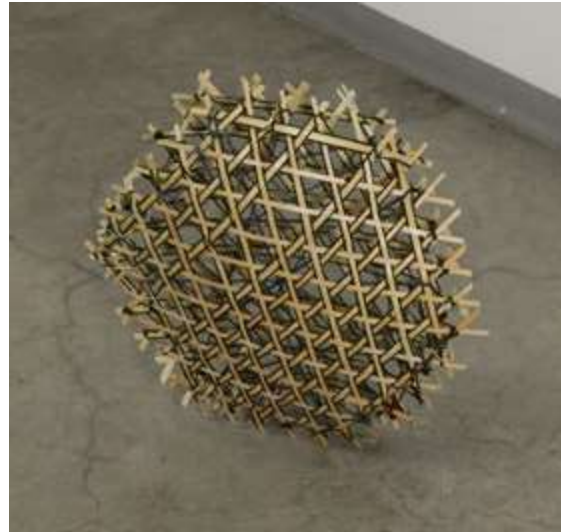
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[\*]

**Images from material experimentation workshops conducted by first-year students in arts, architecture, design, and creative studies, blurring the boundaries between disciplines and crafts.**

## Our distinctive features

### FaCrea elective courses

History of jazz through the piano

Epistemology of arts education

Pre-Columbian design through recycling

Jumping and turning techniques

Management and entrepreneurship in creative industries

Pop-up workshop

Technical drawing

Architectural rehabilitation in heritage contexts

Comics and illustration workshop

Artisanal knowledge: Muisca weaving

Basic ballet

Representation methods 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 sketchbooks

Introduction to performance art

Media arts: photography

Introduction to museography

Architectural models and maquettes

Gospel choir

Artisanal knowledge: werregue weaving

Music, conflict, and peace in Latin America

Women, art, and Latin American creation

Collabora-action: languages and methods of collective artistic processes

Songwriting workshop

María Isabel Murillo Chair

Architecture and the creation of utopias

Dance: a history of the body

Urban Indigenous artistic practices

Rumba

Art and ecology workshop

The colors of Bogotá: urban drift

Introduction to scenography

Stage management

Stretching and physical conditioning

Food, art, and society

Video art and post-COVID art

Lighting design

Introduction to ceramics

The idea in architecture



[ 1 ]



[ 2 ]



[ 3 ]



[ 4 ]



[ 5 ]



[ 6 ]

[ 1 ] Photo credits: Artesanías de Colombia

[ 2 ] Photo credits: Nicolás Ascanio

[ 3 ] Photo credits: Joseph Phillips

[ 4 ] Photo credits: Alejandro Henríquez

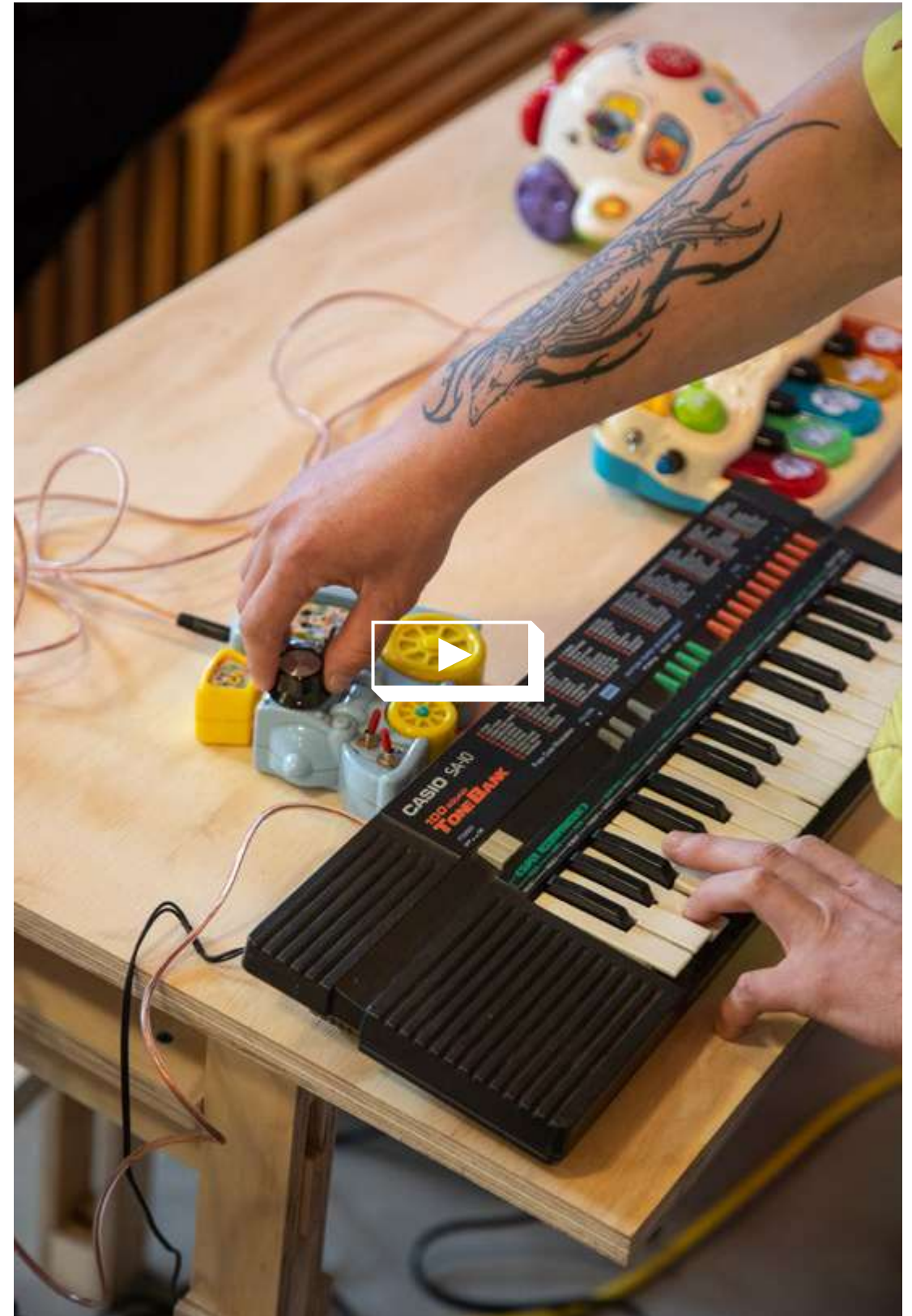
[ 5 ] Photo credits: Rene De Carufel

[ 6 ] Photo credits: Enrique Hoyos

## Our distinctive features

Within our **research/creation group in Creative Studies** at Universidad del Rosario, we investigate Colombia's artisanal knowledge, the futures of cultural and creative industries, and explore maker and craft movements in Colombia. We apply an experiential learning model in our classrooms, drawing from the principles of these movements.

*Entrepreneurship and management in cultural and creative industries are strongly emphasized. The Faculty engages with strategic partners to provide visibility for students' work.*



## Our distinctive features

We have developed a **cross-cutting academic track in management and entrepreneurship for cultural and creative industries**. As part of this program, we have created platforms for promotion and visibility such as enTienda and Espacio Común, and maintain an active presence in national cultural venues.



[1]



[1]



[2]



[2]



[3]



[4]



[3]

[ 1, 2, 3, 4 ] Festival Arte de Emprender (FADE), held annually

[ 1, 2 ] Artistic Ceramics Exhibition at FaCrea  
[ 3 ] Our exhibition and retail space "enTienda FaCrea," where student artworks are displayed and sold

## Our distinctive features

"**Fábrica Creativa**" is a consulting center composed of faculty members and students that provides services in architectural, graphic, editorial, product, and cultural and creative industries design.



[1]



[1]



[2]



[2]



[3]



[3]



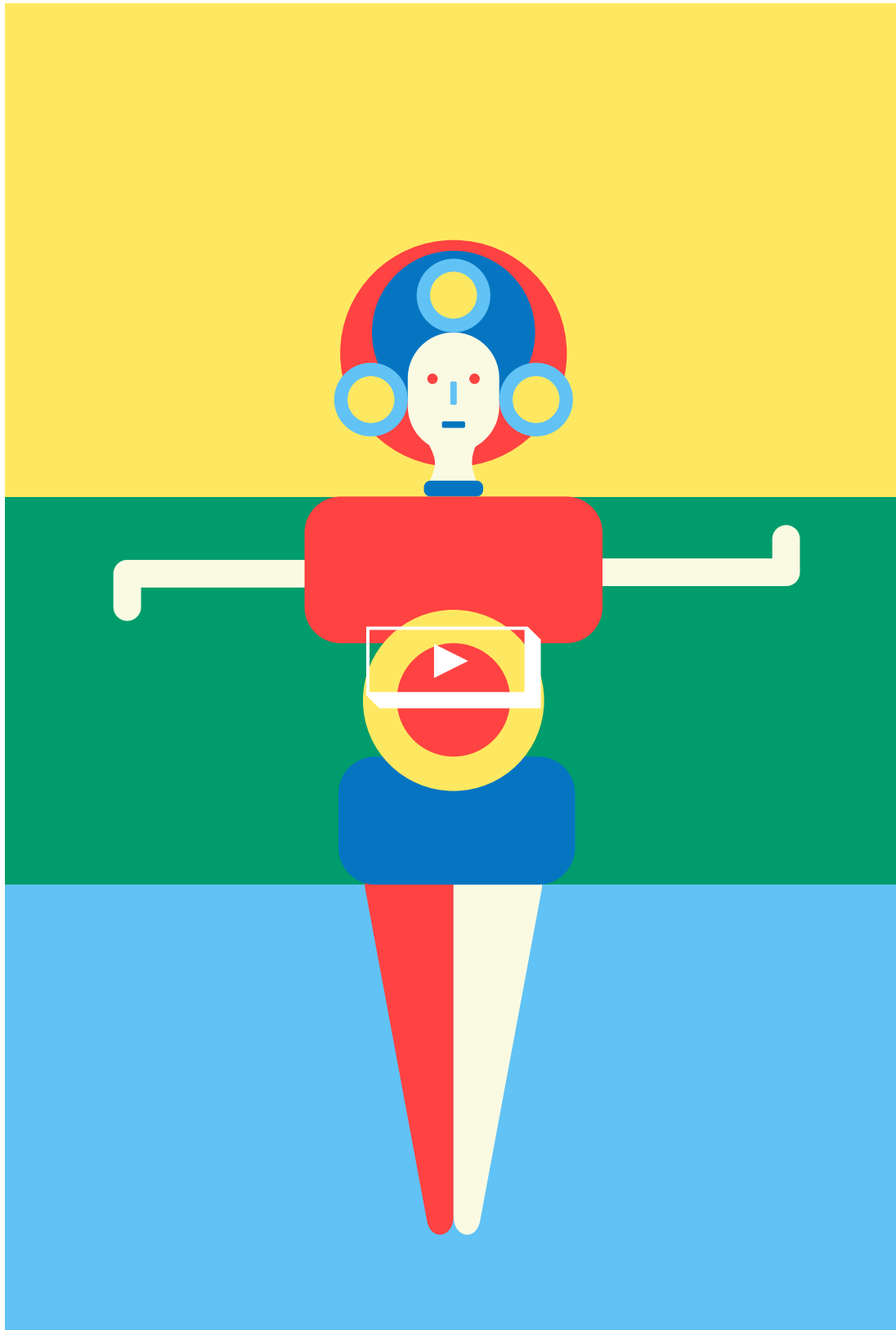
[4]



The musical theatre company UR MISI Producciones is a leading organization in Latin America, with more than 30 original and repertoire productions that have shaped Colombia's cultural history and represented the country internationally. Casts composed of students, alumni, and faculty from MISI have contributed for 39 years to the national cultural agenda and to the development and consolidation of Musical Theatre in Colombia.



*FaCrea offers a transdisciplinary experience of creativity through an innovative and flexible curricular structure in Colombia.*





# Architecture



*Prepare to become an architect capable of addressing the major challenges of our country. Lead innovative projects that are responsible toward the environment and society.*

## **Introduction**

The Architecture program at Universidad del Rosario focuses on comprehensive and innovative education, preparing students for an interdisciplinary future. Emphasis is placed on leading projects that improve the quality of life in urban and territorial communities in a sustainable and responsible manner. Students learn through experimentation with materials, techniques, and advanced technologies.

## **Distinctive features of the program**

- The Architecture program prepares students to address spatial and construction challenges with an innovative and environmentally responsible perspective.
- We offer training in interior design, sustainable architecture, and urban design.
- Students may complement their education with minors in areas such as animation and video games, product and furniture design, visual arts, among others.
- Learning takes place through making and experimentation with traditional, technological, and advanced techniques.
- The Faculty promotes transdisciplinarity and the integration of arts and design, offering double-degree options and opportunities for international exchange.

## **Curriculum structure:**

The Architecture program is structured in three cycles: the Common Foundational Year in Material Creative Studies, the Major in Architecture, and the Minors in Architecture. The Common Foundational Year provides essential knowledge in arts, architecture, design, and creative studies.

The Major in Architecture follows the Common Foundational Year. In this stage, students study the variables involved in the formulation, development, and execution of architectural projects in a responsible and context-sensitive manner, considering the environment, culture, construction processes, and society.

Students may also obtain a second professional degree by pursuing a Major in Design, Arts, or Creative Studies. After completing the Major in Architecture, students may select a Minor in Architecture aligned with their interests and the diversity of professional fields. They also have the option to pursue any other Minor offered by the Faculty in order to diversify their academic formation.

## **Possible Minors in Architecture:**

### **Minor in Sustainable Architecture +**

In this minor, students develop and implement architectural projects that are responsible and responsive to the environment, natural resources, and society.

