

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).

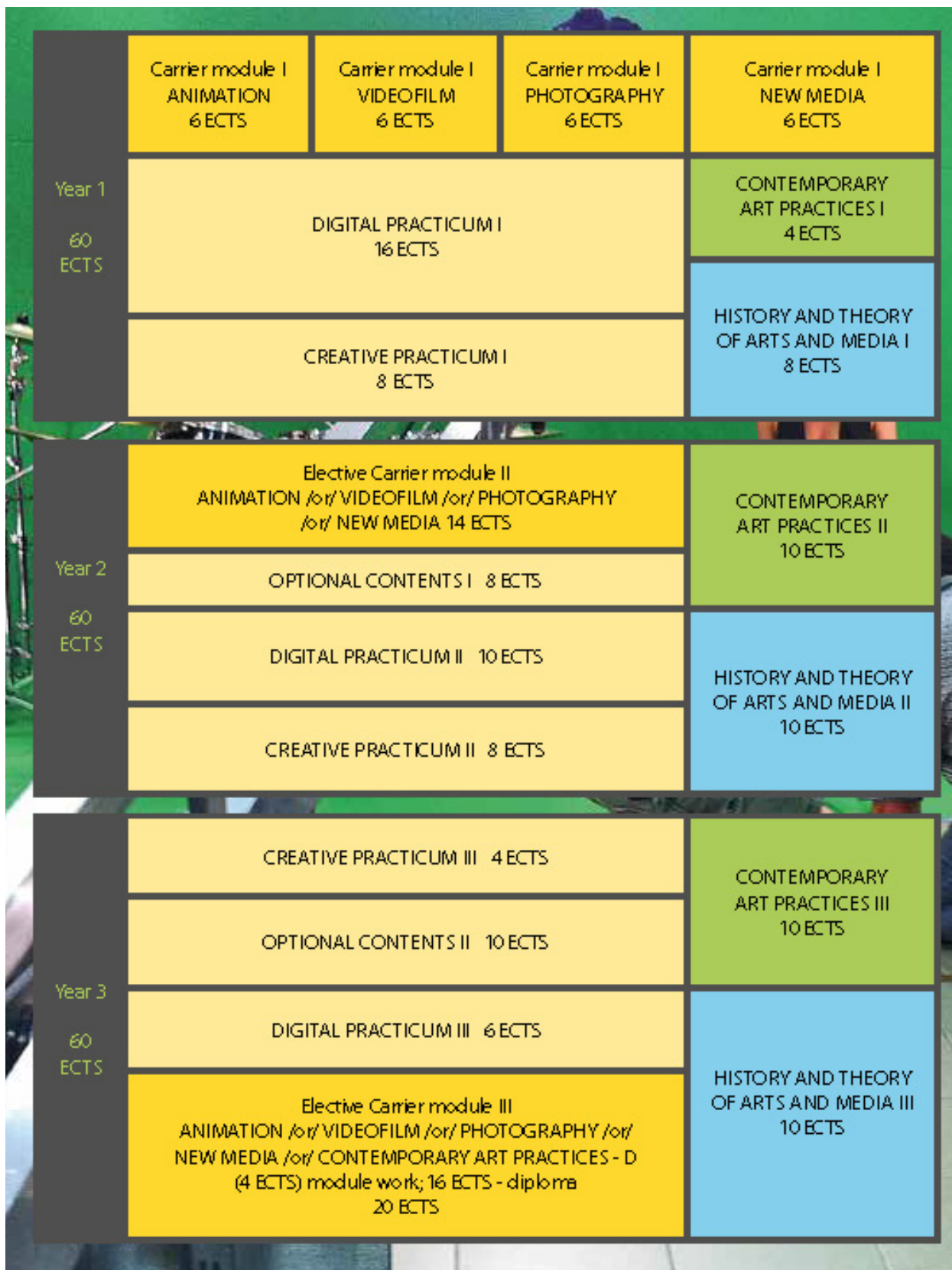
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>> More about the programme

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.

