## Curtin

The Master of Electronic Arts has the potential to build bridges across diverse areas of study to create new areas of research towards real world outcomes.

#### KEY COURSE FACTS →

#### Degree: MA

#### **Entry Requirements:**

- · Project proposal
- Recognition of Prior Learning considered on an individual basis

18 months full time or equivalent part time

#### Intakes:

February, July

#### Campus:

Bentley, online (Open Learning Australia)

#### International Students

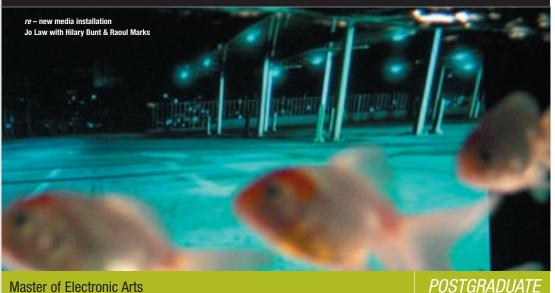
International students studying in Australia on a student visa can only study full-time and there are also specific entry requirements that must be met. Please refer to www.international.curtin.edu.au or phone +61 8 9266 7331 for further information, as some information contained within this flyer may not be applicable to international students. Australian citizens, permanent residents and international students studying outside Australia have the choice of full-time, part-time and

#### **Division of Humanities**

external study.

Faculty of Built Environment, Art & Design **Department of Art** 

## Electronic Arts



Master of Electronic Arts

Electronic arts do not simply present technical challenges. They create a range of

new conceptual, linguistic and philosophical

problems requiring solutions that draw upon the expertise and experience of educators, media practitioners, creative artists, visual

thinkers, hardware and software engineers. architects and mathematicians. Electronic Arts have the potential to build bridges across diverse areas of study to create

new areas of research towards real world outcomes.

The Master's program will facilitate students from a wide range of backgrounds to develop practice led research within the areas of emerging technologies. The creative ideology associated with the arts, combined with the immersive aspects of new technologies, will develop the basis for research into practical areas of electronic art.

The Master of Electronic Arts has grown in conjunction with other initiatives at Curtin University of Technology, particularly the internationally renowned Biennale of Electronic Arts Perth and the Studio of Electronic Arts.

#### Course Overview

The course draws together diverse areas of research and practice, such as: digital telecommunications, Internet connectivity, screen-based hypermedia, DVD, digital film, multi-media installations, intelligent architecture, smart products, robotics, telepresence systems, computer modelling of behaviour, remote sensing devices, cyberspace and virtual reality, artificial life, popular culture, sonic art, video art, project management and web design.

Students' selection of elective units will depend on their prior qualifications and experience, as well as their goals in undertaking the course.

Since the Master of Electronic Arts is a program of study that brings together several areas of expertise, prior knowledge or learning will be given due recognition.

#### Course Structure

The course introduces and extends individual interests and skills by engaging in electronic and interactive arts discourse, which will lead to the student's individual negotiated project.

The Master of Electronic Arts will:

- develop knowledge in both research and technical expertise by engaging in reflective practice and skills development;
- engage in trans-disciplinary investigations, exploring ideology/philosophy that will conclude in practical and theoretical research projects;
- broaden knowledge and skills through engaging with emergent technologies;
- · provide a current and innovative framework that contextualises the student's chosen area of research.

The course consists of:

- 1 research methods unit
- 3 core theory units
- 2-4 elective units
- 4-6 project units

The electives and project units are customised to the individual student's intended outcomes.



#### Course Structure\*

Semester 1	Hours	Credits
Electronic Arts 511 - Mediated Body	4	25
Electronic Arts 591 - Project	4	25
Electronic Arts 590 - Research Methods	4	25
SELECT 1 ELECTIVE		

Semester 2		
Electronic Arts 512 - Spatiality and Interactivity	4	25
Electronic Arts 592 - Project	4	25
Electronic Arts 593 - Project#	4	25
SELECT 1 ELECTIVE		

Semester 1		
Electronic Arts 613 - Presentation and Representation	4	25
Electronic Arts 693 - Project	4	25
Electronic Arts 694 - Project	4	25
Electronic Arts 695 - Project#	4	25

<sup>#</sup> As an alternative to this unit, students may select an elective in consultation with the course coordinator.

#### Intermediate Awards

The Postgraduate Certificate and Postgraduate Diploma are offered as flexible exit points. This means that students have the opportunity to apply for an interim award upon completion of specific required units if, due to exceptional circumstances, they are unable to complete the Master's course. Intermediate Awards are subject to the approval of the Head of Department.

#### Additional Course Expenses

Students may need to purchase a number of textbooks, readers and other vital study materials including the cost of some consumables. External study may involve some additional costs if Internet Design units are chosen as options.

#### **Further Information**

#### **Master of Electronic Arts**

Enquiries should be directed to:

Humanities Student Services Centre Curtin University of Technology GPO Box U1987, Perth Western Australia 6845

Phone: [08] 9266 3400 Fax: [08] 9266 3345

Email: humanities@curtin.edu.au Web: www.humanities.curtin.edu.au

#### International students

Contact the International Office directly on:

Phone: +61 8 9266 7331 Fax: +61 8 9266 2605

Email: international@curtin.edu.au Web: www.international.curtin.edu.au

# \*Course Structure correct at time of print. Full details of units and course structure can be obtained by contacting the above or electronically from: http://www.handbook.curtin.edu.au/ Information in this publication is correct at the time of printing and valid for 2005, but may be subject to change. In particular, the University reserves the right to change the content and/or method of assessment, to change or alter futition fees of any unit of study, to withdraw any unit of study or program which it offers, to impose limitations on enrolment in any unit or program, and/or to vary arrangements for any program. International students studying in Australia on a student study full-time and there are also specific entry requirements that must be met. Please refer to www.international.curtin.edu.au or phone +61 8 9266 7331 for further information, as some information contained in this booklet may not be applicable to international students. Australian citizens, permanent residents and international students studying outside Australia have the choice of full-time, part-time and external study. Information about TISC only applies to Australian residents.

### Curtin Electronic Art

Master of Electronic Art



#### WHO SHOULD DO IT? →

The Master of Electronic Arts is ideal for those wishing to be actively and creatively involved with emerging technologies.

Students will acquire professional and innovative use of emergent technologies, engage in artistic research, develop skills and focus on an individual negotiated program of study. Students will also develop an understanding of the relevance of their creative practice to industry and science.

Due to the growing interest in the creative use of new technologies resulting from government initiatives and educational imperatives, there is a growing need for creative professionals in this area of convergence. This course meets the demand to produce not only technologically skilled but also creative and innovative graduates. The Department of Art already boasts a strong interdisciplinary approach which is further enhanced through this course.

The Biennale of Electronic Arts Perth (BEAP), instigated by the Department of Art, has become the showcase for research in the area of electronic arts.

The Master of Electronic Arts links with other courses in this area of study, including: the Master of Enterprise and Technology (School of Science, Curtin), the Master of Design (Department of Design, Curtin), and the new Master of Bio Art at the University of Western Australia developed by SymbioticA, a key partner in BEAP.