### **Minor in Ephemeral Architecture +**

In this minor, students develop and implement small-scale and ephemeral architectural projects, as well as the adaptation, rehabilitation, and remodeling of existing spaces and interior design.

### **Minor in Urban and Regional Design +**

In this minor, students develop and implement projects related to cities, settlements, and territories, grounded in architectural knowledge and principles.



FaCrea  
Architecture



# Curriculum structure

COMMON FOUNDATIONAL YEAR IN MATERIAL CREATIVE STUDIES	
SEMESTER 1	SEMESTER 2
Material Experimentation Studio 1. Fibers and Wood Code: 31210004 5 credits	Material Experimentation Studio 2. Clay and Metals Code: 31210008 5 credits
Analysis of Creative Works and Strategies 1. Fibers and Wood Code: 31210001 2 credits	Analysis of Creative Works and Strategies 2. Clay and Metals Code: 31210005 2 credits
Representation Methods in Arts, Architecture and Design 1 Code: 31210003 3 credits	Representation Methods in Arts, Architecture and Design 2 Code: 31210007 3 credits
Histories of Culture and Creativity 1 Code: 31210002 2 credits	Histories of Culture and Creativity 2 Code: 31210006 2 credits
Rosarista Lecture, History and Present Code: 60110260 2 credits	Critical Reading for Arts, Architecture and Design Code: 18610202 2 credits
Elective 3 credits	Political Constitution and Civic Education Code: 11210007 2 credits
<b>17 CREDITS</b>	<b>16 CREDITS</b>
<b>33 CREDITS</b>	



MAJOR IN ARCHITECTURE				
SEMESTER 3	SEMESTER 4	SEMESTER 5	SEMESTER 6	SEMESTER 7
Architecture Studio 1. Environmental and Physical Context Considerations Code: 30610003 4 credits	Architecture Studio 2. Sensory, Formal, and Cultural Considerations Code: 30610007 4 credits	Architecture Studio 3. Technical and Operational Considerations Code: 30610010 4 credits	Architecture Studio 4. Normative, Construction, and Labor Considerations Code: 30610011 4 credits	Architecture Studio 5. Social and Economic Considerations Code: 30610014 4 credits
Architecture Techniques 1. Foundations Code: 30610004 3 credits	Architecture Techniques 2. Elements Code: 30610008 3 credits	Representation Methods in Architecture 3. Advanced Representation Code: 30610013 2 credits	Architecture Techniques 3. Systems Code: 30610012 3 credits	Architecture Techniques 4. Installations and Construction Code: 30610015 3 credits
Representation Methods in Architecture 1. Technical Representation Code: 30610002 3 credits	Representation Methods in Architecture 2. Expressive Representation Code: 30610006 3 credits	Histories of Culture and Creativity 5 Code: 31210011 3 credits	Histories of Culture and Creativity 6 Code: 31210012 3 credits	Histories of Culture and Creativity 7 Code: 31210012 3 credits
Histories of Culture and Creativity 3 Code: 31210009 3 credits	Histories of Culture and Creativity 4 Code: 31210010 3 credits	City and Territory 3. Urban and Regional Planning Code: 30610009 2 credits	Elective (HM) 2 credits	Elective 3 credits
City and Territory 1. Urban and Rural Territory Code: 30610001 2 credits	City and Territory 2. Urban Design Code: 30610005 2 credits	Elective 3 credits	Elective 3 credits	Elective (HM) 2 credits
Ethics Code: 17210004 2 credits	Critical Writing for Arts, Architecture and Design Code: 18610201 2 credits	Elective 2 credits		Elective (HM) 2 credits
<b>17 CREDITS</b>	<b>17 CREDITS</b>	<b>17 CREDITS</b>	<b>15 CREDITS</b>	<b>17 CREDITS</b>
<b>83 CREDITS</b>				



# Curriculum structure



MINOR IN EPHEMERAL ARCHITECTURE	
<b>SEMESTER 8</b>	<b>SEMESTER 9</b>
Advanced Architecture and City Studio. Ephemeral Architecture Code: 30610017 4 credits	Final Project in Ephemeral Architecture 12 credits
Architecture and Sustainability Techniques. Active and Passive Systems Code: 30610018 3 credits	Elective 3 credits
Analysis of Works and Strategies in Architecture and City. Interior Design and Ephemeral Architecture Code: 30610016 2 credits	Elective 2 credits
Management and Projects in Cultural and Creative Industries Code: 31210014 3 credits	
Elective 3 credits	
Elective 2 credits	
<b>17 CREDITS</b>	<b>17 CREDITS</b>
<b>34 CREDITS</b>	

AND / OR

MINOR IN SUSTAINABLE ARCHITECTURE	
<b>SEMESTER 8</b>	<b>SEMESTER 9</b>
Advanced Architecture and City Studio. Intermediate Scale Code: 30610020 4 credits	Final Project in Sustainable Architecture 12 credits
Architecture and Sustainability Techniques. Active and Passive Systems Code: 30610018 3 credits	Elective 3 credits
Analysis of Works and Strategies in Architecture and City. Intermediate Scale Code: 30610019 2 credits	Elective 2 credits
Management and Projects in Cultural and Creative Industries Code: 31210014 3 credits	
Elective 3 credits	
Elective 2 credits	
<b>17 CREDITS</b>	<b>17 CREDITS</b>
<b>34 CREDITS</b>	

AND / OR

MINOR IN URBAN DESIGN	
<b>SEMESTER 8</b>	<b>SEMESTER 9</b>
Advanced Architecture and City Studio. Urban Design Code: 30610022 4 credits	Final Project in Urban Design 12 credits
Urban Techniques. Urban and Territorial Design Code: 30610023 3 credits	Elective 3 credits
Analysis of Works and Strategies in Architecture and City. Urban and Territorial Design Code: 30610021 2 credits	Elective 2 credits
Management and Projects in Cultural and Creative Industries Code: 31210014 3 credits	
Elective 3 credits	
Elective 2 credits	
<b>17 CREDITS</b>	<b>17 CREDITS</b>
<b>34 CREDITS</b>	



## Arts



*Develop your artistic and conceptual expression through practice and experimentation with innovative techniques and technologies, in dialogue with Colombian cultural expressions.*

## **Introduction**

The Arts program at Universidad del Rosario offers a distinctive educational experience by combining visual, digital, performance, and time-based arts. Students will be able to integrate advanced techniques and technologies with Colombian cultural expressions, as well as implement digital strategies and develop their creativity through maker culture, craft culture, and practice-based learning. All of this takes place in an environment that brings together the arts, design, architecture, theatre, music, and dance.

## **Distinctive features of the program**

- The Arts program at Universidad del Rosario offers a distinctive educational experience in which students can develop their artistic and conceptual expression through practice and experimentation with advanced techniques and technologies combined with ancestral processes.
- Students will have the opportunity to interact with other programs within the Faculty and shape their academic path according to their interests and goals, including pursuing a double degree or applying for an international exchange.

## **Curriculum structure:**

The Arts program has a curriculum composed of three cycles: the Common Foundational Year in Creative Studies (2 semesters), the Major in Arts (5 semesters), and the Minors in Arts (2 semesters).

During the Common Foundational Year in Creative Studies, students learn the foundations of arts, architecture, design, and creative studies from a cross-disciplinary and comparative perspective.

After completing the foundational year, students enter the Major in Arts, where they acquire technical, theoretical, and methodological tools to develop artistic processes. They approach the discipline in a way that is sensitive and responsible toward culture and society.

After completing the Major in Arts, students may choose from several Minor options in Arts, according to their interests and professional goals. They may also take any other Minor offered by the Faculty in order to diversify their knowledge.

## **Possible Minors in Arts:**

### Minor in Visual Arts +

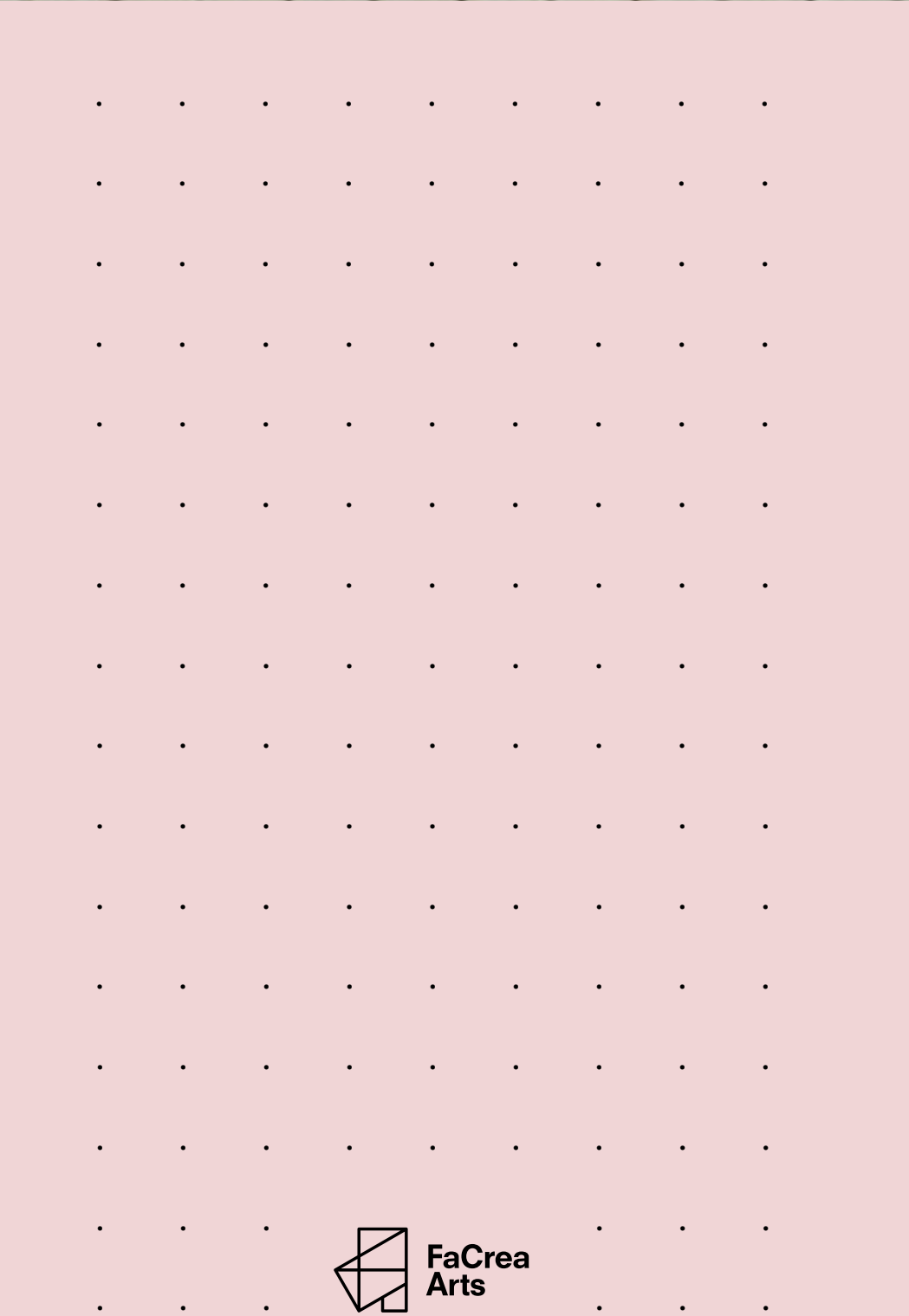
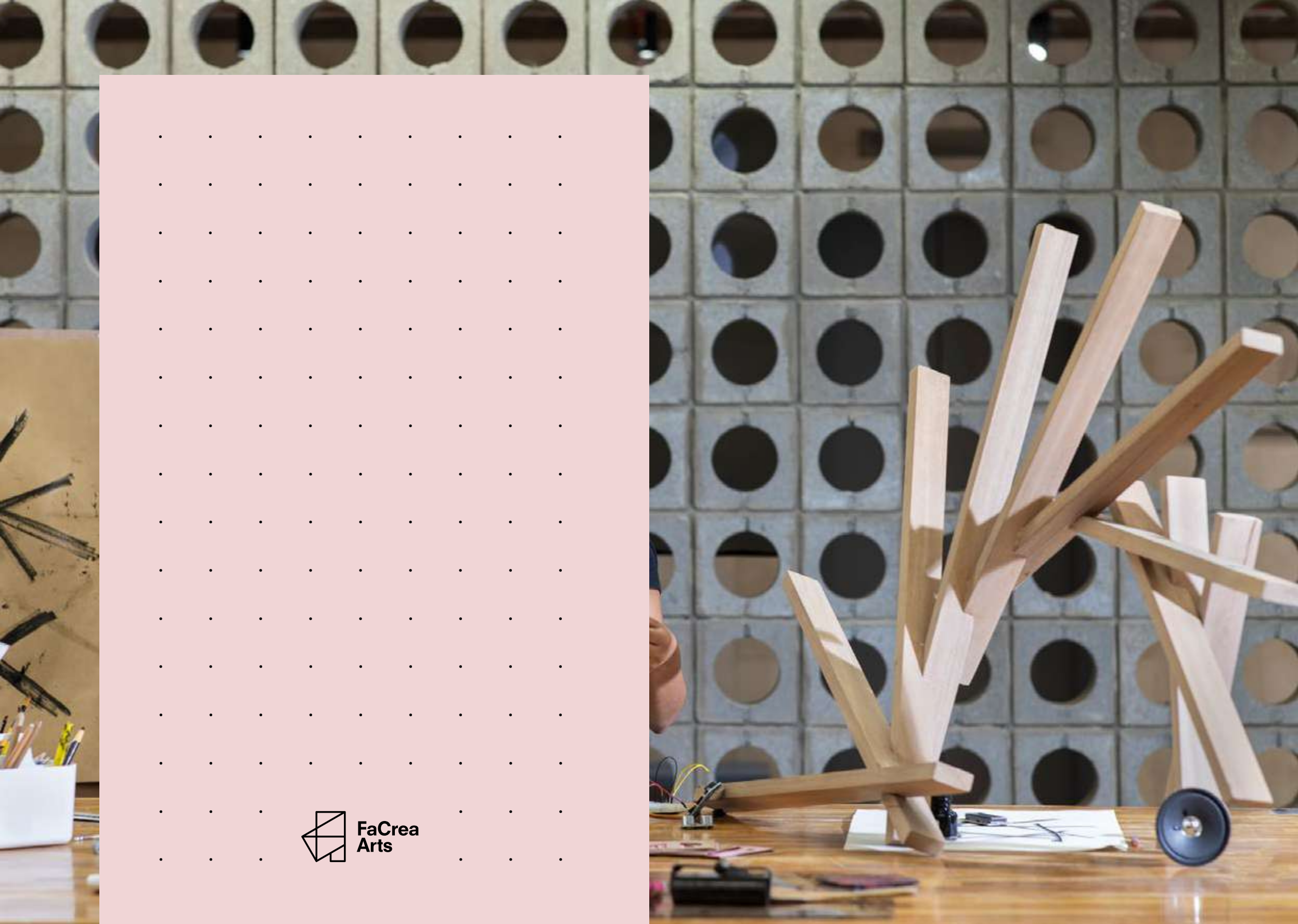
The Minor in Visual Arts deepens technical practice and propositional conceptualization in order to strengthen visual thinking and develop artistic projects.

