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# Magister medijskih umetnosti in praks/magistrica medijskih umetnosti in praks

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## Selected qualifications

<b>Name of qualification</b>	Magister medijskih umetnosti in praks/magistrica medijskih umetnosti in praks
<b>Translated title (no legal status)</b>	Master of Arts of Media Arts and Practices
<b>Type of qualification</b>	Diploma druge stopnje
<b>Category of qualification</b>	Izobrazba
<b>Type of education</b>	Master's education
<b>Duration</b>	2 years
<b>Credits</b>	120 credits

## Admission requirements

- Completed first-cycle study programme in the scope of at least 180 ETCS.
- Successfully passed the test of artistic talent (portfolio with motivation letter and interview). The passed test is valid only for the current academic year.

Graduates who completed a professional higher programme under the Higher Education Act from 1994 to 2004 address an application for enrollment to the study commission of the College of Arts. Depending on the direction of the previous study may study commission determined students additional academic requirements. Obligations can be completed by students in first-cycle study programmes, in further training programmes or by taking exams.

## ISCED field

Field  
Umetnost in humanistika

## ISCED subfield

subfield avdiovizualno ustvarjanje, tehnike in multimedjska proizvodnja

## Qualification level

SQF 8  
EQF 7  
Second level

## Learning outcomes

The qualification holder will be able to:

General competences:

- Ability to operate competently and autonomously in the world of contemporary art and creative industries;
- Ability to use theoretical and practical knowledge in practice (as independent project authors or as performers of individual advanced tasks or phases of work, i.e. as collaborators and co-creators in projects);
- Ability of both autonomous practical use as well as distant reflection of acquired knowledge and developed skills;
- Ability to independently define production and creative problems, find new ways to solve problems, master methods of innovative problem solving, and search for information in a wide range of sources;
- Ability to complex design, planning, implementation and evaluation and cyclical improvement of production and creative projects; ability to organize work for their implementation, ability to design and implement and evaluate presentation strategies and find mechanisms for obtaining funds for implementation (sponsorships, clients, tenders, work scholarships) and to include projects in wider presentation events (competitions, exhibitions, festivals, web portals and cations ...);
- Ability of advanced analysis and interpretation and creative processing of contemporary social reality and critical placement and remote assessment of one's own production and events within diverse environments of art, society and technology;
- Ability to collaborate and work in groups and autonomous, proactive learning in online and

combined communication situations;

- Ability to defend one's implemented or purely conceived idea, concept or finished project, both in writing and orally as well as through the use of visual and other means of presentation and communication;
- Ability to autonomously evaluate and proactively seek suitable collaborators for projects; lead and bear responsibility to the project, collaborators and the group, to the client, or viewers / visitors, end users.

Subject-specific competences:

- Good knowledge of modern digital or media technologies and applications and their uses in artistic and other creative media-production environments;
- In-depth understanding of the digital coincidence of technologies and uses and knowledge of their possibilities from the point of view of artistic and other creative media-production practices;
- Clear recognition and critical understanding and autonomous practical use of individual characteristic phenomena in media-technical communication or artistic and other creative production;
- Complex understanding of communication, technical and creative peculiarities in media-production environments related to modern digital media, especially in the field of art and creative industries;
- In-depth knowledge and ability to comparatively assess production tools in the field of contemporary digital media in the field of art, and the ability to select the appropriate combination of technologies and concepts for a specific artistic or creative purpose;
- Ability to solve concrete complex media-production and content-conceptual problems and the realization of set projects in the field of animation, film, photography, new media, contemporary art practices or stage spaces;
- Ability to simultaneously communicate and create with multiple means of expression and media technologies (image, sound, word, body and space, interactive and traditional mass media), and in the interaction between them;
- Proactivity in the autonomous development of one's own skills and abilities in the use of knowledge in the field of new media, and their reflected placement in various basic environments of the field: film environment, environment of creative industries and environment of contemporary art practices;
- Ability to recognize and critically evaluate film and television products, especially in the context of digital or new media;
- Articulation of autonomous critical thought in and about the field of its activity, based on knowledge of relevant theoretical and critical discourses and historiography;
- Knowledge of the developmental logic of interpretations and the theory of contemporary art on a complex broader theoretical background and in a critical relationship to the socially dominant discourses of creative industries, cultural economy, etc .;
- Understanding the origin, spread and dominance of individual theoretical, critical and historical discourses, especially in relation to the field of one's own work;
- Ability to interpret, reflect and evaluate individual works of art, opuses or time sections of the history of fine, visual and digital arts and to find parallels with other arts.
- Ability to autonomously design, plan, implement and evaluate research and development academic (master's) work, in a complex connection of three building blocks: discursive materialization in a written (master's) thesis and effective realization in a real production environment (master's project), and convincing live presentations and both (before study colleagues and the academic-professional commission).

## Assessment and completion

Examination performance is graded as follows: 10 (excellent); 9 (very good: above-average knowledge but with some mistakes); 8 (very good: solid results); 7 (good); 6 (adequate: knowledge satisfies minimum criteria); 5-1 (inadequate). In order to pass an examination, a candidate must achieve a grade between adequate (6) and excellent (10).

## Progression

Progression through the program to a higher year is possible for students who meet the following conditions:

Necessary conditions for the progression from first to second year

Achieved at least 42 ECTS credits

Important: of which the Main module and the Development path module must be completed.

Exceptionally, a student may progress to a higher year even if he / she has not completed all the obligations specified in the study programme for progression to a higher year, if he / she has justified reasons for this and obtains the permission of the HEI study commission. Upon approval, the HEI study commission also determines the deadline by which the student must complete the missing obligations.

## Transitions

Third-cycle doctoral study programmes (SQF level 10)

## Condition for obtaining certificate

The student must complete all modules according to the programme in two years of study, including the last module "Master's thesis", which consists of a practical project and a written (theoretical) thesis. He defends his work at the closing event in front of colleagues and an expert commission. In total, these obligations comprise 120 points according to the ECTS system.

## Awarding body

University of Nova Gorica, School of Arts

URL

<http://www.ung.si/en/>

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