

MASTER OF ARTS IN MEDIA AND DIGITAL ARTS (NFQ LEVEL 9)

CODE:TA_HMEDE_M

2 years part time - 90 credits

Who is this course for?

This is an advanced entry course for students with L8 qualifications who require upskilling to develop a range of skills in the cross-discipline applications of media and digital arts. Students on this course will gain skills in media and digital arts practice in existing and emerging technologies. For example, in addition to learning core media practice skills, fundamental to the course are industry-led seminars in 360 video, projection mapping, virtual and augmented reality, 3D printing and laser cutting, games and gamification, the Internet of Things, natural user interfaces, makerspaces, and wearable technology. To create this blend of learning experience, this course draws on experience and expertise from industry leaders and from across electronic engineering, digital media, physical computing, electronic arts, and new media narratives.

This course prioritises building skills, knowledge and understanding through creative practice using a range of different existing and emerging media technologies and trends. The emphasis is on hands on creative practice, making things which express, explore, interrogate and create new insights.

Entry Requirements

Graduates from disciplines such as arts and humanities, fine art, communications and media, architecture, art and design, computer science and engineering are encouraged to apply. Applications will be considered from graduates with a 2.2 honours degree or higher.

Applicants with recognised prior learning will also be considered.

All applicants must have competence in spoken and written English.

Course Timetable

The course runs 2 evenings a week over 2 semesters

Who can apply

This course is open to all eligible students

Course Summary

This course prioritises building skills, knowledge and understanding through creative practice using a range of different existing and emerging media technologies and trends. The emphasis is on hands on creative practice, making things which express, explore, interrogate and create new insights.

Students will be encouraged to experiment at the intersections of media, art and technology in a practical, hands-on environment. Delivered jointly by industry experts, media and electronic engineering lecturers, in partnership with RUA RED South Dublin Arts Centre in Tallaght, graduates of this programme will have advanced knowledge and competencies in areas such as physical computing, digital media, ambient intelligence as well as a deep understanding of how these technologies interconnect with each other and with our capacities for expression and communication.

Students will engage creatively with multiple technologies used in the media and digital arts industries, learning new techniques and innovating new practices. They will be combining these high-end digital media skills with a deep understanding of the inner workings of smart devices and the evolving connectivity of our world providing them with an array of tools to engage in projects which can generate new knowledge and critical insights.



As society and the economy continue to evolve the need to be able to harness creativity and innovation are clearly becoming key attributes to which the education sector needs to vigorously respond.

Course Information

Applied Media Practice, Applied Physical Computing, Emerging Media Technologies, Professional and Portfolio Development, Emerging Media Practice, Critical and Cultural Contexts, Practice-based Research Project

Career Opportunities

By completing project work in creative media practice, as well as diverse technologies such as Internet of Things, 3D Animation and Printing, VR, AR, VFX, and Projection Mapping, students will leave with a comprehensive portfolio of work, which will demonstrate a mastery of emerging technologies, coupled with the creativity to apply them in novel ways.

The contemporary workforce calls for digital-savvy employees who can work seamlessly with different media and new technologies as they emerge. Feedback from graduates in diverse industries testifies to the interest in courses in this area, one of the key features being the part-time offering with evening lecturers and workshops. In particular, artists and practitioners in the creative and cultural industries have testified to the lack of opportunities to gain skills in these areas, particularly on a part-time basis.

For further information – course specific

Please Contact: deirdre.kennedy@it-tallaght.ie

For queries on the application process

Please contact LLL@it-tallaght.ie or phone the Lifelong Learning Team @ 01-4042101

How to Apply

May 2018

Students apply directly to IT Tallaght

Please apply through www.it-tallaght.ie

Total cost of course (90 credits) is

€ 7500 over two years.

Please Note

You will be required to pay a €100 application fee with your application. If you are not offered a place on the course your application fee will be refunded. If you are offered a place on the course your fee will be put towards you full course fees. If you do not accept the offered place you will forfeit the application fee.

The balance of fees due are as follows:

On acceptance of place - €550

Payment of half your course fees due by 31 October 2019.

Payment of full fees due by 31 January 2019.

KEY DATES

INDUCTION	1 st /8 th September 2018
CLASSES BEGIN	Mid-September 2018
CLASSES FINISH	End April 2019
EXAMS	January and May 2019
RESULTS	June 2019

Head Start Maths and Head Start Academic English:

- 26th May – 30th June 2018 &
- 11th August – 8th September 2018