



THE
MEDIA ARTS
PROGRAM

THREE SEMESTERS | 18 MONTHS | CURRICULUM



INTRODUCTION

The program offers a unique educational experience where students learn to foster exploration, experimentation, investigation, and introspection. It follows collaborative and multi-disciplinary academic modules. It pushes students to re-think and challenge the conventions of media arts, and to make full use of the new possibilities offered by digital and network technologies. Tutoring largely constitutes of student-centered learning, guided research, field work, and studio practice. Students accepted onto the program will already have outlined their thematic areas of interests in their applications during the time of their admission. With this as a guiding design, they will be supported in developing their projects through diverse teaching approaches, including tutorials, presentations, discussions, research skills training, workshops, mentoring, and masterclasses.

MAP : SEMESTER ONE (6 MONTHS)

MAP 001 : Graduate Core Theory : On Method & The Limits of Method

- On Neutrality / Objectivity
- On Emotionality / Pathos
- The Construction of the Witness / Activist
- Curating Voice / Inclusion / Exclusion

MAP 002 : Graduate Core Studio : Art and Photography

- The Post-Documentary Photographer
- Photography and Contemporary Culture
- Commercial Specializations

MAP 003 : Graduate Core Theory : On History and its Meaning for Visual Practice

- Photography / Film & Colonial / Eurocentric Representation
- Colonialism, Imperialism & Visual Media
- The Media Political Economy
- Aesthetics and Power

TOTAL CREDITS (Λ) : 20

MAP : SEMESTER TWO (6 MONTHS)

MAP 004 : Graduate Core Theory : On Subjectivity, Race, Gender & the Indigenous

- Feminist Perspective in Media
- Construction of Race
- Ethics, Exploitation and Expropriation
- The Decolonial Imperative

MAP 005 : Graduate Core Studio : Independent Filmmaking

- Development, Conceptualization, and Story Refinement
- Pre-production, Production, and Post-production
- Marketing, Distribution, and Film Festivals

MAP 006 : Graduate Core Theory : On Finding New Worlds / Ways of Speaking

- Alternative Visual Practices
- Indigenous Responses / The Other Eye
- Other Media Ecologies

MAP 007 : Graduate Core Theory :

- Thesis Research & Writing 1

TOTAL CREDITS (B) : 20

MAP : SEMESTER THREE (6 MONTHS)

MAP 008 : Graduate Core Theory :

- Thesis Research & Writing 2

MAP 009 : Graduate Core Studio : On Re-imagining New Futures

- Extended Reality and Immersive Arts

MAP 010 : Graduate Project & Portfolio

TOTAL CREDITS (B) : 20

TOTAL PROGRAM CREDITS (A+B+C) : 60

LEARNING OUTCOMES

- Students will cultivate a unique range of aesthetic, pragmatic, cognitive, and inquiring skills, enabling them to critically and constructively evaluate their own practice in relation to wider historical, social, and contemporary contexts. Whether one is enrolled in a course on photography, a course on artificial intelligence, or engaged in independent filmmaking, the program nurtures the ability to reflect deeply on both content and form.
- Students will gain a critical and creative understanding of immersive technologies – VR (Virtual Reality), AR (Augmented Reality), MR (Mixed Reality), and full-body immersion – and delve into the imaginative and experiential possibilities these formats offer to resolve real-life questions. For students wondering how to learn artificial intelligence in a creative context, the program provides pathways to integrate AI with storytelling and visual media.
- Students will acquire competencies to build careers as entrepreneurs and artists, equipped with the qualification, expertise, and set-ups to be commissioned for assignments by organizations. The curriculum supports a variety of interests, including those exploring cinematography courses or videography and editing courses, ensuring a broad, industry-relevant skill set.
- Students will be able to develop the informed vision necessary to assess the efficacy of their artistic and technical approaches, and to create meaningful, ground-breaking, and unique imaging and immersive arts portfolios. This is especially valuable for those curious about how to become an artist in today's media-driven world.
- Students will acquire a set of skills and knowledge – technical, historical, theoretical, and philosophical – enabling them to think and write critically about contemporary imaging arts and their relevance to society, culture, power, and conflict.
- Through the development of long-form projects during the program, students will learn real-world skills and build professional networks essential to expand the boundaries of their practice—across documentary, fiction, immersive experiences, and hybrid forms.

