

University of Nova Gorica School of Arts

## DIGITAL ARTS AND PRACTICES BA Programme

Practice-oriented studies in the three-year Bachelor of Arts programme Digital Arts and Practices enable exploration in three branches: the film environment, creative industries, and contemporary art, through four carrier modules: **ANIMATION** (animated film, animation in creative industries), **VIDEOFILM** (feature, documentary, experimental videofilm, art video), **PHOTOGRAPHY** (author, functional photography), **NEW MEDIA** (creative use of online, mobile, multimedia, etc., technology).

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The four carrier modules are supported by historical/critical and creative/technical content. The programme offers a combination of media and creative environments; students can explore the chosen medium in terms of its functional use and/or as a personal means of expression. Thus, students can gain a perspective in several fields: animated film, videofilm, art video, (interactive) installation projects, multimedia performance, online video and TV production, animated and video graphics, virtual reality, web art, etc.

The methodology enables future graduates and professionals to further develop their potential, and the acquired practical skills will help graduates in gaining their first professional position; often students take advantage in this already during their studies. Until further notice, the programme is conducted on the university premises in Nova Gorica.