### Minor in Digital Arts +

The Minor in Digital Arts focuses on digitalization in the creation of, and interaction with, artistic works and processes, combining technologies across areas such as visual arts, video, film, performance, games, design, and online art.

### Minor in Performance and Time-Based Arts +

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



# Curriculum structure

COMMON FOUNDATIONAL YEAR IN MATERIAL CREATIVE STUDIES	
SEMESTER 1	SEMESTER 2
Material Experimentation Studio 1. Fibers and Wood Code: 31210004 5 credits	Material Experimentation Studio 2. Clay and Metals Code: 31210008 5 credits
Analysis of Creative Works and Strategies 1. Fibers and Wood Code: 31210001 2 credits	Analysis of Creative Works and Strategies 2. Clay and Metals Code: 31210005 2 credits
Representation Methods in Arts, Architecture and Design 1 Code: 31210003 3 credits	Representation Methods in Arts, Architecture and Design 2 Code: 31210007 3 credits
Histories of Culture and Creativity 1 Code: 31210002 2 credits	Histories of Culture and Creativity 2 Code: 31210006 2 credits
Rosarista Lecture, History and Present Code: 60110260 2 credits	Critical Reading for Arts, Architecture and Design Code: 18610202 2 credits
Elective 3 credits	Political Constitution and Civic Education Code: 11210007 2 credits
<b>17 CREDITS</b>	<b>16 CREDITS</b>
<b>33 CREDITS</b>	



MAJOR IN ARTS				
SEMESTER 3	SEMESTER 4	SEMESTER 5	SEMESTER 6	SEMESTER 7
Arts Studio 1. Nature Code: 30810004 4 credits	Arts Studio 2. Culture Code: 30810008 4 credits	Arts Studio 3. Body Code: 30810011 4 credits	Arts Studio 4. Time Code: 30810014 4 credits	Arts Studio 5. Space Code: 30810016 4 credits
Analysis of Arts 1. Nature Code: 30810001 3 credits	Analysis of Arts 2. Culture Code: 30810005 3 credits	Analysis of Arts 3. Body Code: 30810009 3 credits	Analysis of Arts 4. Time and Space Code: 30810012 3 credits	Media Arts. Electronic Arts Code: 30810015 2 credits
Media Arts. Photography Code: 30810002 2 credits	Media Arts. Video and Animation Code: 30810006 2 credits	Representation Methods in Arts. Drawing Code: 30810010 2 credits	Representation Methods in Arts. Contemporary Techniques Code: 30810013 2 credits	Histories of Culture and Creativity 7 Code: 31210013 3 credits
Representation Methods in Arts. Painting Code: 30810003 2 credits	Representation Methods in Arts. Sculpture Code: 30810007 2 credits	Histories of Culture and Creativity 5 Code: 31210011 3 credits	Histories of Culture and Creativity 6 Code: 31210012 3 credits	Elective 3 credits
Histories of Culture and Creativity 3 Code: 31210009 3 credits	Histories of Culture and Creativity 4 Code: 31210010 3 credits	Elective (HM) 2 credits	Elective 2 credits	Elective 2 credits
Ethics Code: 17210004 2 credits	Critical Writing for Arts, Architecture and Design Code: 18610201 2 credits	Elective (HM) 2 credits	Elective 2 credits	Elective 2 credits
<b>16 CREDITS</b>	<b>16 CREDITS</b>	<b>16 CREDITS</b>	<b>16 CREDITS</b>	<b>16 CREDITS</b>
<b>80 CREDITS</b>				



# Curriculum structure

## MINOR IN VISUAL ARTS

SEMESTER 8	SEMESTER 9
Advanced Visual Arts Studio Code: 30810017 4 credits	Final Project in Visual Arts 12 credits
Advanced Techniques in Visual Arts Code: 30810018 2 credits	Elective 2 credits
Management and Projects in Cultural and Creative Industries Code: 31210014 3 credits	
Elective 3 credits	
Elective 2 credits	
<b>14 CREDITS</b>	<b>14 CREDITS</b>
<b>28 CREDITS</b>	

## MENOR EN ARTES DIGITALES

SEMESTER 8	SEMESTER 9
Advanced Digital Arts Studio Code: 30810021 4 credits	Final Project in Digital Arts 12 credits
Advanced Digital Techniques. Audiovisual Code: 30810022 2 credits	Elective 2 credits
Management and Projects in Cultural and Creative Industries Code: 31210014 3 credits	
Elective 3 credits	
Elective 2 credits	
<b>14 CREDITS</b>	<b>14 CREDITS</b>
<b>28 CREDITS</b>	

## MINOR IN PERFORMANCE AND TIME-BASED ARTS

SEMESTER 8	SEMESTER 9
Advanced Studio in Performance and Time-Based Arts Code: 30810019 4 credits	Final Project in Performance and Time-Based Arts 12 credits
Advanced Techniques in Performance Arts. Body and Sound Code: 30810020 2 credits	Elective 2 credits
Management and Projects in Cultural and Creative Industries Code: 31210014 3 credits	
Elective 3 credits	
Elective 2 credits	
<b>14 CREDITS</b>	<b>14 CREDITS</b>
<b>28 CREDITS</b>	



AND / OR

AND / OR



# Creative Studies



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

## **Introduction**

The Creative Studies program at Universidad del Rosario integrates arts, architecture, and design into a single educational experience. It develops competencies to lead and manage collaborative cultural projects within the cultural and creative industries. It also offers knowledge in management and entrepreneurship, while allowing students to develop their creativity across the artistic fields of their interest.

## **Distinctive features of the program**

- The Creative Studies program is transdisciplinary and emphasizes entrepreneurship and management within the cultural and creative industries.
- It offers an integrated experience across Arts, Architecture, Design, and the Cultural and Creative Industries.
- Students may pursue a double degree from the first semester and apply for international exchange opportunities from the fourth semester, enabling them to tailor their academic path.

## **Curriculum structure:**

The Creative Studies program consists of three main cycles: the Common Foundational Year in Creative Studies, the Major in Creative Studies, and Faculty Minors.

The Common Foundational Year provides essential foundations in arts, architecture, design, and creative studies from a transversal perspective.

After completing the foundational year, students enter the Major in Creative Studies, where they acquire technical, theoretical, and methodological tools to conceptualize, develop, and implement creative projects in a responsible and context-sensitive manner, considering environment, culture, and society.

Upon completion of the Major, students may choose from Minors in Architecture, Design, Arts, or Creative Studies, according to their interests and in alignment with diverse professional pathways.

## **Possible Minors in Creative Studies:**

### Minor in Creative and Cultural Industries +

This minor provides tools to develop, manage, and implement projects within the cultural and creative industries.

### Minor in Ephemeral Architecture +

In this minor, students develop and implement small-scale and ephemeral architectural projects, as well as the adaptation, rehabilitation, and remodeling of existing spaces and interior design.

### Minor in Visual Arts +

This minor deepens technical practice and conceptual development in order to strengthen visual thinking and support the creation of artistic projects.

### Minor in Digital Arts +

This minor focuses on digitalization in the creation of, and interaction with, artistic works and processes, combining technologies across areas such as visual arts, video, film, performance, games, design, and online art.

### Minor in Performance and Time-Based Arts +

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

### Minor in Visual Communication +

This minor deepens design processes and the creation of graphic and editorial pieces, both digital and analog, through practical exercises.

### Minor in Fashion and Textile Design +

This minor provides knowledge applicable to the fashion and textile design industries in Colombia, with an emphasis on environmental and social sustainability in creative processes and products, incorporating local techniques and traditions.

### Minor in Video Game Design and Animation +

This minor addresses the different levels and stages associated with video game development, as well as methodologies for creating 2D and 3D animation for multiple platforms.



# Curriculum structure

COMMON FOUNDATIONAL YEAR IN MATERIAL CREATIVE STUDIES	
SEMESTER 1	SEMESTER 2
Material Experimentation Studio 1. Fibers and Wood Code: 31210004 5 credits	Material Experimentation Studio 2. Clay and Metals Code: 31210008 5 credits
Analysis of Creative Works and Strategies 1. Fibers and Wood Code: 31210001 2 credits	Analysis of Creative Works and Strategies 2. Clay and Metals Code: 31210005 2 credits
Representation Methods in Arts, Architecture and Design 1 Code: 31210003 3 credits	Representation Methods in Arts, Architecture and Design 2 Code: 31210007 3 credits
Histories of Culture and Creativity 1 Code: 31210002 2 credits	Histories of Culture and Creativity 2 Code: 31210006 2 credits
Rosarista Lecture, History and Present Code: 60110260 2 credits	Critical Reading for Arts, Architecture and Design Code: 18610202 2 credits
Elective 3 credits	Political Constitution and Civic Education Code: 11210007 2 credits
<b>17 CREDITS</b>	<b>16 CREDITS</b>
<b>33 CREDITS</b>	



MAJOR IN CREATIVE STUDIES				
SEMESTER 3	SEMESTER 4	SEMESTER 5	SEMESTER 6	SEMESTER 7
Arts Studio 1. Nature Code: 30810004 4 credits	Architecture Studio 1. Environmental and Physical Context Considerations Code: 30610003 4 credits	Arts Studio 2. Culture Code: 30810008 4 credits	Architecture Studio 2. Sensory, Formal, and Cultural Considerations Code: 30610007 4 credits	Design Studio 5. Project Management and Administration in Design Code: 30710016 4 credits
Analysis of Arts 1. Nature Code: 30810001 3 credits	Analysis in Design 2 credits	Analysis of Arts 2. Culture Code: 30810005 3 credits	Analysis in Design 2 credits	Analysis in Design 2 credits
Representation Methods in Arts, Design or Architecture 2 credits	Representation Methods in Arts, Design or Architecture 3 credits	Representation Methods in Design or Architecture 3 credits	Representation Methods in Arts, Design or Architecture 2 credits	Representation Methods in Arts, Design or Architecture 3 credits
Management in Cultural and Creative Industries 1. Cultural Ecosystem Code: 31110015 2 credits	Management in Cultural and Creative Industries 2. Cultural Policy Code: 31110016 2 credits	Histories of Culture and Creativity 5 Code: 31210011 3 credits	Management in Cultural and Creative Industries 3. Sustainability Code: 31110017 2 credits	Histories of Culture and Creativity 7 Code: 31210013 3 credits
Histories of Culture and Creativity 3 Code: 31210009 3 credits	Histories of Culture and Creativity 4 Code: 31210010 3 credits	Elective (HM) 3 credits	Histories of Culture and Creativity 6 Code: 31210012 3 credits	Elective 3 credits
Ethics Code: 17210004 2 credits	Critical Writing for Arts, Architecture and Design Code: 18610201 2 credits		Elective 3 credits	
<b>16 CREDITS</b>	<b>16 CREDITS</b>	<b>16 CREDITS</b>	<b>16 CREDITS</b>	<b>15 CREDITS</b>
<b>79 CREDITS</b>				



# Curriculum structure

## MINOR IN CREATIVE AND CULTURAL INDUSTRIES

SEMESTER 8	SEMESTER 9
Advanced Studio in Cultural and Creative Industries Code: 31110005 4 credits	Final Project in Cultural and Creative Industries 12 credits
Analysis and Strategies in Cultural and Creative Industries Code: 31110004 3 credits	Elective 2 credits
Management and Projects in Cultural and Creative Industries Code: 31210014 3 credits	
Elective 3 credits	
Elective 2 credits	
<b>14 CREDITS</b>	<b>14 CREDITS</b>
<b>28 CREDITS</b>	

## MINOR IN EPHEMERAL ARCHITECTURE

SEMESTER 8	SEMESTER 9
Advanced Architecture and City Studio. Ephemeral Architecture Code: 30610017 4 credits	Final Project in Ephemeral Architecture 12 credits
Architecture and Sustainability Techniques. Active and Passive Systems Code: 30610018 3 credits	Elective 3 credits
Analysis of Works and Strategies in Architecture and City. Interior Design and Ephemeral Architecture Code: 30610016 2 credits	Elective 2 credits
Management and Projects in Cultural and Creative Industries Code: 31210014 3 credits	
Elective 3 credits	
Elective 2 credits	
<b>17 CREDITS</b>	<b>17 CREDITS</b>
<b>34 CREDITS</b>	

