

The Application mechanisms of the practice-based education strategy on raising the student's Skill capabilities " an applied study of 3D Visualization course"

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Abstract:

The practice-based learning experiences are largely those that have brought humanity to this phase of its development. Which means that the development of occupational competence and the generation of new ideas have depended upon specialized programs within educational institutions or research within universities that's based on practice. the capacity development processes through practice-based experiences and through engagement in those experiences. Design education is a process oriented and structured to build an innovative personality with special knowledge and skills to generate ideas, solve problems and make decisions in an innovative way. The designer combines excellence in his aesthetic perceptions and competence in possessing technical knowledge and the logic of dealing with information on functional, environmental and humanitarian factors.

The research problem emanates from the need to identify of the application mechanisms of practice-based education and its role in promoting the student creative aspects through an applied study on "3D Visualization" course in design education. So **the research aims to** explore the impact of the application of the practice-based education strategy on raising students' skills. Through an applied study on 3D Visualization course for students of the Faculty of Arts and Design at the of October University for Modern Science and Arts (MSA) for the academic year 2017/2018. **The research concludes** that practice-based education strategy provides a complete framework of goals in a critical reference framework to achieve the required outputs. The practice in 3D visualization course has facilitated students' involvement and responsibilities towards their learning and towards building their creativity in art and design.

Key words:

education strategy, practice-based education strategy, Skill capabilities