

PROGRAM REGULATIONS OF THE MASTER OF ARTS IN MULTIMEDIA ARTS AND DESIGN

Article 1 – Study Course Name and Code

The Master of Arts in Multimedia Arts and Design, code DASL08, is established at the legally recognised Rome University of Fine Arts - Academy of Fine Arts.

Article 2 – School

The Master of Arts in Multimedia Arts and Design is taught at the School of New Arts Technologies.

Article 3 – Associated Department

The coordinating facility of the teaching, research and artistic production activities of the School of New Arts Technologies is the Department of Applied Arts.

Article 4 – Learning outcomes

The Master of Arts in Multimedia Arts and Design aims to provide students with advanced-level training, for the full mastery of methods and techniques and to acquire high professional skills in the field of multimedia space design, in a scenario dominated by technological innovation. Multimedia design, which combines technologies and creativity in the fields of visual arts, design, film-making, lighting and sounds systems, represents the most advanced side of the contemporary artistic experience, as well as that of cultural and commercial communication in our contemporary world. The Master of Arts in Multimedia Arts and Design guarantees the most up-to-date information on new media technologies that lie at the base of new expressive languages and a rigorous design methodology that is capable of meeting the professional demand of the most advanced customer, in a logic of environmental friendliness and sustainability. Seminars, workshops, meetings with professionals, internships and field trials offer students a constantly topical comparison with the world of work.

Expected learning outcomes

Qualification descriptors – QTI2010

Master of Arts descriptors – The Master of Arts qualifications may be awarded to students who have achieved the knowledge, skills and abilities described below.

Knowledge and understanding

Multimedia Arts and Design graduates need to have demonstrated, by the continuous design practice and participation in indoor and outdoor events, knowledge and understanding skills in various disciplinary fields, which enrich and nourish their field of study and enable them to develop a path of research and analysis on subjects pertaining to multimedia.

Applying knowledge and understanding

Multimedia Arts and Design graduates need to be able to apply their multidisciplinary skills, ability to use new technological and expressive tools, their ability to identify the most effective solutions from a sensorial and perceptive point of view and to adopt the necessary methodologies to conceive, design and implement a multimedia project in the field of art and design.

Making judgements

Multimedia Arts and Design graduates need to have acquired the essential tools that enable them to bring various knowledge and complexities into dialogue, formulating judgements with social and ethical responsibility in the application

of their knowledge in order to design environmentally sustainable multimedia works.

Communication skills

Multimedia Arts and Design graduates need to be able to share different knowledge and skills with clarity and agility, simplifying the complex multimedia language that currently affects the public and wider customer base.

Learning skills

Multimedia Arts and Design graduates need to have carried out independent research, study and analysis activities that enable them to continue studying, even at a later stage. This practice of the self-guided mode is considered particularly useful, given the multidisciplinary nature of multimedia and its connection with technological progress, which requires continuous updates

Article 5 – Employment and professional opportunities

The Master of Arts in Multimedia Arts and Design aims to train highly specialised artistic and professional designers, which are currently increasingly required by the performing arts industry, in terms of interior design and multimedia communication, on both a national and international level:

- designer of multimedia set-up and installations;
- technician specialising in the field of multimedia set-up and installations;
- expert in the representation and communication of multimedia works. When carrying out his/her professional activity, designers of multimedia spaces are able to take on, first hand, design and artistic direction responsibilities. They are specifically capable of:
 - ensuring the design of lighting scenarios using multimedia tools;
 - designing and implementing multimedia set-ups for exhibitions, trade fairs, shows, outdoor events and cultural institutions;
 - ensuring the image of a multimedia show for theatre, cinema and television;
 - designing and creating multimedia spaces for companies and shops;
 - carrying out new professions associated with the most advanced interior design in the fields of retail, exhibits and boating, including with reference to ambient living. Rome specifically offers itself as one of the main national centres in this field, starting from traditional film production, to the increasingly substantial production in the television sector. In addition, the recent establishment of major public museum structures, oriented to the exhibition and experimentation of modern art in its most advanced form (MAXXI, MACRO, Palazzo delle Esposizioni, etc.), is open to specialised professional profiles in the multimedia sector, an occupational sector destined to grow.