AND / OR

## MINOR IN VISUAL ARTS

SEMESTER 8	SEMESTER 9
Advanced Visual Arts Studio Code: 30810017 4 credits	Final Project in Visual Arts 12 credits
Advanced Techniques in Visual Arts Code: 30810018 2 credits	Elective 2 credits
Management and Projects in Cultural and Creative Industries Code: 31210014 3 credits	
Elective 3 credits	
Elective 2 credits	
<b>14 CREDITS</b>	<b>14 CREDITS</b>
<b>28 CREDITS</b>	

AND / OR



# Curriculum structure

## MINOR IN DIGITAL ARTS

**SEMESTER 8**                      **SEMESTER 9**

Advanced Digital Arts Studio  
Code: 30810021  
4 credits

Final Project in Digital Arts  
12 credits

Advanced Digital Techniques.  
Audiovisual  
Code: 30810022  
2 credits

Elective  
2 credits

Management and Projects in  
Cultural and Creative Industries  
Code: 31210014  
3 credits

Elective  
3 credits

Elective  
2 credits

**14 CREDITS**

**14 CREDITS**

**28 CREDITS**

## MINOR IN PERFORMANCE AND TIME-BASED ARTS

**SEMESTER 8**                      **SEMESTER 9**

Advanced Studio in Performance  
and Time-Based Arts  
Code: 30810019  
4 credits

Final Project in Performance  
and Time-Based Arts  
12 credits

Advanced Techniques in  
Performance Arts. Body and Sound  
Code: 30810020  
2 credits

Elective  
2 credits

Management and Projects in  
Cultural and Creative Industries  
Code: 31210014  
3 credits

Elective  
3 credits

Elective  
2 credits

**14 CREDITS**

**14 CREDITS**

**28 CREDITS**

## MINOR IN VISUAL COMMUNICATION

**SEMESTER 8**                      **SEMESTER 9**

Advanced Design Studio  
in Visual Communication.  
Visualization and Concepts  
Code: 30710019  
4 credits

Final Project in Visual  
Communication  
12 credits

Advanced Techniques  
in Visual Communication.  
Production for Digital  
and Analog Media  
Code: 30710020  
2 credits

Elective  
2 credits

Management and Projects in  
Cultural and Creative Industries  
Code: 31210014  
3 credits

Elective  
3 credits

Elective  
2 credits

**14 CREDITS**

**14 CREDITS**

**28 CREDITS**



AND / OR

AND / OR

# Curriculum structure

## MINOR IN FASHION AND TEXTILE DESIGN

SEMESTER 8	SEMESTER 9
------------	------------

Advanced Design Studio in Fashion and Textiles  
Code: 30710021  
4 credits

Advanced Techniques in Fashion and Textile Design  
Code: 30710022  
2 credits

Management and Projects in Cultural and Creative Industries  
Code: 31210014  
3 credits

Elective  
3 credits

Elective  
2 credits

Final Project in Fashion and Textile Design  
12 credits

Elective  
2 credits

14 CREDITS

14 CREDITS

28 CREDITS

## MINOR IN EXPERIENCE AND SERVICE DESIGN

SEMESTER 8	SEMESTER 9
------------	------------

Advanced Design Studio in Experiences and Services. Interaction and Digital Concepts  
Code: 30710023  
4 credits

Advanced Techniques in Experience Design. Technologies for Interaction  
Code: 30710024  
2 credits

Management and Projects in Cultural and Creative Industries  
Code: 31210014  
3 credits

Elective  
3 credits

Elective  
2 credits

Final Project in Experience and Service Design  
12 credits

Elective  
2 credits

14 CREDITS

14 CREDITS

28 CREDITS

AND / OR

## MINOR IN VIDEO GAME DESIGN AND ANIMATION

SEMESTER 8	SEMESTER 9
------------	------------

Advanced Design Studio in Video Games and Animation  
Code: 30710025  
4 credits

Advanced Techniques in Video Game Design and Animation  
Code: 30710026  
2 credits

Management and Projects in Cultural and Creative Industries  
Code: 31210014  
3 credits

Elective  
3 credits

Elective  
2 credits

Final Project in Video Game Design and Animation  
12 credits

Elective  
2 credits

14 CREDITS

14 CREDITS

28 CREDITS

AND / OR





# Design



*Develop your creative ideas across any field of design through 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 advanced methodologies to develop students' potential across different areas of design, from traditional practices to the most advanced technologies. Students may explore graphic and editorial design, product and furniture design, fashion and accessory design, animation and video game design, as well as the management and administration of design projects.

## **Distinctive features of the program**

- In the Design program at Universidad del Rosario, students have access to advanced tools and methodologies to develop their creative ideas.
- Students can master technologies and local techniques through a hands-on and critical learning methodology focused on the needs of their context. They also have the option to choose among different minors to acquire unique and personalized competencies according to their interests.
- At FaCrea, students may pursue a double degree from the first semester or apply for an international exchange from the fourth semester, allowing them to shape an academic path aligned with their aspirations.

## **Curriculum structure:**

The Design program consists of three cycles: the Common Foundational Year in Creative Studies, the Major in Design, and Minors in Design. The Common Foundational Year focuses on teaching the foundations of arts, architecture, design, and creative studies from a comparative and transversal perspective.

After completing the Common Foundational Year, students in the Design program enter the Major in Design, where they learn to identify, analyze, and apply the multiple variables involved in a design project. Emphasis is placed on responsibility and sensitivity toward context, the environment, culture, construction processes, and society.

Students in the Design program may choose a Minor in Design according to their interests and in line with the diversity of professional fields. They also have the option to take any of the Minors offered by the Faculty in order to diversify their education.

## **Posibles menores para Diseño:**

### Minor in Industrial Design +

This minor deepens sustainable design and manufacturing processes through practical exercises.

### Minor in Visual Communication +

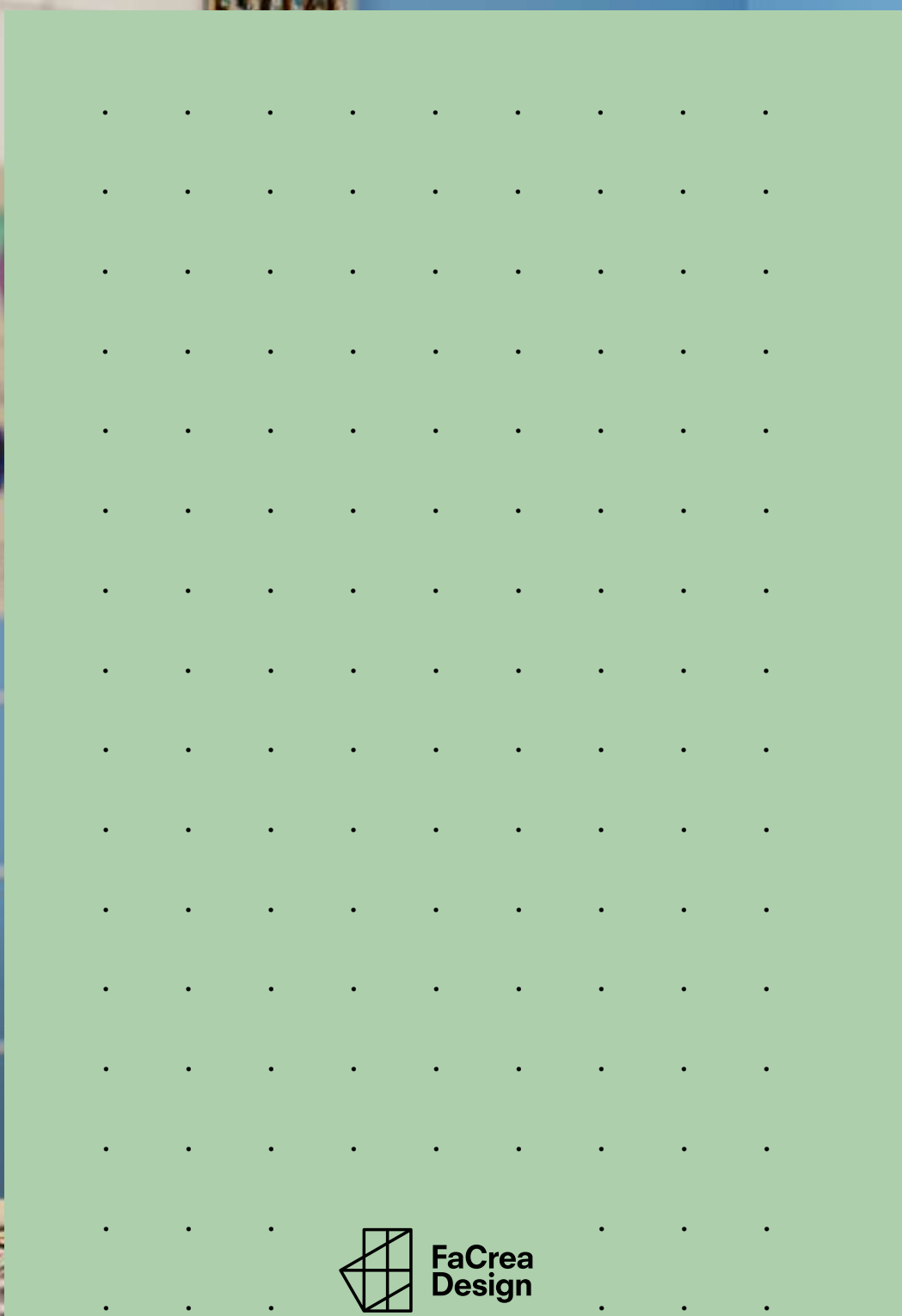
This minor deepens design processes and the creation of graphic and editorial pieces, both digital and analog, through practical exercises.

### Minor in Fashion and Textile Design +

This minor provides knowledge applicable to the fashion and textile design industries in Colombia, with an emphasis on environmental and social sustainability in creative processes and products, incorporating local techniques and traditions.

### Minor in Video Game Design and Animation +

This minor addresses the different levels and stages associated with video game development, as well as methodologies for creating 2D and 3D animation for multiple platforms.



# Curriculum structure

COMMON FOUNDATIONAL YEAR IN MATERIAL CREATIVE STUDIES	
SEMESTER 1	SEMESTER 2
Material Experimentation Studio 1. Fibers and Wood Code: 31210004 5 credits	Material Experimentation Studio 2. Clay and Metals Code: 31210008 5 credits
Analysis of Creative Works and Strategies 1. Fibers and Wood Code: 31210001 2 credits	Analysis of Creative Works and Strategies 2. Clay and Metals Code: 31210005 2 credits
Representation Methods in Arts, Architecture and Design 1 Code: 31210003 3 credits	Representation Methods in Arts, Architecture and Design 2 Code: 31210007 3 credits
Histories of Culture and Creativity 1 Code: 31210002 2 credits	Histories of Culture and Creativity 2 Code: 31210006 2 credits
Rosarista Lecture, History and Present Code: 60110260 2 credits	Critical Reading for Arts, Architecture and Design Code: 18610202 2 credits
Elective 3 credits	Political Constitution and Civic Education Code: 11210007 2 credits
<b>17 CREDITS</b>	<b>16 CREDITS</b>
<b>33 CREDITS</b>	



MAJOR IN DESIGN				
SEMESTER 3	SEMESTER 4	SEMESTER 5	SEMESTER 6	SEMESTER 7
Design Studio 1. Graphic and Editorial Design Code: 30710002 4 credits	Design Studio 2. Industrial and Furniture Design Code: 30710006 4 credits	Design Studio 3. Textile and Fashion Design Code: 30710010 4 credits	Design Studio 4. Experience and Service Design Code: 30710013 4 credits	Design Studio 5. Project Management and Administration in Design Code: 30710016 4 credits
Design Technique 1. Technical and Technological Processes in Visual Communication Code: 30710004 2 credits	Design Technique 2. Models and Prototypes Code: 30710008 2 credits	Design Technique 3. Technical and Technological Processes in the Fashion Industry Code: 30710012 2 credits	Design Technique 4. Design Technology Laboratory Code: 30710015 2 credits	Histories of Culture and Creativity 7 Code: 31210013 3 credits
Analysis in Design 1. Typography and Colour Code: 30710001 2 credits	Analysis in Design 2. Human Factors in Industrial Design Code: 30710005 2 credits	Analysis in Design 3. Fashion and Textile Design Code: 30710009 2 credits	Representation Methods in Design 4. Digital Animation Code: 30710014 2 credits	Elective 3 credits
Representation Methods in Design 1. Digital and Analog Graphic Illustration Code: 30710003 3 credits	Representation Methods in Design 2. 3D Modelling Code: 30710007 3 credits	Representation Methods in Design 3. Fashion Drawing, Garment Construction and Patternmaking Code: 30710011 2 credits	Histories of Culture and Creativity 6 Code: Code: 31210012 3 credits	Elective 3 credits
Histories of Culture and Creativity 3 Code: 31210009 3 credits	Histories of Culture and Creativity 4 Code: 31210010 3 credits	Histories of Culture and Creativity 5 Code: 31210011 3 credits	Elective (HM) 3 credits	Elective 3 credits
Ethics Code: 17210004 2 credits	Critical Writing for Arts, Architecture and Design Code: 18610201 2 credits	Elective 2 credits	Elective 2 credits	Elective 3 credits
Elective 2 credits		Elective 2 credits		
<b>16 CREDITS</b>	<b>16 CREDITS</b>	<b>17 CREDITS</b>	<b>16 CREDITS</b>	<b>13 CREDITS</b>
<b>78 CREDITS</b>				



