

PROGRAMME SPECIFICATION
MFA COMPUTATIONAL STUDIO ARTS

Awarding Institution	University of London
Teaching Institution	Goldsmiths College
Department	Computing
Final Award	MFA/MA
FHEQ Award Level	7
QAA subject benchmarking group	Computing
Date	April 2010

Background to this Programme Specification

The Department of Computing is a vibrant, innovative and challenging department at Goldsmiths, focusing on the advancement of computing in many different technological areas including artificial intelligence, biology and genetics, cognitive science, computer games and entertainment, computer music, computer vision, design, digital arts, archaeology and architecture, haptics as well as in computer science itself. We are arguably Europe's leading department for the combination of mainstream computing research, and its creative and innovative application in key interdisciplinary areas.

Goldsmiths Digital Studios is a hub of radical experimentation, fundamental investigations and innovative practices, forging links between digital technologies and artistic practice. It is a crucible for original theories, new departures in the technological arts and pioneering, and commercially viable, sustainable software products. Leading academic specialists with interests in computing, art, music, design and culture staff the Studios. The staff work closely with artists and digital media professionals - from the culture industries, film production, design consultancies, museums and galleries, interactive media content providers, software development houses, and hardware design laboratories - to explore and extend the use of today's digital technology and to define and implement the art and design technologies of tomorrow.

The Digital Studios values the weekly Whitehead lecture series and the monthly Thursday Club as an opportunity to exchange views and expose students to the latest artistic, theoretical and methodological developments. Invited speakers of national and international repute present a range of material appropriate to the themes of cognition, computation and culture. There are regular open seminar and external speaker series in several relevant departments and centres, including the Department of Visual Culture, Music, Drama, Design, English and Comparative Literature, Media and Communications, Computing, The Centre for Cognition, Computing and Culture and Centre for Cultural Studies.

Introduction to the Programme

Our MFA in Computational Studio Arts is the only programme in the University of London in which students can include creative work and an arts-based context of their practice within the distinctive field of arts and creative technologies. The programme is based within Goldsmiths Digital Studios, a multi-disciplinary research centre that links computing to other world-leading Goldsmiths departments including cultural studies, design, drama, media and communications, music, psychology and visual arts.

What are the aims of the programme?

The main purpose of the MFA in Computational Studio Arts is to nurture individual development and creativity, enabling the progressive acquisition of independent learning skills. The programme offers the opportunity to discover and develop a wide range of creative and computing abilities to enable students to thrive as an independent practitioner (in art, sound, intelligent textiles, hypertext fiction, interactivity and narrative, performance and technology for example) and multi-disciplinary worker within visual culture and new digital forms of production and distribution. Creative practice at the intersection of art, design and technology takes place within an exciting context of an emerging discipline and all career paths within it are therefore pioneering ones. Students will also be able to collaborate meaningfully with technologists in a wide range of work, research and partnership frameworks within the Goldsmiths Digital Studios and externally.

This two-year full-time MFA has been designed to enable students to develop the technical skills, conceptual framework, and artistic competencies so that students can participate in artistic practice and the development of the new technologies that are shaping our society at the highest level. The MFA will equip students with a broad training in the use of the kinds of computing systems that are currently most important in a wide range of artistic, design and cultural practices and the creative industries, as well as technologies that are yet to emerge. Students will also be offered a thorough grounding in contemporary theoretical debates, which will be expected to inform students' practice.

What are the admissions criteria?

Upper second class undergraduate degree in an arts or related subject and an interest in – and capability for – working in interdisciplinary contexts. In exceptional circumstances, outstanding practitioners or individuals with strong commercial experience may be considered.

Applicants will be expected to submit a portfolio of work in the form of a website, DVD or other suitable medium.

Non-native English students should normally have a minimum IELTS score of 6.5 or equivalent.

What are the learning outcomes of the programme?

