



You can also email your expression of interest details to Deirdre Kennedy or Sinéad McDonald at:
Deirdre.Kennedy@it-tallaght.ie or
Sinead.McDonald@it-tallaght.ie

This Masters course is being run by the Department of Humanities in partnership with the School of Engineering.

Graduates from a wide variety of disciplines such as communications and media, architecture, art and design, computer science and engineering are encouraged to apply.

MMEA - IT Tallaght

Recipient
Deirdre Kennedy
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IT Tallaght
Dublin 24

MA Media and Electronic Arts

**Part-time
September 2017**

Institute of Technology Tallaght
Institiúid Teicneolaíochta Tamhlacht

Want to register your interest in this course? Fill in your details, send it to us and we will contact you when applications open.

Name:

Address:

Phone No:

Email:

Were you previously a student at IT Tallaght?



This Masters course focuses on existing and emerging technologies and creative practice in media and electronic arts.

It is aimed at graduates with a BA, BSc or BE Honours in a wide variety of disciplines who will gain strong skills in an area where job opportunities exist across a wide range of enterprises and organisations.



Your Previous Third-Level Courses

Please enter details of the third-level programmes you are attending/have attended in an Institute of Technology, University or other 3rd Level College:

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Course Structure

The course will run part-time over two years, from September 2017 to June 2019. It will have a significant online component, carefully supervised to offer the highest standard of education in a way that's tailored to each individual student's prior experience and current requirements.

A combination of laboratory work, supervised online tutorials and blended practice workshops and seminars will be used in delivering the course content.

Course Philosophy

This Masters prioritises building knowledge and understanding through creative practice using a range of different media and electronic tools. The emphasis is on making things which express, explore, interrogate and create new insights.

Blending the science and tools of electronics with those of media arts, students will be encouraged to experiment at the intersections of art and technology in a practical, hands-on environment.

Modules will cover areas such as Physical Computing, the Internet of Things, Digital Media Production, 2D and 3D animation techniques and Visual Special Effects.