# Curriculum structure

## MINOR IN INDUSTRIAL DESIGN

SEMESTER 8	SEMESTER 9
Advanced Design Studio in Industrial Design. Product and Sustainability Code: 30710017 4 credits	Final Project in Industrial Design 12 credits
Advanced Techniques in Industrial Design. Forming, Deforming, Materiality, Life Cycle Code: 30710018 2 credits	Elective 2 credits
Management and Projects in Cultural and Creative Industries Code: 31210014 3 credits	
Elective 3 credits	
Elective 2 credits	
<b>14 CREDITS</b>	<b>14 CREDITS</b>
<b>28 CREDITS</b>	

## MINOR IN VISUAL COMMUNICATION

SEMESTER 8	SEMESTER 9
Advanced Design Studio in Visual Communication. Visualization and Concepts Code: 30710019 4 credits	Final Project in Visual Communication 12 credits
Advanced Techniques in Visual Communication. Production for Digital and Analog Media Code: 30710020 2 credits	Elective 2 credits
Management and Projects in Cultural and Creative Industries Code: 31210014 3 credits	
Elective 3 credits	
Elective 2 credits	
<b>14 CREDITS</b>	<b>14 CREDITS</b>
<b>28 CREDITS</b>	

AND / OR

## MINOR IN FASHION AND TEXTILE DESIGN

SEMESTER 8	SEMESTER 9
Advanced Design Studio in Fashion and Textiles Code: 30710021 4 credits	Final Project in Fashion and Textile Design 12 credits
Advanced Techniques in Fashion and Textile Design Code: 30710022 2 credits	Elective 2 credits
Management and Projects in Cultural and Creative Industries Code: 31210014 3 credits	
Elective 3 credits	
Elective 2 credits	
<b>14 CREDITS</b>	<b>14 CREDITS</b>
<b>28 CREDITS</b>	

AND / OR



# Curriculum structure

**MINOR IN VIDEO GAME DESIGN AND ANIMATION**

**SEMESTER 8**                      **SEMESTER 9**

Advanced Design Studio in Video Games and Animation  
**Code: 30710025**  
 4 credits

Advanced Techniques in Video Game Design and Animation  
**Code: 30710026**  
 2 credits

Management and Projects in Cultural and Creative Industries  
**Code: 31210014**  
 3 credits

Elective  
 3 credits

Elective  
 2 credits

Final Project in Video Game Design and Animation  
 12 credits

Elective  
 2 credits

**14 CREDITS**

**14 CREDITS**

**28 CREDITS**

**MINOR IN EXPERIENCE AND SERVICE DESIGN**

**SEMESTER 8**                      **SEMESTER 9**

Advanced Design Studio in Experiences and Services. Interaction and Digital Concepts  
**Code: 30710023**  
 4 credits

Advanced Techniques in Experience Design. Technologies for Interaction  
**Code: 30710024**  
 2 credits

Management and Projects in Cultural and Creative Industries  
**Code: 31210014**  
 3 credits

Elective  
 3 credits

Elective  
 2 credits

Final Project in Experience and Service Design  
 12 credits

Elective  
 2 credits

**14 CREDITS**

**14 CREDITS**

**28 CREDITS**

AND / OR





## Musical Theatre



*Make your dreams of acting, singing, and dancing a reality at the most experienced Musical Theatre school in Colombia. Become a well-rounded performer and captivate your audience on any stage.*

## **Introduction**

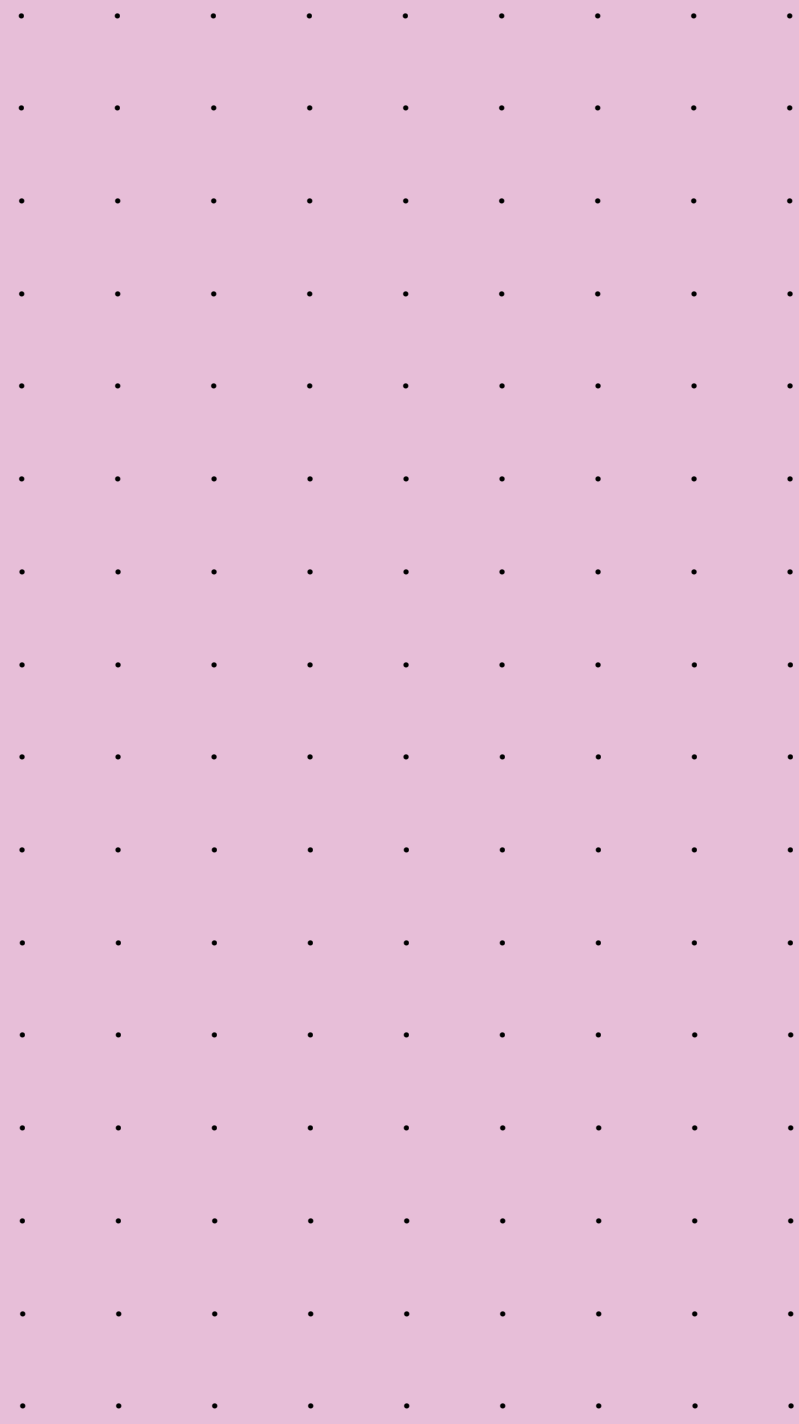
The Musical Theatre program at Universidad del Rosario offers comprehensive training in the three disciplines that define this performing arts genre. You will learn acting techniques to convey emotions on stage, develop vocal techniques for singing, and discover how to tell stories through movement and 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.

## **Our distinctive features**

- The Musical Theatre program at Universidad del Rosario is supported by MISI Producciones, the most established company in Colombia in this field.
- Students receive guidance and mentorship from actors, musicians, and dancers with extensive national and international experience.
- From the fourth semester onward, students may participate in MISI Producciones performances and gain professional stage experience while studying.
- Within the Faculty, students may pursue a double degree from the first semester or apply for an international exchange from the fourth semester, allowing them to shape their academic path.

## **Curriculum structure:**

The Musical Theatre program provides professional training in the three core disciplines of the genre: theatre, music, and dance, shaping students into well-rounded performers. Graduates may work across diverse professional settings, including theatre, television, film, dance, singing, and voice work. The program offers a fertile environment to develop expressive proposals and reflect the diversity and cultural richness of Colombia.





# Curriculum structure

MUSICAL THEATRE							
SEMESTER 1	SEMESTER 2	SEMESTER 3	SEMESTER 4	SEMESTER 5	SEMESTER 6	SEMESTER 7	SEMESTER 8
Jazz Dance 1 DA 2 credits	Jazz Dance 2 DA 2 credits	Contempo Jazz 1 DA 2 credits	Contempo Jazz 2 DA 2 credits	Advanced Jazz 1 DA 2 credits	Advanced Jazz 2 DA 2 credits	Contemporary 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 Theatre 1 DA 2 credits	Ballet for Musical Theatre 2 DA 2 credits	The Art of Acting TE 2 credits	Final Project in Musical Theatre IN 12 credits
Tap 1 DA 1 credit	Tap 2 DA 1 credit	Tap 3 DA 1 credit	Acting Techniques 1 TE 3 credits	Acting Techniques 2 TE 3 credits	The Actor's Transformation TE 3 credits	Acting Through Song 2 TE 3 credits	Advanced Elective EP 3 credits
Discovering the Actor TE 3 credits	Knowing the Actor TE 3 credits	Introduction to Acting TE 3 credits	Vocal Practice 4 MU 2 credits	Choral Singing 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 credit	Vocal Coaching 5 MU 2 credits	Choral Singing 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	Advanced Elective EP 3 credits	
The Origins of Musical Theatre HU 2 credits	Musical Theatre Today and Tomorrow HU 2 credits	Keyboard 1 MU 1 credit	Writing for Musical Theatre 2 credits	Elective 2 credits	Musical Ensemble 4 IN 3 credits	Advanced Elective EP 3 credits	
Rosarista Chair NFR 2 credits	Text Analysis NFR 2 credits	Musical Ensemble 1 IN 3 credits	Ethics 2 credits	Elective 2 credits	Advanced Elective EP 3 credits		
Elective 2 credits	Elective 2 credits	Narrative Analysis for Musical Theater 2 credits					
<b>18 CREDITS</b>	<b>18 CREDITS</b>	<b>18 CREDITS</b>	<b>17 CREDITS</b>	<b>18 CREDITS</b>	<b>19 CREDITS</b>	<b>18 CREDITS</b>	<b>17 CREDITS</b>
<b>144 CREDITS</b>							



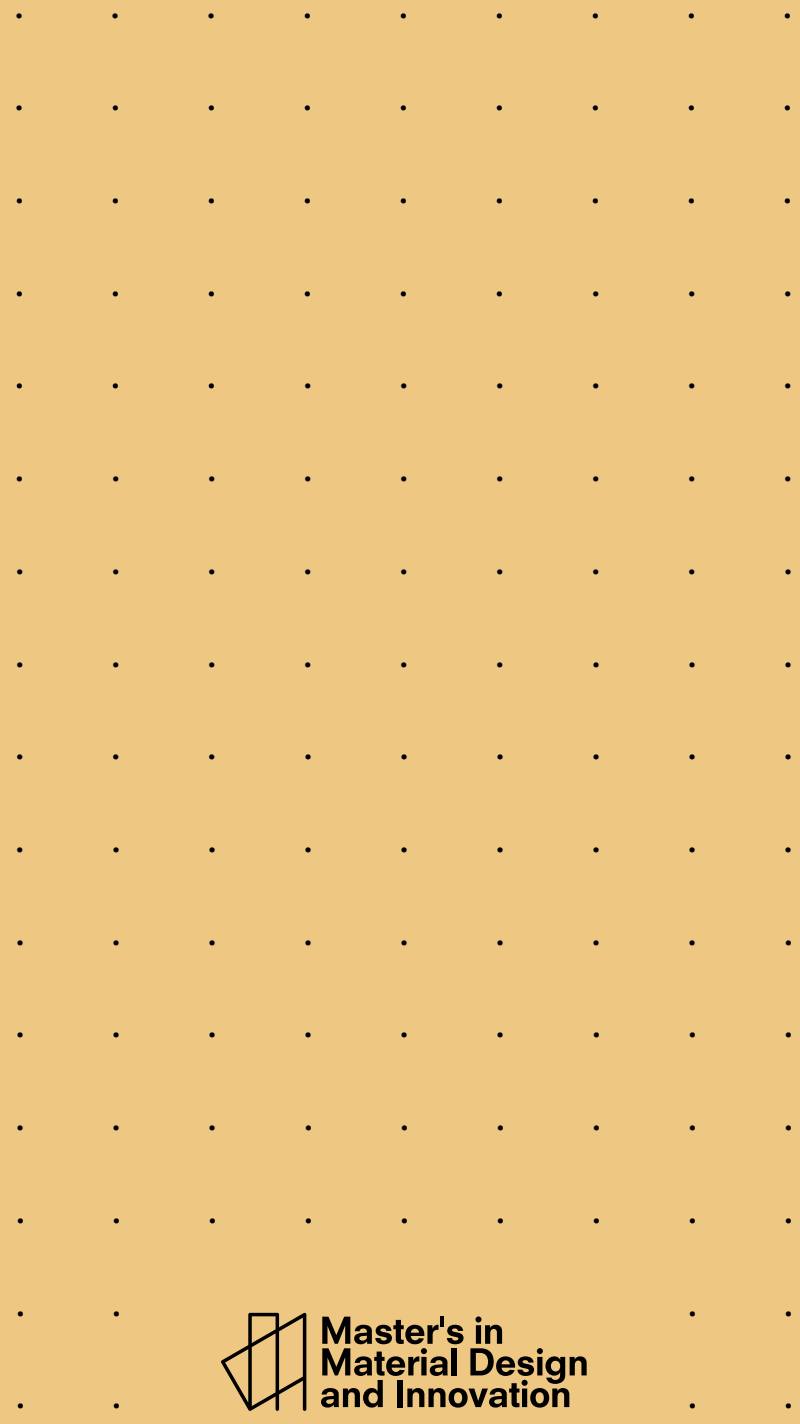
# Master's in Materials Design and Innovation (MADIM)



*Investigates the technical, sensory, and cultural dimensions of materials in order to create sustainable products and systems.*

## **Introduction**

The Master's in Materials Design and Innovation trains graduates committed to the technical, scientific, and experiential development of materials and their applications. The program seeks to impact the productive, business, and industrial sectors through an environmentally responsible approach, leveraging the country's biodiversity and adapting to local dynamics. This Master's is a collaboration between the Schools of Management, Engineering, Science and Technology, and the Faculty of Creative Studies, integrating creative, scientific, and management skills to address the challenges posed by the Sustainable Development Goals in industry.



