DIGITAL MEDIA: PRODUCTION MA / 2019/20 ENTRY

www.ucl.ac.uk/graduate/
The Production pathway of the Digital Media MA is designed to provide students with a theoretical knowledge of digital media and the practical skills to apply that knowledge to future developments in digital arts, practice and future research.

**Degree summary**

Students will learn histories and theories of digital production in the media arts. They will follow this with experience of studio-based design work in digital animation and digital games, based in the new Future Media studio at the UCL Knowledge Lab. The degree is designed to provide students with theoretical and practical engagement with a rapidly changing digital landscape.

The Digital Media MA at the UCL Institute of Education is one of the longest-established Media MAs in the UK. It is based at the UCL Knowledge Lab, a leading interdisciplinary centre whose mission is to understand and develop digital technologies to support and transform education and beyond. Based on research evidence, the Knowledge Lab devises new pedagogies, designs and implements innovative digital media and smart technologies for teaching and learning, and informs policymakers and educational stakeholders.

The programme team belongs to the DARE research centre, a research collaboration with the British Film Institute. With a track record of funded research in the digital media arts, we offer students a chance to learn from direct research experience.

Students will have access to our Future Media studio with computer suites, performance space and sound recording facilities.

The course will be delivered through theory-based seminars and workshops, assessed by a mixture of practical work and essays; and by lab-based design programmes and studio-based design projects, assessed by submission of practical work and critical reflection.

**Degree structure**

Mode: Full-time: 1 year; Part-time: 2 years; Flexible: up to 5 years

Location: London, Bloomsbury

Students undertake modules to the value of 180 credits: two compulsory core modules, two optional modules, and a studio-based practical Dissertation project. The degree includes two compulsory modules in the theory and practice of digital design (30 credits each); two design optional modules (30 credits each); and a practice-based Dissertation (60 credits).

Please note that the list of modules given here is indicative. This information is published a long time in advance of enrolment and module content and availability is subject to change.

**COMPULSORY MODULES**

- Theory and Critical reflection
- Critical Enquiry

**OPTIONAL MODULES**

- Digital Game Design: 30 credits: introduction to game design including coding and audiovisual design.
- 3D Animation Design: 30 credits: introduction to 3D animation design and modelling.

**DISSERTATION/REPORT**

The Dissertation takes the form of an independent studio-based practical digital design project (60 credits). Studio work will be located in the Future Media Studio.
Your career

This pathway will equip students to progress to a broad range of careers in the media, including the creative industries, the museums, libraries and galleries sector, and media education. It does not provide professional training of the kind the industry itself offers; but rather an experience of advanced production in different media forms.

Employability

Students will acquire skills in digital design and use of industry standard design softwares, particularly in the areas of 3D animation and digital games. They will also acquire theoretical, critical and analytical skills in relation to these media.
Entry requirements

A minimum of a second-class UK Bachelor’s degree in a relevant subject (e.g. media studies, cultural studies, art, education, digital media, interactive media, English. Applicants with a minimum of a second-class UK Bachelor’s degree in a non-relevant subject and at least one year’s experience within the fields of education, media and/or the cultural industries will also be considered.

English language proficiency level

If your education has not been conducted in the English language, you will be expected to demonstrate evidence of an adequate level of English proficiency.

The level of English language proficiency for this programme is: Good.

Information about the evidence required, acceptable qualifications and test providers is provided at:
www.ucl.ac.uk/graduate/english-requirements

Your application

There is an application processing fee for this programme of £75 for online applications and £100 for paper applications. Further information can be found at:
www.ucl.ac.uk/prospective-students/graduate/taught/application.

FEES AND FUNDING 2019/20 ENTRY

// UK: £10,440 (FT), £5,275 (PT)
// EU: £10,440 (FT), £5,275 (PT)
// Overseas: £21,790 (FT), £11,060 (PT)

The tuition fees shown are for the year indicated above. Fees for subsequent years may increase or otherwise vary. Further information on fee status, fee increases and the fee schedule can be viewed on the UCL Students website.

Fees for flexible, modular study are charged pro-rata to the appropriate full-time Master’s fee taken in an academic session.

Full details of funding opportunities can be found on the UCL Scholarships website: www.ucl.ac.uk/scholarships

APPLICATION DEADLINE

All applicants: 26 July 2019

Details on how to apply are available on the website at:
www.ucl.ac.uk/graduate/apply

CONTACT

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EU referendum

For up-to-date information relating to specific key questions following the UK’s decision to leave the EU, please refer to www.ucl.ac.uk/brexit