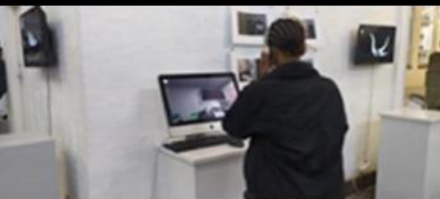
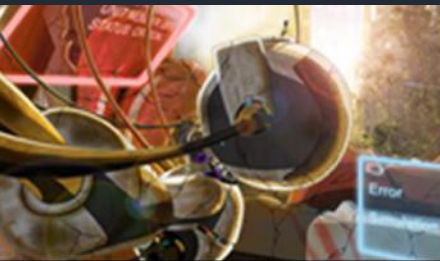




DIGITAL ART





THE DIGITAL ARTS UNDERGRADUATE MAJOR: GENERAL INFORMATION FOR PROSPECTIVE STUDENTS

DIGITAL ART AS AN OFFERING

Digital Arts is an undergraduate major and post graduate degree in the BA and Soc Sci Degrees. At present it is only offered on the Pietermaritzburg Campus.

HOW TO INCLUDE THIS MAJOR IN YOUR DEGREE

This major may be taken in two ways:

1. Digital Arts may be taken as one of two majors in the BA General Studies and SocSci degrees. See the *Undergraduate Prospectus* - page 118 - for the list of majors for the BA Gen Studies that you can take with Digital Arts.

<https://ukzn.ac.za/wp-content/uploads/2022/01/UKZN-UG-Prospectus-2022.pdf>

2. Digital Arts may be taken as part of the BAVA degree. See the *Humanities Handbook* for details. The BAVA is a structured Visual Arts degree. They offer our modules as core electives in their program. We are not officially part of this program. Contact them for information as the way in which Digital Arts modules are integrated may change from time to time. The person to contact in this regard is our administrator Mrs. Cathy Murugan. She will direct you to the relevant person. Muruganc@ukzn.ac.za.

PROGRAM CONTENT

Practice: Students do projects in all the subjects offered. In the first year - we introduce graphic design, sequential narrative and digital imaging (drawing, photography and/or digital manipulation). In the second year - 3D modelling and a basic introduction to 2D animation. In the third year - 3D animation, AR, the moving image and interactivity is introduced. These projects get updated and amended - but this is what we offer at present. .

Theory: The theory components relate to the practice and may include a small practice component in years 1 and 2. The topics covered include the history, theory and critical contexts relating to the pre cinematic moving image, animation, new media and digital art.

HOW TO APPLY

All new students need to apply through the *Central Applications Office* (CAO). Please click on the link below. This has the information needed for undergraduate student admissions:

<http://applications.ukzn.ac.za/ApplicationProcedures/Undergraduate-Applicants/How-to-Apply-First-Time-Applicants.aspx>

Contact Mrs. Cathy Murugan for extra assistance Muruganc@ukzn.ac.za.



STRUCTURE OF THE UNDERGRADUATE MAJOR

The undergraduate programme consists of 8 modules, 2 taken in the first year of study, 2 in the second year and 4 in the third year. These modules are divided into 4 “theory” modules and 4 “practical” modules, although this is a very loose distinction, since the theory modules incorporate a certain amount of practical work, and the practical components draw on and extend students’ theoretical understanding. A more detailed account of the structure of the major is presented below.

LEVEL 1	
DIGA110: INTRODUCTION TO DIGITAL MEDIA (THEORY) (16) This module begins by offering students a basic introduction to Digital Arts theory, in particular the impact of the digital revolution on Visual Culture, Contemporary Art and New Media. This module includes a practice-based component whereby students respond creatively to aspects of the theoretical content. <i>Elective 1: Choose an elective from a 100-level module from another discipline.</i>	DIGA101: INTRODUCTION TO DIGITAL ARTS (PRACTICAL: LABORATORY-BASED) (16) This module aims to introduce students to current practices and principals of the digital arts as they apply to conceptual and contemporary creative production. This module introduces the basics of digital drawing, design, sequential art. <i>Elective 2: Choose an elective from a 100-level module from another discipline</i>
LEVEL 2	
DIGA201: APPLIED DIGITAL ARTS (PRACTICAL: LAB-BASED) (16) The module extends knowledge and skills introduced in DIGA101. Content includes an introduction to 3D modelling and 2D animation. <i>Elective 3: Choose an elective from a 200-level module from another discipline. (16C)</i>	DIGA210: FILM STUDIES (THEORY) (16) This module extends ideas taught in DIGA110 and introduces concepts and ideas relating to moving image practices and the digital arts – including a history of animation. <i>Elective 4: Choose an elective from a 200-level module from another discipline. (16C)</i>
LEVEL 3	
DIGA301: ADVANCED DIGITAL ARTS 1 ARTS (PRACTICAL: LABORATORY-BASED) (16) The module aims to extend the practices and principles of digital art established in levels one and two. It further introduces time-based art, 3D modelling and animation.	DIGA302: ADVANCED DIGITAL ARTS 2 (PRACTICAL: LABORATORY-BASED) (16) The module extends the processes established in DIGA301 and the practices and principles of digital art established in levels one and two. It introduces interactive net art and AR art.
DIGA310: ADVANCED FILM STUDIES (THEORY) (16) This capstone module extends and deepens students understanding of the moving image as they relate to digital arts theory and practice.	DIGA311: DIGITAL THEORY (THEORY) (16) This capstone module extends and deepens students understanding of Contemporary and New Media art - in particular as it relates to Post Media aesthetics, theory and practice.



THE STRUCTURE OF THE HONOURS DEGREE

SEMESTER ONE	
STUDIO PRACTICES IN DIGITAL ART: DIGA701P1 (32) Aim: To introduce advanced digital art practices, skills and knowledge. Assessment: Class work and final portfolio: 100%. DP Requirement: Minimum 80% attendance of studio practical; completion of all assignments.	CRITICAL METHODOLOGIES IN THE DIGITAL ARTS: DIGA710 (32C) Aim: To establish and debate critically the context (African and global) of contemporary digital media production and theory and to introduce qualitative research methodologies. Main project: The preparation of a research proposal. Assessment: Class work (presentations; written assignments, research proposal): 60%; Examination: 40%. DP Requirement: Minimum 80% attendance; active participation in group work; submission of all assignments.
SEMESTER TWO	
STUDIO SPECIALISATION IN DIGITAL ART: DIGA702P2 (32C) Aim: To develop advanced digital skills and to enable specialisation within the field of the Digital Arts. Content: Specialised digital project in an appropriate field chosen by the student. Assessment: Class work and final portfolio: 100% DP Requirement: Minimum 80% attendance; completion of all studio assignments.	DIGITAL ARTS RESEARCH PAPER: DIGA7RP (32C) Aim: To research and engage critically with a significant area within the digital arts. Content: A guided research project focused on an area related to the project developed in DIGA701 Assessment: Research Essay: 100%. DP Requirement: Minimum 80% attendance; active participation in seminars; timeous submission of a research essay

MA AND PHD DEGREES IN DIGITAL ARTS

Digital Arts offers post graduate degrees at the MA and PhD Levels. These are full research degrees by dissertation only. However, there is an option to do an integrated practice Component.

For further information contact:

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