# Curriculum structure

SEMESTER 1	SEMESTER 2	SEMESTER 3
<p>Idea Generation Seminar Code: 41110001 2 credits</p>	<p>Final Project 1 Code: 41110007 2 credits</p>	<p>Final Project 2 Code: 41110012 6 credits</p>
<p>Biodiversity and Science: Living Materials Code: 41110002 2 credits</p>	<p>Materials Selection Code: 41110008 3 credits</p>	<p>Agile Methodologies for Project Management Code: 41110013 2 credits</p>
<p>Entrepreneurship for Innovation Code: 41110003 2 credits</p>	<p>Product Creation Code: 41110009 2 credits</p>	<p>Innovation Management Code: 41110014 2 credits</p>
<p>Characterization of Inputs Code: 41110004 2 credits</p>	<p>Experimentation Studio Code: 41110010 3 credits</p>	<p>Elective 2 credits</p>
<p>Environmental Performance and Optimization in Industry Code: 41110005 2 credits</p>	<p>Design and Circular Economy Code: 41110011 2 credits</p>	
<p>Materials Structure Studio Code: 41110006 2 credits</p>		
<b>12 CREDITS</b>	<b>12 CREDITS</b>	<b>12 CREDITS</b>
<b>36 CREDITS</b>		



**UR MISI** is a platform that promotes the cultural and creative development of musical theatre in Colombia. The school has trained more than 25,000 artists in dance, singing, and acting, and the company has produced more than 30 professional titles. In order to continue growing, the school now offers new courses that invite students to explore visual arts and other creative areas. Each year, it presents a Christmas show that attracts more than one million viewers, consolidating a unique tradition in the country. Our mission is to promote artistic development in Colombia in order to build a better country through art. We do this by training well-rounded artists, creating original musical theatre titles, and producing major works from the universal repertoire in collaboration with producers around the world.

# MISI Creative School

CURSOS ADULTOS 2026-1



TALLER PRESENCIAL  
**K-Pop juvenil**

EDAD: 12 a 17 años  
VIERNES | 5:00 p.m.  
6 DE FEBRERO AL 29 DE MAYO

Sede MISI  
Calle 103B # 51 - 11

[\*]

CURSOS ADULTOS 2026-1



TALLER PRESENCIAL  
**Broadway y acondicionamiento físico**  
NIVEL PRINCIPIANTE  
NIVEL INTERMEDIO-AVANZADO

EDAD: 18 años en adelante  
MARTES | 6:30 p.m.  
3 DE FEBRERO AL 26 DE MAYO

Sede MISI  
Calle 103B # 51 - 11

[\*]



[\*]



[\*]



[\*]



[\*]



[\*]



[\*]



[\*]



[\*]



[\*]

[\*] Promotional pieces for MISI Creative School

A wide range of courses in creative areas for all ages. 413 students enrolled in 2026\_1.

# UR MISI Productions



[ 1 ]



[ 2 ]



[ 3 ]

With companies composed of students, alumni, and faculty, UR MISI Productions has brought multiple productions to the main theatres in Colombia.

In recent years, audiences have enjoyed:  
Scrooge and the Ghosts of Christmas  
Sister Act  
Mamma Mia!  
Simply Christmas  
The Fantastic Kingdom of the Orchids  
The Composer of Dreams

[ 1 ] Scrooge and the Ghosts of Christmas

[ 2 ] Sister Act

[ 3 ] Mamma Mia!

# Continuing Education



[\*]



[\*]



[3]

**Diploma programmes in**  
Fashion with Identity  
Arts Direction  
Interior Design  
Biomaterials  
Museology  
Circus  
Visual Merchandising  
Creative Artificial Intelligence



[\*] Promotional materials - Continuing Education

# Full-time Faculty Faculty of Creative Studies



**Adriana García**  
[adrianade.garcia@urosario.edu.co](mailto:adrianade.garcia@urosario.edu.co)  
🎥 Curriculum video

Artist, composer, and university lecturer. She is currently pursuing doctoral studies in Philosophy. She holds a Master's degree in Cultural Studies and a Bachelor's degree in Fine Arts. Her research interests focus on creation and research-creation as methodologies through which she integrates visual arts, sound, and performance in order to explore the relationship between the body, voice, and representation as fundamental tools of knowledge.

Since 2024, she has been a full-time faculty member and Director of the Arts programme at the Faculty of Creative Studies, Universidad del Rosario. Her practice includes projects such as the original music for the feature film *Virus Tropical*, the exhibition *Ruidosa* at the Cinemateca de Bogotá, and the sound action *La Voz y la Cosa* at the Bogotá Planetarium. She has received recognitions such as the Macondo Award for Best Original Song and the CIFO grant. In addition, her work is part of international collections such as those of the Centre Pompidou and FNAC in France.



**Alejandro Piñol**  
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🎥 Curriculum video

His practice articulates research and architectural design with drawing as an interdisciplinary tool and pedagogical strategy. He has worked as a designer and builder of projects in Colombia and has collaborated on single-family and collective housing projects in the United States and Spain.

He is a full-time faculty member at the Faculty of Creative Studies, Universidad del Rosario, and has been a visiting lecturer and speaker in Chile and Brazil. He was a cultural manager for the platform c-a-m-p-o, through which he received a grant from the Graham Foundation for the project *Banal de Arquitectura*. He was nominated for the MCHAP.emerge award in Chicago for the Villanueva Public Library project and received an Honourable Mention at the Colombian Architecture and Urbanism Biennial. His work circulates in leading international publications and exhibitions.



**Alejandro Puentes**  
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🎥 Curriculum video

Architect, educator, and researcher. His practice addresses the design of buildings, urban spaces, modular systems, and AI-assisted creative processes, connecting architecture, material experimentation, and emerging technologies through collaborations between humans and machines.

He refers to this approach as *Convergence Architectures*, where spatial thinking integrates computational design and interdisciplinary production to develop buildings, prototypes, products, and systems at multiple scales. He is a full-time faculty member at the Faculty of Creative Studies, Universidad del Rosario, where he leads the research group *Material Synthesis* and directs the consultancy space *Fábrica Creativa*.

Previously, he led the Planning and Design team at the Bogotá Secretariat of Education, worked as a physical designer at Local Projects (New York), taught at Universidad de los Andes, and co-founded Buró Tres and 4H. He has received first prizes for the Colombia Pavilion at Expo Shanghai, the CAFAM Water Park, and the Music Practice Building at Universidad de los Andes. He holds a Master's degree from ITP (NYU) and is an architect with a minor in economics from Universidad de los Andes.



**Alma Sarmiento**

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📺 Curriculum video

Visual artist (Universidad Nacional de Colombia), Master's and PhD in Arts (Université Paris 1 Panthéon-Sorbonne). Through a sustained study of time and collage understood as conceptual and analytical devices, her artistic work questions the models of continuity, linearity, and homogeneity that have structured dominant temporal narratives in the West.

From a conception of collage as an epistemological system, she develops projects that operate as critical fictions and temporal disobediences in response to contemporary regimes of acceleration. She has explored artistic media and practices such as the artist's book, embroidery, ceramics, video-performance, and video art, presenting her work in exhibitions, publications, and conferences in Colombia, France, Mexico, Germany, among other countries.

She is currently Associate Professor at the Faculty of Creative Studies, Universidad del Rosario, where she has carried out teaching and leadership roles in the Arts programme, as well as leading projects aimed at strengthening Global South cultural practices and the appreciation of artistic and creative heritage in Colombia and the region.



**Ana Isabel Cajiao**

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Art historian (Università di Bologna), Master's in Advanced Studies in Art History (University of Barcelona), and PhD in Art History specializing in aesthetics and theory of contemporary arts with an emphasis on contemporary photography (University of Barcelona). Her main academic interests revolve around the duality between reality and fiction, the loss of identity in the contemporary subject, and the representation of the uncanny in contemporary photography.

Throughout her professional career, she has worked as a cultural manager in Milan, organizing cultural exchange projects between Italy and Colombia; at the Cercle Artístic Sant Lluç in Barcelona, as head of exhibitions and cultural programming; and in Bogotá in the design of educational exhibitions. Since 2020, she has been dedicated to teaching art history. She is currently a lecturer at the Faculty of Creative Studies, Universidad del Rosario, and coordinator of the area of histories of culture and creativity.



**Ana María Cifuentes**

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📺 Curriculum video

Art historian and Master's in Museology (École du Louvre) and Curatorship (Sorbonne). Since 2022, she has been a full-time lecturer at the Faculty of Creative Studies, Universidad del Rosario.

Her career integrates teaching, research-creation, and academic leadership of undergraduate programmes in Colombia, with solid experience in both the public and private cultural sectors. She has been affiliated with the Museum of Bogotá, the Center for Memory, Peace and Reconciliation, and the National Museum of Memory, where she has developed curatorial, museological, and editorial projects focused on contemporary multidisciplinary creation, as well as historical, heritage, and memory perspectives.

She has served as a juror in district and national cultural calls, including the XIII edition of the Luis Caballero Award (Idartes, 2025). Among her curatorial projects are *La ciudad silenciada*. *Marta Rodríguez y Jorge Silva* (Museum of Bogotá, 2013); *Dog Days Bogotá*, by Alec Soth (Museum of Bogotá, 2014); *Más allá del cliché*, the photographic archive of Ernest Bourgarel (France-Colombia Year, 2017); and *OVNI - Objetos Visibles No Identificados* (BOG25 Biennial, Alliance Française of Bogotá, 2025).



**Adán Farías**

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📺 Curriculum video

Master's in Graphic Communication Design (Central Saint Martins, UAL) and Graphic Design (IED Madrid), specialist in Design Pedagogy (Universidad Nacional de Colombia), and Social Communicator with an emphasis in Editorial Production (Pontificia Universidad Javeriana).

His research-creation focuses on speculative and critical practices oriented toward the decolonization of design narratives, as well as the intersection between queer theory, visual experimentation, and radical pedagogies.

Since 2023, he has been a full-time faculty member at the Faculty of Creative Studies, Universidad del Rosario. He has led projects such as *Wearers Festival* and *UAL Latinxs Collective* and has collaborated as a designer with the National Library of Colombia, UN Women, and Bloomberg Philanthropies. He has participated in conferences such as the *Design History Society Annual Conference* and the *AIGA Educators Conference*. In 2025, he was awarded the *Inspirational Professor* distinction by Universidad del Rosario.



**Carolina Izquierdo**

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Publicist (Universidad Jorge Tadeo Lozano) and holds a Master's degree in Marketing Management and Commercial Direction (EAE Barcelona). Her professional trajectory in fashion spans entrepreneurship, garment design, education, and research.

She is the founder and creative director of SoloCi, a custom fashion studio that eliminates traditional sizing under the premise that garments should adapt to the body rather than the other way around. As a costume designer, she has worked in audiovisual productions and opera, developing visual characterization.

She is currently a professor at the Faculty of Creative Studies, Universidad del Rosario, where she leads the fashion area and actively participates in research on textile technology applied to different fields. She conceives fashion as a medium of expression, identity, and a tool for community engagement, exploring both its personal dimension and its transformative social potential.



**Carolina Saldarriaga**

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Her work is grounded in architectural design as a situated practice. Through both built work and research, she examines how architecture shapes spatial experience and contributes to the cultural construction of territories. She is an architect, holds a Master's degree in Advanced Architectural Design (University of Buenos Aires), and a PhD in Urban and Territorial Studies (Universidad Nacional de Colombia), where her dissertation received the highest distinction.

She is a full-time faculty member at the Faculty of Creative Studies, Universidad del Rosario. Her trajectory integrates teaching, research, publications, and collaborative 1:1 construction projects, linking critical reflection with material practice. Her project *Construyendo Utopías: Un teatro en la selva* received an Honourable Mention at the XXVI Colombian Architecture and Urbanism Biennial (2018).



**Claudia Gómez**

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Interdisciplinary architect, textile designer, and holds a Master's degree in Creative and Cultural Industries. She is a professor at the Faculty of Creative Studies, Universidad del Rosario. She also directs IIT Bogotá (Latin American node of the Institute International Trendscouting, HAWK) and leads the Business Observatory on Sustainability in Fashion.

Her research interests focus on colour and CMF analysis (Colour, Material, Finish), biomaterials, natural dyeing, and situated material practices of the Global South, with emphasis on fibres, pigments, and territorial knowledge systems in Colombia.

Her work is grounded in research-creation methodologies, articulating design, sustainability, creative economies, and cognitive justice. She has more than 18 years of experience in higher education, consulting, and project management in sustainability, circular fashion, and the creative economy.

She has collaborated with organizations such as UNDP, the British Council, IDARTES, In Place of War, and Pacto Global Red Colombia. Her academic production has been published in *Creative and Cultural Enterprise Programme - Laboratorios en Red*, *Obra y artefacto*, and *Design aus Hildesheim*, among others.



**Diego Giraldo**

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Designer, visual artist, and lecturer. He holds an undergraduate degree in Visual Design (Universidad de Caldas) with a concentration in Moving Image (UNAM), and a Master's degree in Digital Humanities (Universidad de los Andes). He is a professor at the Faculty of Creative Studies, Universidad del Rosario, where he leads the research group *Espacio Latente* and the animation and video game area. His main interest lies in exploring the implications of digital production and consumption technologies on social phenomena.