Module connection diagram (vertical and horizontal)



Nature of learning units with learning unit parts

N°	Carrying Modules (Nm) (modul NAME/ content type)	ECTS	Year
1	modul ANIMATION (mA)	ECTS	Year
type	Creative-artistic (KUv)		
	1 Animated film I	4	1.
	2 Techniques of animation I	2	1.
	3 Animated film II	4	2.
	4 Techniques of animation II	2	2.
	5 Animation - seminar	2	2.
	6 Guest Lecture/Workshop mA	2	2.
	Selected cont. from other Carr. mod.	2	2.
	Work on the main creative task	2	2.
	7 Animation	4	3.
	Work on the Thesis	16	3.
2	modul VIDEOFILM (mV)	ECTS	Year
type	Creative-artistic (KUv)		
	8 Videofilm I	4	1.
	9 Film practice I	2	1.
	10 Videofilm II	4	2.
	11 Film practice II	2	2.
	12 Videofilm - seminar	2	2.
	13 Guest Lecture/Workshop mV	2	2.
	Selected cont. from other Carr. mod.	2	2.
	Work on the main creative task	2	2.
	14 Videofilm	4	3.
	Work on the Thesis	16	3.
3	modul PHOTOGRAPHY (mF)	ECTS	Year
type	Creative-artistic (KUv)		
	15 Photography I	4	1.
	16 Practices of Photography I	2	1.
	17 Photography II	4	2.
	18 Practices of Photography II	2	2.
	19 Photography - seminar	2	2.
	20 Guest Lecture/Workshop mF	2	2.
	Selected cont. from other Carr. mod.	2	2.
	Work on the main creative task	2	2.

	21	Photography	4	3.
		Work on the Thesis	16	3.
4		modul NEW MEDIA (mNM)	ECTS	Year
type		Creative-artistic (KUv)		
	22	New Media I	4	1.
	23	New Technologies and Communicat. I	2	1.
	24	New Media II	4	2.
	25	New Technologies and Communicat. II	2	2.
	26	New Media - seminar	2	2.
	27	Guest Lecture/Workshop mNM	2	2.
		Selected cont. from other Carr. mod.	2	2.
		Work on the main creative task	2	2.
	28	New Media	4	3.
		Work on the Thesis	16	3.
N°		Support Modules (Pm)	ECTS	Year
		(modul NAME/ content type)		
5		modul Digital practicum (mDP)	ECTS	Year
type		creative-technical (KTV)		
	29	Computer as a tool	2	1.
	30	Digital photography techniques	2	1.
	31	Video technology I - Camera	2	1.
	32	Video technology I - Editing	2	1.
	33	Video technology I - Postproduction and Screening	2	1.
	34	Vector graphics	2	1.
	35	Graphics in motion	2	1.
	36	My space on the web	2	1.
	37			
	37	Video technology II	2	2.
	38	Recording and sound production	2	2.
	39	Computer 3D modelation I	2	2.
	40	Video graphics I	2	2.
	41	Reportage photography	2	2.
	42	Studio photography I	2	2.
	43	Web interactions	2	2.
	44	Arts of code I	2	2.
	45	Sound production and modeling*	2	2./3.**
	46	Animation for interactive media*	2	2./3.**
	47	Analogue photography*	2	2./3.**
	48	Computer 3D modelation II*	2	2./3.**
	49	Computer 2D animation*	2	2./3.**
	50	Video graphics II*	2	2./3.**
	51	Arts of code II*	2	2./3.**

	52	Sound and image in space*	2	2./3.**
	53	Programming in art*	2	3.
	54	Electronic book*	2	3.
	55	Video document*	2	3.
	56	Studio photography II*	2	3.
		* At least 7 applicants should apply.		
		** The topics are opened in turn (every second year)		
6		modul Creative practicum (mKP)	ECTS	Year
type		creative-technical (KTV)		
	57	Drawing I	3	1.
	58	Sculpting for animators I	2	1.
	59	Theory and practice of visual	1	1.
	60	From an idea to a film	2	1.
	61	Screenwriting	1	2.
	62	Vizual techniques of story telling	1	2.
	63	Drawing II (storyboard)	2	2.
	64	Graphical design*	2	2./3.**
	65	Visual deconstruction*	2	2./3.**
	66	Light design and scenography*	2	2./3.**
	67	Construction of a scene*	2	2./3.**
	68	Creative subversion of media*	2	2./3.**
	69	Guest Lecture/Workshop mKP*	2	2./3.**
	70	Arhitecture drawing*	2	2./3.**
	71	Drawing III*	2	2./3.**
	72	Sculpturing for animators II*	2	2./3.**
		* At least 7 applicants should apply.		
		** The topics are opened in turn (every second year)		
		*** Students of Animation can choose these instead of parts of Digital Practicum.		
x		Other optional contents (mlv)	ECTS	Year
		optional contents I	8	2.
		optional contents II	10	3.
		Students choose from a selection of our program contents r choose from other courses out of the school.		

