

PROGRAM REGULATIONS OF THE MASTER OF ARTS IN SET DESIGN

Article 1 – Study Course Name and Code

The Master of Arts in Set Design, code DASL05, is established at the legally recognised Rome University of Fine Arts - Academy of Fine Arts.

Article 2 – School

The Master of Arts in Set Design is taught at the School of Set Design.

Article 3 – Associated Department

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

Article 4 – Learning outcomes

The Master of Arts in Set Design aims to provide an advanced level of education for the full mastery of design methods and artistic techniques and for the acquisition of high-level professional skills in the field of Set Design. Set Design, as a discipline of the performing arts, aims to define the environment within which the stage action takes place in musical and straight play, as well as in cinema and television shows. Furthermore, Set Design understood as a discipline applied to architectural spaces not intended for performing arts, responds to the current design and production needs of what is defined as a set design image. Students make use of all that the technique can offer, in order to acquire the most ingenious stage movements and the most sought-after lighting effects. For this, the stage will be analysed in depth in all its technical components and in its fundamental relationship with light, colour and image. The course aims to develop specific skills in the field of Virtual Set Design, in the use of new technological and expressive tools, for the design and management of the stage space and also to develop knowledge on the methodology for the arrangement of the characterising elements of space, most effective from a functional and perceptive point of view, depending on the different contextual conditions. It also aims to achieve extensive technical and practical knowledge on the use of materials, both traditional and innovative, as well as to develop in-depth study and research on visual artistic languages. Seminars, workshops, meetings with professionals, internships at art labs, exhibitions and field trials offer students a constantly topical comparison with the world of work and creative professions

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

Set Design graduates need to have demonstrated, through the planning of the environment of the set design, historical and cultural knowledge and the ability to understand the technical-operational aspects, which expand those associated with the study of visual and applied arts and allow students to develop an increasingly mature artistic research path in the field of Set Design.

Applying knowledge and understanding

Set Design graduates need to be able to use their knowledge of the disciplines of performing arts, their skills of using new

technological and expressive tools, their abilities in the arrangement of the characterising elements of the space most effective under the functional and perceptive profile, as well as adopting the methodological solutions necessary for the design and management of the stage space, of event set-ups and of spatial arrangement in general.

Making judgements

Set Design graduates must be able to integrate their extensive technical-graphic knowledge, manage the complexity of the design of the stage, as well as to assert their artistic identity through the creation of spatial arrangement for a show, in a continuous and informed comparison with the culture of design and contemporary society.

Communication skills

Set Design graduates need to be able to clearly and effectively communicate to interlocutors in the entertainment sector - including in international contexts - the contents of a project. They also need to be able to choose the appropriate form and language to be used with the interlocutor, in order to discuss their project, highlighting the strengths and underlining the originality of their ideas.

Learning skills

Set Design graduates need to have developed learning skills that enable them to continue to improve their skills in the use of technological innovations and to support the research on artistic-visual languages in a self-guided and independent manner.

Article 5 – Employment and professional opportunities

The Master of Arts in Set Design trains a highly specialist artistic professional profile able to operate in the field of theatre, cinema, television set design and all other sectors in which a spatial arrangement is required. The Set Designer practices as a freelancer, both independently and in partnership with professional firms, companies and organisations operating within performing arts and other creative fields. The Set Designer, within the limits imposed by the regulations in force, is able to personally assume responsibility for the design, artistic direction and the direction of works. He/she must also be able to formulate a specification of the works appropriate to the choice of materials and safety regulations currently in force. Specifically, he/she is able to:

- manage the design and implementation of theatre, cinema and television set design and the set ups such for events as shows, conferences, exhibitions, fashion shows, outdoor events; formulate the specifications relating to the design, the description of the materials and the execution times;
- manage the show's image, by making use of their knowledge of lighting systems and new technologies;
- use the main techniques of graphic representation, with specific reference to digital modeling and virtual set design;
 - design furniture, coverings and accessories, and define their appropriate location for the achievement of aesthetic and functional results, both within the stage and for interior spaces such as apartments, offices and commercial establishments;
- design artistic elements for street furniture;
- design, sketch and create costumes for performing arts.

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 Set Design 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 Set 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 Set 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 Set 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 Set Design, 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.

DASL05 – MASTER OF ARTS in

SET DESIGN

Master of Arts in Set Design

Field	Sector (Group)	Subject	Training credits	Lessons/ study hours	Subject type	Optional/ Mandatory	Proficiency
First year Training credits: 60							
<i>Basic</i>	ABPR16	Theory & practice of perspective drawing	4	50/50	Theoretical/ Practical	Mandatory	Exam
	ABPR31	Photography	6	75/75	Theoretical/ Practical	Mandatory	Exam
	ABST53	History of the Performing Arts	6	45/105	Theoretical/ Practical	Mandatory	Exam
<i>Characterizing</i>	ABPR22	Cinema Set Design	10	125/125	Theoretical/ Practical	Mandatory	Exam
	ABPR23	Set Construction	8	100/100	Theoretical/ Practical	Mandatory	Exam
	ABPR23	Technology & Materials for Set Design	6	75/75	Theoretical/ Practical	Mandatory	Exam
	ABPR32	Costume design	8	100/100	Theoretical/ Practical	Mandatory	Exam
<i>Additional basic and characterizing ECTS credits</i>	ABPR14	Features of Architecture & Urban Design	6	75/75	Theoretical/ Practical	Mandatory	Exam
	ABST51	Phenomenology of contemporary arts	6	45/105	Theoretical	Mandatory	Exam
Second year Training credits: 60							
<i>Characterizing</i>	ABTEC38	Television Set Design	8	100/100	Theoretical/ Practical	Mandatory	Exam
	ABTEC43	Theatre Set Design	10	125/125	Theoretical/ Practical	Mandatory	Exam
	ABTEC43	Lighting Systems	6	75/75	Theoretical/ Practical	Mandatory	Exam
<i>Additional basic and characterizing training credits</i>	ABTEC43	Architectural model-making	6	75/75	Theoretical/ Practical	Mandatory	Exam
	ABTEC43	Virtual architecture	6	75/75	Theoretical/ Practical	Mandatory	Exam
<i>Further educational activities</i>		Linguistic and interpersonal skills, internships, workshops, artistic production, etc.	8	0/200		Mandatory	
<i>Student's choice</i>			6	0/150		Mandatory	
<i>Thesis</i>			10	0/250		Mandatory	