
Diplomant digitalnih umetnosti in praks (vs)/diplomantka digitalnih umetnosti in praks (vs)

Selected qualifications

Name of qualification	Diplomant digitalnih umetnosti in praks (vs)/diplomantka digitalnih umetnosti in praks (vs)
Translated title (no legal status)	Bachelor of Applied Arts in digital arts and practices
Type of qualification	Diploma prve stopnje (VS)
Category of qualification	Izobrazba
Type of education	Professional bachelor's education
Duration	3 years
Credits	180 credits

Admission requirements

- Matura or
- vocational matura; or
- school-leaving examination (prior to 1 June 1995) under any four-year secondary school programme and
- a successfully passed aptitude test.

ISCED field

Field
Umetnost in humanistika

ISCED subfield

subfield avdiovizualno ustvarjanje, tehnike in multimedajska proizvodnja

Qualification level

SQF 7
EQF 6
First level

Learning outcomes

The qualification holder will be able to:
(general competences)

- work competently in the world of contemporary art and the creative industries,
- apply theoretical and practical knowledge in practice (as the author of projects or in the implementation of individual phases of work, as a co-worker and co-creator in projects),
- apply knowledge acquired and skills developed in practice, solve problems in an innovative manner, find information and develop ideas,
- plan projects and organise work for their implementation, design presentation strategies and find mechanisms to obtain resources for implementation (sponsorship, clients, applications for funding, scholarships/bursaries) and for the inclusion of projects in broader presentation context (competitions, exhibitions, festivals, websites, etc.),
- analyse and interpret contemporary reality and critically evaluate own production and developments in the fields of art, society and technologies,
- participate and work as part of a team in online and combined communication situations,
- defend own ideas, concepts or finished projects both in writing/orally and through the use of visual and other means of communication and presentation,
- assess and find suitable collaborators for projects,
- lead and assume responsibility for a project, collaborators and a group with regard to the client, audience/visitors, and users,

(subject-specific competences)

- demonstrate clear knowledge of modern new media technologies and applications and their use in artistic and other creative media production environments,
- demonstrate understanding of the digital overlap of technologies and uses, and knowledge of their possibilities from the point of view of artistic and other creative media production practices,
- recognise and demonstrate critical understanding of individual characteristic phenomena in technical media communication or artistic and other creative production,
- demonstrate knowledge of communication, technical and creative specifics in media production environments tied to new media, above all in the field of art,

- demonstrate knowledge of and comparatively evaluate production tools from the field of new media in the art field and select a suitable combination of new media technologies and concepts for a specific artistic or creative purpose,
- address concrete media production and content/conceptual problems in the fields of animation, video, photography and new media,
- communicate and create using multiple means of expression and media technologies (image, sound, word, body and space, interactive and traditional mass media) and in interaction between them,
- be proactive in the autonomous development of skills in the application of knowledge in the field of new media,
- identify and critically evaluate film and television productions,
- articulate critical thoughts in relation to own field of activity,
- demonstrate knowledge of the developmental logic of interpretations and the theory of contemporary art,
- demonstrate understanding of the origin, spread and predominance of individual theories,
- interpret, reflect on and evaluate individual works of art, oeuvres or specific periods of the history of fine art, visual art and digital arts and seek parallels with other arts.

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

Students may progress to the next year if by the end of the academic year they have completed all requirements defined by the study programme for progression to the next year.

Transitions

Second-cycle master's study programmes (SQF level 8)

Condition for obtaining certificate

In order to complete the programme students must pass all examinations and complete all course units in all subjects of the curriculum, including elective subjects, and successfully defend a diploma thesis for a total of at least 180 credits.

Awarding body

University of Nova Gorica, College of Art

URL

<http://vsu.ung.si/en/educating/programmes>