N°	General modules (Sm) (modul NAME/ content type)	ECTS	Year
7	modul Cont. Art Practices (mSUP)	ECTS	Year
type	Creative-artistic contents (KUv)		
	73 Contemporary art practices I	4	1.
	74 Video art	2	2./3.**
	75 Artist book	2	2./3.**
	76 Guest Lecture/Workshop mSUP	2	2./3.**
	77 Project managing	2	2.
	78 Contemporary art practices II A	4	2.
	Work on a contextual art project -A / or / working practice in a professional environment -A	4	2.
	79 Contemporary art practices II B	4	3.
	/ or / thesis project from Nm2		
	Work on a contextual art project -B / or / working practice in a professional environment -B	4	3.
	** The topics are opened in turns		
	modul Cont. Art Practices - Nm (mSUP-D)	ECTS	Year
type	Creative-artistic contents (KUv)		
	80 Contemporary art practices - chosen as thesis project (mSUP-D)	4	3.
	Work on the Thesis	16	3.
8	modul History and Theory of Art and Media (mZT)	ECTS	Year
	HCT History & critical theory (ZKv)		
	81 Comparative history of art	4	1.
	82 Critical theory of cont. arts and media I A	2	1.
	83 HCT of film, animation, photography A	2	1./2.**
	84 HCT of film, animation, photography B	2	1./2.**
	85 HCT of film, animation, photography C	2	1./2.**
	86 History of 20. century art	4	2.
	87 Critical theory of cont. arts and media I B	2	2.
	88 Critical theory of cont. arts and media II	4	3.
	Critical view and dialogue	1	3.

89	HCT animated fim (ZKv1)	1	3.
90	HCT fim (ZKv2)	1	3.
91	HCT photography (ZKv3)	1	3.
92	HCT new media (ZKv4)	1	3.
93	Crit. theory of cont. arts and media (ZKv5)	1	3.
	Work on theoretical task a	2	3.
	Work on theoretical task b	1	3.
	** The topics are opened in turns		

Nature of learning units with learning unit parts according to their position in the programme structure

In the Digital Arts and Practices study programme broader learning units - **modules** - are hierarchically divided into three groups:

- **Carrying Modules (Nm)** – are the head of the studies in year 2 and 3; when chosen as optional/additional, they show the student's interest and main fields of work;
- **Support Modules (Pm)** – practical and seminar work, where students gain knowledge they can use in creative assignments within carrying modules;
- **General Modules (Sm)** – modules not connected to a specific medium, but offer a more extensive historical and critical view on the fields of arts and media; they also give the student an insight into complex work in contemporary art practices.

Duration and Credit System

The Bachelor of Arts in Digital Arts and Practices is a three-year long programme, the student accumulates 60 points each year, thus to finish the studies the student is required to have successfully completed all courses and other obligations as well as successfully presenting the graduation project; altogether at least 180 ECTS points. As the programme is ECTS based, it enables including the studies into the credit study system in Slovenia and Europe.

ADMISSION REQUIREMENTS

Submission deadlines for the 2025/2026 study year for EU citizens or have a permanent residence in the Republic of Slovenia:

1st round: from 17 February until 20 March

2nd round: from 21 August until 25 August

*Last round: from 22 September until 25 September (at 12 noon)

Submission deadlines for other candidates:

1st round: from 17 February until 20 March

2nd round: from 1 April until 1 July

3rd round: from 1 August until 1 September

*Last round: from 10 September until 25 September

*If there are still study spaces available after the 2nd or 3rd application round, respectively, the institution will make another round until places are taken, with prior rector's decision, but all applications have to be completed until 25 September at noon.

Candidates should send their application for enrolment through **electronic form via online portal eVS**: online application <http://portal.evs.gov.si/prijava/?locale=en>. Candidates must also print the electronic form, sign it and send it by post by the deadline. Applications with attachments should be addressed to: Visokošolska prijavno-informacijska služba, Univerza v Novi Gorici

Vipavska 13, 5000 Nova Gorica, Slovenia. Please see <http://www.ung.si/en/study/admissions/first-level-admissions/how-to-apply/> for more information on obligatory attachments etc.

General requirements for enrolment are:

1. Successfully completed final examination, following a suitable four-year secondary school programme, a matura exam, i.e. the Slovene university qualifying exams, or vocational secondary school leaving examination (vocational matura),
2. Proof of artistic ability for the Digital Arts and Practices programme (the certificate of artistic ability granted is valid only for the current study year).

Candidates who get at least 48 ECTS points from other study programmes which correspond at least in 70% with the course contents of the Digital Arts and Practices programme accredited by the committee for student matters and successfully pass point 2 of admission requirements, will be able to inscribe directly into the second study year. Candidates who get at least 108 ECTS points from other study programmes which correspond at least in 70% with the course contents of the Digital Arts and Practices programme accredited by the committee for student matters and pass point 2 of admission requirements,

will be able to inscribe directly into the third study year.

It is envisaged that 20 students will be admitted to the programme each year.