Article 6 - Admission criteria

Access requirements:

- a) All those holding a Bachelor of Arts or a Master of Arts in subjects associated with the course can apply.
- b) The transition from the Bachelor of Arts to the Master of Arts within the School of New Arts Technologies takes place directly.
- c) Students from another School or University Faculty shall be admitted by means of an admission test; these students may be given additional required courses: up to 12 training credits for Bachelor of Arts Graduates from another school; up to 18 training credits for University Faculty (Humanities, Sciences or Polytechnics) graduates.

Any curricular entries in terms of training credits, referring to specific Disciplinary Artistic Sectors, must be obtained before the individual preparation has been verified.

Verification procedure:

- a) The admission test to the Master of Arts is aimed at understanding the reasons and aptitudes for taking the chosen study course and for verifying the adequacy of individual preparation for admission purposes.

b) The test involves an interview with a presentation of the candidate's own portfolio, containing work and projects and any other documentation considered useful for admission purposes.

c) The selection of students admitted to the course is made on the basis of the results and assessments of the admission test and the maximum number of students admitted to the course is programmed in relation to the student to teacher ratio, as well as the provision of appropriate facilities and infrastructure for specific educational activities. Before the beginning of each academic year, the Council of Directors decides upon the maximum number of students for the composition of the classes and the possible splitting of said classes. Individual disciplines taught in the same class, may also be split.

Article 7 - Provision on attendance obligations

Attendance at the Academy's courses and lessons is mandatory. In order to be admitted to take the exams, the student needs to have attended at least 80% of all training activities carried out during each academic year, excluding individual study. This requirement will be certified by the Teachers responsible for the lessons.

Article 8 - Procedures for submitting study plans

The student is required to submit a study plan, including compulsory, optional and chosen educational activities. When formulating the plan, the student may specify that he/she will not make a full-time commitment. By November 30th of each academic year, the student must submit his/her study plan to the relevant educational facility. The study plan can be resubmitted the following year, by making amendments to the previous one. The latest approved study plan shall be valid. If it corresponds to the official course study plan, it shall be automatically approved. Otherwise, following the proposal of the Study Plans Committee, the Academic Council shall make a decision by the following 15 December.

Article 9 - Features of the thesis

The thesis of the Master of Arts in Multimedia Arts and Design, for which 10 training credits are awarded, may consist, alternatively:

- a) a discussion of a written paper, on a theoretical-methodological, analytical-critical or historical-artistic subject, produced by the candidate on a topic that is consistent with the learning outcomes and specific languages of his/her study course;
- b) the presentation and discussion of a project or artistic work that uses the methodologies and languages of one or more disciplines and that, in any case, must be accompanied by a written paper that critically highlights the theoretical approach, contents and techniques used. During the discussion, the candidate can use the support of a multimedia presentation.

Article 10 - Breakdown of the curricula

Curricula offered to students:

The Master of Arts in Multimedia Arts and Design provides for a single curriculum.

Breakdown into modules:

In accordance with the procedures for coding and recording the examinations required by the Academy, a course may incorporate several teaching modules that might apply to different disciplinary sectors, by unifying the final exam of the merged courses (referred to as "integrated courses" or "workshops", depending on the final verification methods). The merging must comply with the prerequisites required by the Academic Regulations.

Prerequisites:

- a) Each year, the Academic Regulations will specify the lessons initiated and their subdivision between the various course years, identifying the names of the disciplines within each artistic-disciplinary sector.
- b) Any prerequisites for the lessons shall be set out, for each academic year, in the Academic Regulations.