As a researcher, designer, and artist, he works on topics related to digital society and the cultural impact of the constant transition between online and offline spaces. He has participated as animator, motion designer, and art director in audiovisual, interactive, theatrical, and musical productions that have been exhibited and awarded in national and international venues and festivals, including the International Image Festival, Centro Nacional de las Artes, PUA, Maratón HD, Popayán Short Film Festival, MAQUI, and Digital Humanities Week.



**Felipe Arturo**

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His practice articulates architecture, urbanism, and art, exploring tensions between modernity and the vernacular, as well as the colonial legacy within contemporary culture. He is an architect (Universidad de los Andes), holds a Master's degree in Visual Arts (Columbia University), and a PhD in Arts (University of Évora).

After serving as Associate Professor at Universidad Jorge Tadeo Lozano (2009 - 2022), he joined the Faculty of Creative Studies, Universidad del Rosario, in 2023 as Associate Professor, where he directs the Creative Studies programme.

Since 1999, his artistic trajectory includes participation in the Lyon, Cartagena, and Bogotá Biennials, the Luis Caballero Award, and the National Salon of Artists. He has exhibited at institutions such as the Bronx Museum, Sculpture Center, Museo de la Tertulia, Macaal-Marrakech, and Fragmentos.

He has lectured at universities such as Harvard, Yale, Columbia, and Wesleyan, and has been a tutor at Universidad Nacional and Flora ars+natura. As a researcher, he has published books such as *Agua del Pacífico* and *ERA*. His work is part of collections such as Kadist, Museo Jumex, the Patricia Phelps de Cisneros Collection, Museo Nacional de Colombia, and Banco de la República.



**Fernando Sánchez**

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Architect (Universidad Piloto de Colombia) and currently a professor at the Faculty of Creative Studies, Universidad del Rosario, where he combines teaching with the development of projects in architecture, art, and design through the consultancy space *Fábrica Creativa*.

In recent years, he has served as architectural design coordinator across a wide range of projects, including housing, commercial, public space, and institutional typologies. This experience has enabled him to consolidate a comprehensive and strategic vision of design, from conceptualization to final representation.

His approach is characterized by a deep exploration of representational languages, ranging from hand drawing with ink and drafting tools to advanced digital techniques. He combines cutting-edge software to produce complex, clear, and efficient representations, including hyperrealistic images, animated videos, and virtual reality walkthroughs that capture the spirit and poetic essence of each project.



**Fernando Sierra**

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**🎥 Curriculum video**

Industrial designer and Master's in Architecture (Universidad de los Andes), with more than 20 years of teaching experience. He is a full-time faculty member at the Faculty of Creative Studies, Universidad del Rosario, where he served as Director of the Design programme between 2021 and 2025.

He has practiced product design as founder and designer of Ambientes Luar. He has also worked in fashion design and ephemeral architecture. As a musician, he is vocalist, composer, and founding member of the band Estados Alterados, with which he has released eight albums and received awards such as the Latino Show Awards (2015) and the Order of Merit Juan del Corral (Silver grade, Medellín City Council, 2019).

His interests include transformable and deployable structures, biodesign, ephemeral spaces, scenography, and sound experimentation.



**Gloria Serna**

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**🎥 Curriculum video**

Architect (Pontificia Universidad Javeriana) and Master's in Architecture (Universidad de los Andes), with a distinguished professional and academic trajectory in large-scale architectural, urban, and collective housing projects.

She is the founder of Lacaaja Arquitectos SAS, from which she has led and coordinated projects in social housing, domestic architecture, educational facilities, and interior design, several of which have been selected for Colombian Architecture Biennials and national competitions.

She has an extensive and continuous career in university teaching. She is currently a full-time faculty member and Director of the Architecture programme at the Faculty of Creative Studies, Universidad del Rosario. Her work integrates design, research, and pedagogy with a critical and sensitive approach to domestic space and dwelling.



**Gustavo Lorgia**  
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Social Communicator with a concentration in Audiovisual Production (Pontificia Universidad Javeriana) and Master's in Film and Artistic Research (AHK). His main line of research-creation focuses on documentary film as an aesthetic device, from which derives a broader interest in visual anthropology, archival material, and decolonial critique.

He is a professor at the Faculty of Creative Studies, Universidad del Rosario. His works have been exhibited at institutions and festivals such as EYE Filmmuseum, Babul Eco Film Festival, Utah Dance Film Festival, and Festival Internacional de Video Dança en foco.

Several of his projects have received support from the Colombian Film Development Fund and have been presented in platforms such as Berlinale Talents (Berlin International Film Festival) and IDFAcademy (International Documentary Film Festival Amsterdam).



**Christian Ballesteros**  
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 ● Curriculum video

Actor (Teatro Libre School), director, and professor with three decades of professional experience. He has worked with Teatro Colón, Teatro R101, Teatro Nacional Fanny Mikey, and Teatro La Castellana. He has taught at Artes Guerrero, Charlot, Casa Ensemble, and ASAB.

He has participated in multiple Colombian and international film and television productions, as well as theatre festivals in Colombia, Mexico, Spain, and Russia. He received the Macondo Award (2022) for Best Supporting Actor for the film *Entre la niebla*.

He is currently a full-time faculty member at the Faculty of Creative Studies, Universidad del Rosario, where he coordinates the theatre area of the Musical Theatre programme. With MISI Producciones, he has performed in *Grease* (2005) and *Oliver Twist* (2009), and has directed acting ensembles in *El Compositor de Sueños* (2022), *Simplemente Navidad* (2023), *Mamma Mia!* (2024), *Sister Act* (2025), and *Scrooge y los Fantasmas de Navidad* (2025).



**Iñaki Chávarri**  
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Master's degree in Cultural Project Management and Entrepreneurship (Universidad de La Rioja) and Bachelor of Fine Arts (Universidad Complutense de Madrid and School of the Art Institute of Chicago).

His practice focuses on associative processes, expanded pedagogy, and the articulation between artistic production and cultural economies, exploring hybrid formats between creation, management, and education.

He has developed residencies at Mino AIR, Kul#uuriKauppila, and Flora ars+natura, and has exhibited at Matadero Madrid, Espacio Odeón, and Galería Raquel Ponce. He has led curatorial and pedagogical projects for cultural institutions in Spain and Colombia, including Escuela Nacional de Oficios Inútiles at the Bogotá Art and City Biennial (BOG 2025).

He is the creator of BRÚJULA: ARTISTAS UNIDXS. He is currently a professor at the Faculty of Creative Studies, Universidad del Rosario, and directs Florindo, a platform that develops an annual programme of site-specific exhibitions with local artists.



**Isabella Londoño**  
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Bachelor's degree in Theatre Arts (Instituto Departamental de Bellas Artes de Cali), with studies in creative writing, dramaturgy, and directing. She holds a Master's degree in Applied Theatre (Royal Central School of Speech and Drama).

She is currently a professor at the Faculty of Creative Studies, Universidad del Rosario. Her work addresses themes such as identity, exclusion, and migration.

She has worked with communities using theatre, clown, and storytelling as tools for transforming narratives, building bridges across differences, celebrating diversity, and fostering connections beyond borders. Through collaborations with organizations such as The Flying Seagull Project, VOCES, and Tana Theatre Company, she creates inclusive spaces for vulnerable, refugee, and LGBTIQ+ communities, encouraging individuals to explore identities beyond labels.

She has also worked with the Colombian theatre company Coco Rayado, creating feminist theatrical spaces in Bogotá communities marked by high levels of gender-based violence.



**Juan Pablo Aschner**  
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Founding Dean and Full Professor of the Faculty of Creative Studies, Universidad del Rosario, with extensive experience in research and creation in the fields of architecture and creativity.

He is an architect, holds a Master's degree in Architecture, an MBA in Arts Innovation, and a PhD in Art and Architecture. He has been Director of the journal *DEARQ*, co-author of the award-winning film *Euritmia*, and author/co-author of ten books and numerous academic articles and book chapters.

His work is characterized by the integration of methodological and thematic approaches from the social sciences, humanities, and the arts, particularly music, literature, and film. He also has experience in participatory design and architectural design and has been recognized on multiple occasions through awards and scholarships for academic and creative excellence.



**Julio Lucena**  
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🎥 Curriculum video

He began his training in Classical Ballet at the age of 12 under the mentorship of Priscila Welton, Kiril Matviev, Mercedes Limón, and Mirtha García. He studied International Relations with an academic excellence scholarship (TEC Monterrey) and later completed a Master's degree in Humanities and a PhD in Humanistic Studies with a specialization in Science and Culture.

He also trained in complementary techniques such as Jazz, Hip-Hop, Tap, and Contemporary dance. He worked as Director of Interinstitutional Relations at Televisa, linking dance and audiovisual media in projects for Pepsi, Unilever, RBD, Mercedes-Benz Fashion Week, and Grupo Comercial Mexicana, among others.

In Colombia, he has designed dance and audiovisual productions for the International Urology Congress at Teatro Heredia (Cartagena), for Chicago as resident director, and for advertising campaigns for MISI musicals such as *Annie* and *Peter Pan*.

He designed the first curriculum for the professional degree in Musical Theatre, in which he has also taught. He is currently a full-time faculty member at the Faculty of Creative Studies, Universidad del Rosario.



**Laura Cuervo**  
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Interdisciplinary architect, artist, museographer, and scenographer. She works in ephemeral spatial design, creating narratives for non-conventional spaces and treating space as a central dramaturgical element in scenography.

She is co-founder of the performing arts collective Vecinas Chicoterías. She has worked as a scenographer in Bogotá, London, and Mexico City, and coordinated museography teams at the Museum of Bogotá and the National Museum of Memory.

Her projects include the Museum of the Self-Built City, the Colombia 200 Years Pavilion (FILBo 2019), and *Voces para Transformar a Colombia* (FILBo 2018). She is currently a professor at the Faculty of Creative Studies, Universidad del Rosario.



**Laura Oliveros**  
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Communication Designer (Universidad de los Andes) and Master's in Creative Writing (Instituto Caro y Cuervo). She is currently a professor at the Faculty of Creative Studies, Universidad del Rosario.

Her practice explores tensions between image, word, art, culture, and politics. She has worked as a designer for organizations such as Banco de la República, Marca Comunidad, IOM, UNICEF, 4Direcciones, Selva Inmensa, AZ Estudio, and Sancho BBDO.

She was Project Coordinator at Cultural Agents Inc. and worked as editorial manager and editorial designer at ArtLifeLab LLC, where she led the production of books such as *Mestizo Failure(s)* (2016), *Ad Usum: To be Used* (2017), *Cultural Agents Reloaded* (2017), *La interculturalidad y sus imaginarios* (2019), and *Pre-Texts International* (2023).

In 2020, she co-founded Ediciones Simulacro. Her photobook *Flor de Roca* received an IDARTES grant, and *Hoja Bandera* was nominated at PhotoEspaña 2024 and the Arles Photography Festival 2024.



**Leonardo Palacios**

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🎥 **Curriculum video**

Musician and Master of Music, cum laude, from Pontificia Universidad Javeriana, specializing in Musical Theatre. He also has studies at the Institute for American Musical Theatre, the Dalai Lama Center for Ethics and Transformative Values at MIT, and the Royal Central School of Speech and Drama.

Since 2013, he has coordinated the musicals of MISI Productions. In 2019, he joined the Faculty of Creative Studies at Universidad del Rosario as a full-time faculty member in the undergraduate program in Musical Theatre, which he currently directs. He is Director of the research group New Musical Theatre. In 2022, he was awarded the Inspirational Professor distinction by Universidad del Rosario.



**Lina Mar Galindo**

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Performer, choreographer, and cultural manager. She holds degrees in Classical Dance and Economics from Universidad del Valle. She also completed intensive training in dance and choreography at EBC Danza Eva Bertomeu and complemented her trajectory with studies in jazz with Richie Sánchez and in ballet with teachers such as Elena Cala, Zoraida Miranda, Antonio Alvarado, and Lorena Ortiz Tarín. This training allows her to articulate artistic creation with a strategic and managerial vision.

She has participated in processes led by international choreographers such as Sharon Fridman, Pablo Molero Navajas, Eva Bertomeu, Earl Mosley, David Malan, and Xitlali Piña. She is co-founder and co-director of Contempovalle, with which she has developed processes of creation, circulation, and training in national and international settings. She is currently a professor at the Faculty of Creative Studies, Universidad del Rosario, where she coordinates the dance area of the Musical Theatre program and of MISI Productions.



**María Vanegas**

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Industrial designer from Universidad Nacional de Colombia, specialist in Furniture Design from Universidad de Buenos Aires, and Master's in Innovation and Technologies for Education from Universidad El Bosque. Her technical profile is strengthened by a qualification in the Woodworking Trade from Escuela de Artes y Oficios Santo Domingo, focusing her interest on the tangibility of design and the preservation of manual knowledge.

Her trajectory includes the creation of La Bandada, a workshop dedicated to artisanal exploration and production, as well as the recovery of wooden objects. In this space, she developed the toy Lorenzo Balancín, nominated for the Lápiz de Acero Awards.

Since 2017, she has worked as a lecturer, leading training processes in product design and material transformation. Her experience integrates the technical practice of the workshop with pedagogical methodologies, promoting experimentation that connects the tradition of craft with contemporary educational innovation. She is currently a professor at the Faculty of Creative Studies, Universidad del Rosario.



