



Neda Ivanović, student of the Master's programme, Media Arts and Practices, and graduate of the Bachelor's programme, Digital Arts and Practices, carrier module Animation:

"I enrolled at the UNG School of Arts because it offered a range of opportunities I couldn't find in any other undergraduate programme in this field. The study programme allowed me to take more time to find my place while also gaining skills in areas I never imagined I would have the chance to explore. I am very grateful for the experiences gained through festivals, exchanges, and workshops that the academy organises for students — I believe I wouldn't have access to these anywhere else as close to home. Although I had no prior experience in animation before coming to the university, it ultimately became the path I chose to pursue in the future. The professors at the academy guided me well while also giving me enough freedom to approach animation in the way I wanted. I am also very satisfied with the mentorship I received along the way."



Luka Carlevaris, graduate of the Master's programme, Media Arts and Practices, and the Bachelor's programme, Digital Arts and Practices, carrier module Photography:

"Studying at the UNG School of Arts was an important and formative experience for me. The programme provided me not only with technical knowledge in photography but also with a broader, interdisciplinary perspective on visual media. All students were very connected, which led to interesting collaborations. The professors encouraged us to think independently and experiment, allowing me to intertwine photography with other artistic practices and explore my own authorial expression without limitations."



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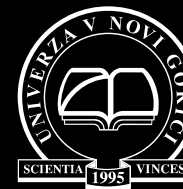
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SCHOOL OF ARTS
University of Nova Gorica



Animation, Film, Photography, New Media, Contemporary Art Practices

Bachelor's study programme, Digital Arts and Practices

Master's study programme, Media Arts and Practices

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is a member of the ACROSS
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EXPLORING AND CREATING IN THE FIELDS OF FILM, CREATIVE INDUSTRIES, OR CONTEMPORARY ARTS

ABOUT STUDYING AT THE SCHOOL OF ARTS

ARE YOU INTERESTED IN working within the expanded field of art or in individual areas such as creating animated films or perhaps fiction, documentary, and experimental films; creatively exploring photography, new media, or contemporary artistic practices — and maybe even connecting art with science in the process?

Give us a try and find your very own path along the way!



practice-oriented interdisciplinary programmes



a personal approach, small study groups



creative project-based work throughout the entire course of study



international exchange programmes, participation in festivals



various scholarship opportunities

BACHELOR'S STUDY PROGRAMME, DIGITAL ARTS AND PRACTICES

A practice-oriented three-year higher education programme enables exploration through four carrier modules: **Animation, Film, Photography, and New Media**, with **Contemporary Art Practices** offered as a graduate-level module. The carrier modules are supported by historical-critical and creative-technical content blocks and operate across three environments: the film sector, the creative industries, and contemporary art. This approach provides students with multiple perspectives on professional engagement. With the knowledge and skills they acquire, students can confidently embark on their own professional careers or join as highly skilled collaborators in environments in which diverse audiovisual media content is created.

BASIC INFORMATION

Admission requirements:

→ General matura, vocational matura, or a final examination from any four-year secondary education programme, or an equivalent qualification obtained abroad
→ An assessment of artistic ability is mandatory. A successfully completed assessment is valid only for the current academic year. We recommend that you inquire about the requirements and the procedure of the assessment in good time.
Duration of the qualification: 6 semesters / 3 years
Nature of the qualification: Diploma practical and written project
Qualification title: diplomant / diplomantka digitalnih umetnosti in praks (Bachelor of Applied Arts)
Study location: Rožna Dolina, Nova Gorica, Slovenia

Admission requirements



Which path to choose after graduation?

- 1) Continuation of studies at the Master's level.
2) Employment opportunities in areas such as:
a) an independent author,
b) in production companies, media environments, advertising agencies, architectural offices, galleries, museums, or archives — basically anywhere involved in the production and post-production of video, film, photography, graphic user interfaces, animation, animated film, and motion graphics, or in environments in which these are used as secondary presentational tools and for archiving purposes.

MASTER'S STUDY PROGRAMME, MEDIA ARTS AND PRACTICES

The programme offers specialisation in one of the carrier modules (or in interdisciplinary areas between them): **Animation, Film, Photography, New Media, Contemporary Art Practices, Scenographic Spaces** and **Art-Sci-Tech**.

Students are selected based on portfolio and creative project proposal or a clearly expressed interest in a specific medium or creative field. In an internationally networked study and production environment, students gradually develop their final projects and written theses, working closely with mentors, visiting lecturers, and fellow students.

BASIC INFORMATION

Admission requirements:

- Completion of a Bachelor's study programme comprising 180 ECTS
→ Successful completion of the artistic ability assessment. The assessment is valid only for the current academic year. We recommend that you inquire about the requirements and the procedure of the assessment in good time.
Duration of the qualification: 4 semesters / 2 years
Nature of the qualification: Master's practical and written project
Qualification title: magister medijskih umetnosti in praks (Master of Arts)
Study location: Rožna Dolina, Nova Gorica, Slovenia

Admission requirements



Which path to choose after graduation?

We see graduates of our programme primarily as independent creators, with a strong authorial voice in one or at the intersection of multiple artistic practices. Depending on the field in which they work, they are equipped for both leadership and supporting roles in larger multimedia projects (e.g., production of animated or live-action films), as well as for independent authorial work. Graduates are supported by multimedia knowledge and skills, enabling them to participate at multiple levels of the creative process in artistic and cultural productions.

Photos: Luka Carlevaris, Karin Likar, Melita Sandrin, Vanja Miloš Jovanović, Taša Mir and Roman Paxyutkin.

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