Further educational activities:

Further educational activities are those organized or required by the Academy in order to acquire additional linguistic

knowledge, as well as IT and computer skills, interpersonal skills or, in any case, useful skills for entering the world of work; in addition to educational activities aimed at facilitating professional choices, through direct knowledge of the professional industry to which the qualification may provide access. Specifically: training and guidance internships referred to in the Decree of the Ministry of Labour, no. 142, dated 25 March 1998.

Article 11 – Recognition of educational activities, skills and abilities

Transfer of students:

The transfer of students to the Master of Arts in Multimedia Arts and Design from another Master of Arts course of the Academy, or from another course on the same level at another Institution, foresees the recognition of the highest number of credits possible already achieved by the student, including by possibly resorting to interviews to verify the knowledge he/she actually has. Only in the event that a student is transferred between Master of Art courses pertaining to the same School of New Arts Technologies, the amount of credits directly attributed to the student cannot be less than 50% of those already achieved.

Knowledge and professional skills:

The Academy may recognise individually certified skills and professional abilities, as well as other knowledge and skills gained during educational activities in which the Academy has been involved in the design and implementation thereof. Training credits awarded cannot, in any case, exceed 12 training credits. The educational activities already recognised for the purposes of awarding training credits in the context of Bachelor of Arts cannot also be recognised as training credits in the Master of Arts diploma.

Article 12 - Entry into force and validity of the regulations

These Regulations shall enter into force in Academic Year 2018/2019 and shall be valid for three years. With a frequency not exceeding three years, the Academic Council shall review the Program Regulations.

**PROGRAM REGULATIONS
OF THE MASTER OF ARTS IN MULTIMEDIA ARTS AND DESIGN
(DASL08)**

DASL08 – MASTER OF ARTS in
NEW ARTS TECHNOLOGIES
Master of Arts in Multimedia Arts and Design

Field	Sector (Group)	Subject	Training credits	Lessons/ study hours	Subject type	Optional/ Mandatory	Proficiency
First year Training credits: 60							
<i>Basic</i>	ABST58	Psychology of art	6	45/105	Theoretical	Mandatory	Exam
	ABST45	Contemporary Arts and New Media	8	60/140	Theoretical	Mandatory	Exam
<i>Characterizing</i>	ABTEC40	Multimedia Direction	6	75/75	Theoretical/ Practical	Mandatory	Exam
	ABTEC40	Multimedia spaces design 1	10	125/125	Theoretical/ Practical	Mandatory	Exam
<i>Additional basic and characterizing ECTS credits</i>	ABTEC40	Multimedia Exhibit	8	100/100	Theoretical/ Practical	Mandatory	Exam
	ABTEC44	Sound Design 1	6	75/75	Theoretical	Mandatory	Exam
	ABPR36	Audiovisual Performance and Multimedia Installations	6	75/75	Theoretical/ Practical	Mandatory	Exam
	ABTEC42	TouchDesigner	6	75/75	Theoretical	Mandatory	Exam
<i>Further educational activities</i>		Linguistic and Interpersonal Skills, internships, Workshops, Artistic Production, etc.	4	0/100		Mandatory	
Second year Training credits: 60							
<i>Basic</i>	ABPC65	Mass Media Theory & Methods	6	45/105	Theoretical	Mandatory	Exam
<i>Characterizing</i>	ABTEC40	Multimedia for Cultural Heritage	6	75/75	Theoretical/ Practical	Mandatory	Exam
	ABTEC40	Multimedia spaces design 2	10	125/125	Theoretical/ Practical	Mandatory	Exam
	ABTEC44	Sound Design 2	6	75/75	Theoretical/ Practical	Mandatory	Exam
	ABTEC41	Virtual Set design	6	75/75	Theoretical/ Practical	Mandatory	Exam
<i>Additional basic and characterizing training credits</i>	ABTEC42	Augmented Reality	6	75/75	Theoretical/ Practical	Mandatory	Exam
		Linguistic and interpersonal skills, internships, workshops, artistic production, etc.	4	0/100		Mandatory	
<i>Student's choice</i>			6	0/150		Mandatory	
<i>Thesis</i>			10	0/250		Mandatory	