**María José Villamil**

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🎥 **Curriculum video**

Orchestral and choral conductor and cultural manager; one of the most dynamic figures in the Colombian music scene. Co-founder and Artistic Director of the Bogotá Symphony Orchestra Foundation (FOSBO), she leads the Bogotá Symphony Orchestra, the Bogotá Choral Society, and the FOSBO Ensembles, and is also invited by various ensembles. She stands out for working across symphonic and choral repertoire as well as interdisciplinary collaborations with artists from different genres and formats, performing on Colombia's main stages and touring in South America, Europe, and Asia. She has received national and international recognitions.

Trained under the mentorship of Zbigniew Zajac at Universidad Nacional de Colombia, she furthered her studies with Uros Lajovic and Simeón Pironkoff and completed a Master's degree in Cultural Management at the University of Music and Performing Arts Vienna. She has devoted much of her career to teaching and is a full-time faculty member at the Faculty of Creative Studies, Universidad del Rosario, where her current interests focus on research, creation, and inclusive education in the arts.



**María S. Mena**

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Interdisciplinary architect specializing in sustainability and social innovation. She graduated with honors from Universidad Iberoamericana and holds a Master's degree in Sustainable Environmental Design from the Architectural Association School of Architecture.

Her academic and professional practice takes place at the intersection of art, architecture, biology, and spatial justice, integrating regenerative and collaborative approaches that connect material and territorial scales. She was Founding Director of the Architecture program at TEC Monterrey, León Campus, and co-founder of the International Bio-Design Workshop with Michael Smith in Costa Rica.

She is currently a full-time faculty member and Director of the Master's in Materials Design and Innovation at the Faculty of Creative Studies, Universidad del Rosario. She has served as an invited critic at the Architectural Association, the University of Pennsylvania, and Les Ateliers, and has developed academic activities in Belgium, Costa Rica, England, Colombia, and Mexico.

In parallel, through her professional practice, she has co-founded initiatives focused on regenerative architecture, participatory design, and local production, and has contributed to citizen-led processes of territorial planning. Her work promotes a transdisciplinary education oriented toward ecological and social impact.



**Michael Forero**

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Architect with a Minor in Arts from Universidad de los Andes, Master's in Museology from the University of Leicester, and PhD in History and Theory of Architecture from CRC, TU/e Eindhoven. His interests encompass museological practices in relation to architecture, the history of museums and exhibitions, the dissemination of cultural heritage, and queer spatial practices.

Since 2024, he has been a full-time faculty member at the Faculty of Creative Studies, Universidad del Rosario, and currently serves as Director of Research. He co-founded Museo Q and previously worked with the Ministry of Culture of Colombia, the National Museum of Memory, and the Itinerant Museum of Memory and Identity of the Montes de María. In the field of architecture, he worked with the construction companies Marval and Bolívar and with the firm Bermúdez Samper.

He has participated in conferences in Finland, Germany, Japan, the Netherlands, Peru, Spain, Mexico, and the United States. His work has been published in Design Studies, Livraisons d'histoire de l'architecture, H-ART, JSAH, Queer Spaces, Museum International, Museum Activism, OASE, among others. He has received grants and support from institutions such as Nieuwe Instituut, SCRd, the Getty Foundation, and the Smithsonian NMAAHC.



**Paula Acosta**

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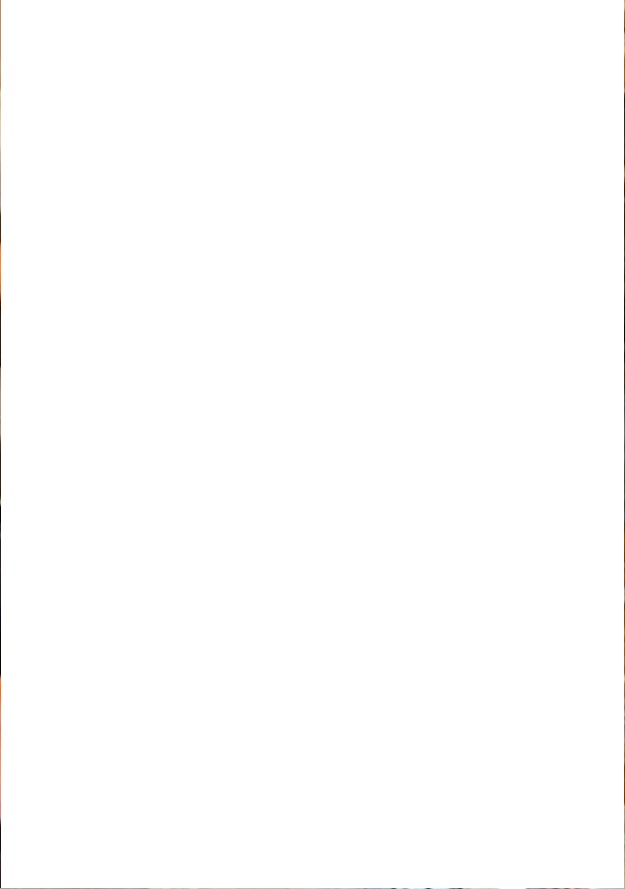
Ceramic artist and sculptor, with a trajectory that integrates artistic practice, university teaching, and the management of creative spaces. She studied Fine Arts at Universidad de los Andes, where she consolidated ceramics as her main medium of research and artistic expression.

She has consistently combined her work as a sculptor with teaching, sharing her experience and knowledge of ceramics as a craft, artistic language, and formative tool.

Since 2021, she has been affiliated with the Faculty of Creative Studies, Universidad del Rosario, where she is currently a lecturer and Coordinator of the Ceramics Workshop. In 2025, she was awarded the Inspirational Professor distinction by Universidad del Rosario.

Since 2018, she has been part of the coordinating committee of the Artistic Ceramics Encounter (ECAC) in Bogotá, and in 2023 she was elected a member of the International Academy of Ceramics (IAC/AIC).

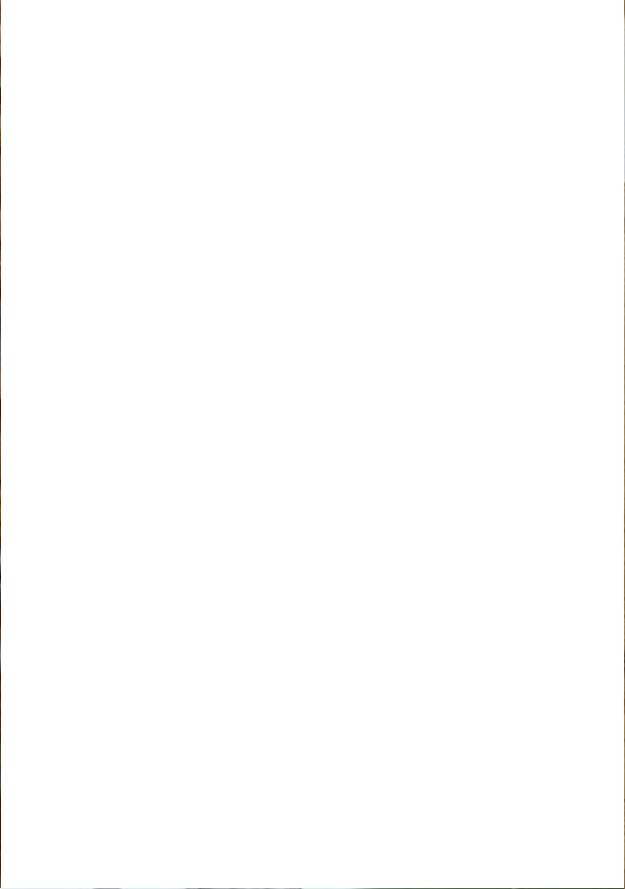
# Research Groups



- Material Synthesis
- Body, Action and Representation
- New Musical Theatre
- Action and Representation in the Arts
- Latent Space: Audiovisual and Expanded
- Animation
- Smart Fibres
- Friction Designs
- Art and Law Laboratory
- Bamboo Club
- Drawing Club
- Architecture Studio V: Design and Build



# Summer Courses



Study trip in Andalusia, Spain  
with the University of Granada

Water and Earth School in Mompox

Workshop: Body, Space, Nature in  
Minca, Sierra Nevada de Santa Marta

Workshop on productive housing  
for displaced populations in Cali,  
with Universidad del Valle and the  
University of Cambridge





## **Internationalisation**

Mobility agreements with 113 international universities in 27 countries.  
Two semester scholarships in the arts (Kassel).  
Design exchanges with HAWK University of Applied Sciences and Arts (Germany).  
Double-degree programmes: Architecture (Brazil), Design (Chile), Creative Studies (Chile).

# Universidad del Rosario

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President  
**Ana Isabel Gómez**

Vice President for Academic Affairs  
**Rocío Araujo**

Vice President for Administrative  
and Financial Affairs  
**Miguel Diago**

Secretary General  
**Germán Villegas**

## Faculty of Creative Studies

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Dean  
**Juan Pablo Aschner**



Administrative and Financial Director  
**Roger Naranjo**



MISI Director  
**Felipe Salazar**



MISI School Director  
**Sara Salazar**



Academic Secretary  
**Lorena Nova**

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---



**Lida Castro**



**Vivian Castro**



**Liz Lozano**



**Pilar González**



**Johan Valencia**



**Daniel Vallejo**



**Natali Gomez**



**Sandra Ruiz**



**Julián Carvajal**



**Miguel A. Pulido**



**Deyanira Mejía**



**Edgar Santamaría**



**Angélica Güiza**



**Giovanni Niño**



**Katherine Cordoba**



**Claudia Riaño**



**Julián Tinoco**



**Diego Nieto**



**David Sánchez**



**Victor Torres**

**Community**



# Adjunct Faculty Faculty of Creative Studies



Adriana Uribe



Ana María Sánchez



Camila Toro



Daniel Higuera



Diego Piñeros



Felipe Fuentes



Alejandra Guarín



Ana Mustafa



Camilo Duarte



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Angelica Manosalva



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Alejandro Valencia



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Ana Beatriz Carrillo



Arturo Montero



Cira Mora



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Ana María Lozano



Bárbara Muñoz



Cristina Lleras



Diana Restrepo



Fahir Castañeda



Giovanni Randazzo



Ana María Miranda



Camila Montalvo



Daniel Blanco



Diego Garcia-Reyes



Felipe Carrión



Gloria Vargas



Ivan Piñeros



Juan David Quintero



Julie Cuellar



Lina Herrera



Maria Arias



Mariana Buraglia



Nicolás Bernal



Jean Paul Bernier



Juan Echeverria



Laura Alcina



Lina Jimenez



Maria Grueso



Mariana Fisicaro



Nicolás Muñoz



Javier Lizcano



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Laura Cardenas



Lina Wilchez



María Robledo



Martha Perea



Nicolas Rojas



Joaquin Mosquera



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Lorena Cabezas



María Roldan



Martha Portillo



Nicolás Wills



Johan Rodriguez



Julian Benavides



Laura Jiménez



Lorena Espitia



María Chalela



Mateo Perez



Omar Muñoz



Jorge Mejia



Julian Serna



Laura Angulo



Lully Duque



María Acosta



Miguel Forero



Oscar Cuesta



Jose Palomares



Juliana Atuesta



Lea Raymond



Luz Montilla



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Oscar Sanabria



Jose Sanin



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Manuela Eblé



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Marco Castaño



Maria Paula Vallejo



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Paola Pabon



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Lina Gonzalez



Marco Gualdron



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**Paula Forero**



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**Sebastián Serna**



**Samuel Gutierrez**



**Sergio Aristizabal**



**Santiago Fernández**



**Simón Fique**



**Santiago Páez**



**Sofía Huertas**



**Santiago Sánchez**



**Valeria Akl**



[1]



# Spaces

- [ 1, 2 ] Musical theatre spaces in our campus for entrepreneurship, innovation, and creation
- [ 3 ] Fashion design workshops in our historic campus
- [ 4 ] Ceramics workshop in our historic campus
- [ 5 ] FabLab in our historic campus



[2]



[3]



[4]



[5]

# Infrastructure and Facilities



[1]



[2]



[1]



[2]



[3]



[3]



[4]



[4]



[5]



[6]

[ 1 , 2 ] Cecilia Hernández Mariño Building  
[ 3 ] Calatrava Tower  
[ 4 ] enTienda, Cabal Building

[ 1 - 6 ] Cecilia Hernández Mariño Building  
(All images correspond to facilities within the Cecilia Hernández Mariño Building and associated spaces)

# Infrastructure and Facilities



[1]



[2]



[1]



[2]



[3]



[3]



[4]



[4]



[5]



[6]

[ 1 , 2 ] Cecilia Hernández Mariño Building  
[ 3 ] Tower 2, Room 801  
[ 4 ] enTienda, Cabal Building

[ 1 - 6 ] Cecilia Hernández Mariño Building  
(Images show classrooms, workshops, exhibition areas,  
and fabrication spaces)

# Infrastructure and Facilities



[1]



[2]



[1]



[2]



[3]



[3]



[4]



[4]



[5]



[6]

[ 1, 2, 3 ] North Campus  
[ 4 ] MISI Campus

[ 1, 2, 5 ] MISI Campus  
[ 3, 4, 6 ] North Campus

(Images include dance studios, performance stages,  
recording rooms, and production facilities)

## Partnerships

- Artesanías de Colombia
- EAOSD (Escuela de Artes y Oficios Santo Domingo)
- FOSBO (Bogotá Symphony Orchestra Foundation)
- ARTBO
- MAMBO (Museum of Modern Art of Bogotá)
- Bogotá Art Biennial
- Fundación Malpensante
- Fundación Promedio
- Centro Nacional de las Artes
- Centre of Entertainment Arts (CEA)
- La Ventana Circo
- Ars Electronica

## Affiliations

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



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For more information about our Faculty and its programmes, please consult:



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Antoine Cossé / Tangrama



**Partnerships,**  
**Affiliations,**  
**Networks,**  
**and Contact**



Universidad del  
**Rosario**



**Faculty  
of Creative  
Studies**