In case the number of candidates exceeds the number of available positions, candidates will be assessed:

- * Proof of artistic ability: 90% weighted value in the assessment,
- * Grade-point average of the matura, vocational matura or secondary school final examination: 5% weighted value in the assessment,
- * Grade-point average of the 3rd and 4th year in secondary school: 5% weighted value in the assessment.

Proof of artistic ability includes:

* **A folder** – after applying all candidates are invited to submit:

o a **Portfolio** – which should illustrate the candidate's talent as well as the level of knowledge of media and techniques.

o a **Motivation letter with a biography** – which should show activity of the candidate in and outside of the chosen medium/media and uncover his/her motives in the choice of studies and professional way.

* **Assignment** – Candidates with a positively evaluated portfolio receive a special creative task. If the candidate's assignment is positively evaluated, he/she will be invited to an interview.

* **Interview** – In the interview the authorship of the submitted material shall be proven as well as the candidate's ability of comprehension and expressing his/her thoughts.

Note:

Please note that although most of our teaching and administration staff do understand and speak English and Serbian/Croatian, most lectures on BA level are in Slovene language. While we do not demand certificates, knowledge of Slovenian is highly advisable for a student to be able to follow the study process. The university offers a Slovenian language course.

Candidates are welcome to visit the school especially during semester production shows and on Open Days, but also outside of these. If you would like to visit the school, please contact the UNG School of Arts Office and let us know about your arrival a few days ahead to make sure that we will be able to devote some time to you.

Foreign candidates can apply for the Digital Arts and Practices programme and receive more information on the study programme and admission requirements

About the School

History

The School of Arts joined the University of Nova Gorica in 2008, upon the fifteen years of experience of the Famul Stuart School of Applied Arts. The school continues to **evolve and develop** innovative ways to provide knowledge and skills through **practical examples and contextual projects**. Basic school activities are centred on the notion of art and **broadening the application of art**, from creative industries to specific interactions with science and technologies, as well as interdisciplinary media production contexts, from the laboratory to the streets. In 2016 the school received the nominal title Academy in Slovenia, the first since 1945.

The UNG School of Arts offers the full vertical BA/MA structure: a **Bachelor of Arts in Digital Arts and Practices** and since 2012 also the **master** programme of **Media Arts and Practices**.

Location

Situated right on the boarder between Italy and Slovenia, the twin towns of Nova Gorica and Gorica are well connected by transport both regionally and internationally, with local bus transfers to the Trieste (Ronchi) Airport and frequent (mini-)bus services to Treviso, Venice, Milan (and other main Northern-Italy) airports, as well as to Ljubljana (1 hour), train connections with these cities are also well maintained. It will take only a short hop to the Croatian cities of Rijeka (1 hour) or Zagreb (2 hours) by car, also Klagenfurt, Salzburg, Graz and even Vienna or Budapest are within a few hours drive. Boat services from Trieste (half an hour drive by car or bus) and other nearby ports connect the region across the Mediterranean.

The close connection of the town of Nova Gorica with the Italian neighbor (twin-)town Gorizia enables students different forms of cooperation in the field of youth culture and entertainment as well as international academic mobility. The micro-region is easy to cycle and well bus-connected. Staying in the flourishing Vipava Valley offers a number of opportunities for actively spending one's free time as well as pampering the gourmet palate with both local food and wine. The position enables quick jumps to Venice, half an hour by car takes you to the beautiful coast of the Adriatic Sea with numerous leisure, sports and cultural options. The twin towns are situated at the mouth of the stunning Soča Valley, with an exceptional offer on relaxation as well as extreme sports in unspoilt nature. From here you can visit numerous beautiful coastal

towns of Croatia, Slovenia and Italy, explore world-known Karst caves as well as enjoy numerous other treasures springing from the unique mix between sub-mediterranean and sub-alpine landscapes, climates and cultures...

Where to stay, eat, get insurance, work... (Student guide)

Please find comprehensive information in the UNG Student guide:
www.ung.si/en/study/student-guide/

Location and Postal Address

University of Nova Gorica School of Arts
Vipavska 13, Rožna Dolina
SI-5000 Nova Gorica
Slovenia

School of Arts Office

info.au@ung.si
+386 51 33 67 70

More info, student works, social media ...

Web page	http://www.ung.si/au
Web Gallery	http://au.ung.si
Online Semester Show June 2021	https://au-razstava.ung.si/en/annual-show-2020-2021/
What do students think?	https://www.ung.si/en/education/why-ung/students-testimonies/testimonies-au
Vimeo	https://vimeo.com/ungakademijaumetnosti
Instagram	https://www.instagram.com/akademijaumetnostiung
FB	https://www.facebook.com/akademija.umetnosti.UNG