The programme seeks to enhance individual ambition and develop the group as a supportive unit. As a consequence the programme is both critical and discursive. It subjects student work and ambitions, the ideas, concepts and attitudes involved, as well as what students produce and write, to critical scrutiny. It asks students to consider, reflect and actively engage with questions of audience, interactivity and representation within a range of cultural environments.

In addition to subject specific knowledge and skills, the programme further enables students to develop a wide variety of transferable, intellectual, organisation and communication skills. These can be applied to any number of self-initiated activities and career options within art, design and

technology practices and the creative and culture industries. By drawing on the expertise of core staff and the wide range of practitioners, critics, curators, computer scientists and theorists who work on the programme, we ensure innovation and consolidation between our academic work and the professional worlds of the arts, computer science and cultural at large. Finally, we expect that our international group of mentors will provide a high level and special input to student work.

Learning outcomes for the PGCert, PGDip, MA and MFA

PGCert requires students to pass 60 credits at these learning outcomes, while the PGDip requires 120. Award of the MFA requires all outcomes to be achieved with greater depth and independence than the MA, PGCert and PGDip awards.

General Learning Outcomes

Graduates should have:	Taught by:
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<p>Graduates should have:</p>	<p>Taught by:</p>
<p>A By the end of the programme you should be able to</p> <p>Practical skills:</p> <p style="padding-left: 40px;">A1. produce art/sound/writing/performance works using a range of digital design tools and techniques</p> <p>Cognitive skills:</p> <p style="padding-left: 40px;">A2. demonstrate a clear assessment of your artistic production and research.</p> <p style="padding-left: 40px;">A3. speak critically about your work concerns to your peers</p> <p>Knowledge and understanding</p> <p style="padding-left: 40px;">A4. evidence a personal understanding of the conventions and techniques, which underlie your studio practice, and critical thinking</p> <p style="padding-left: 40px;">A5. demonstrate an understanding of technology to be able to be innovative in the use and perhaps the design of new technologies at a high level</p>	<p>A1 is taught principally through a combination) hands-on studio teaching sessions In the first two terms, several tools and techniques will be studied formally, but thereafter, the teaching will be tailored to your individual needs. The acquisition of outcomes that refer to studio practice are primarily achieved through a flexible combination and appropriate mix of self-initiated and directed work supported by individual tutorials, staff/student studio-based and critical studies seminars and technical workshops. The teaching strategy of tutorial meetings are arranged to meet your individual needs and facilitate, through the writing of self-evaluation report forms, an analysis of your progress towards your personal goals. The professionals available to the programmes cover a wide, challenging and diverse range of specialisms and research interests. They provide a unique opportunity to further enhance your understanding or your own work in terms of professional practice and debates within the contemporary world of visual arts, design and techno scientific debate. A2 and A3 are taught both in the studios and the seminar series, especially in the second year, when the seminars are more in your control. A4 is one of the principal foci of the second year seminar series.</p> <p>Assessment methods:</p> <p>A1 is assessed through projects throughout the two years of the programme. A2 and A3 are assessed by two essays, one in each year of the programme, and tutorial reports. The essay in the first year is 3000 words while the one in the second year is 5-6.000 word: the first is on a selected topic drawn from seminar options provided by the first year seminar series; the second is a discussion of how your work fits into historical and theoretical contexts. A4 is assessed in the second year seminar series. A2 is very directly assessed in a self-evaluation report of 1500 words at the end of year 1, and a report of 2500 words at the end of the second year.</p>

Critical and Theoretic Outcomes

Graduates should be able to:	Taught by:
<p>B Intellectual and practical skills – able to:</p> <p>Cognitive skills</p> <p style="padding-left: 40px;">B1. demonstrate how creative practice has been considered in the light of your critical and cultural research</p> <p>Practical skills</p> <p style="padding-left: 40px;">B2. present your own research papers and critical thinking to others</p> <p style="padding-left: 40px;">B3. structure an essay based on your personal research according to your identified aims.</p>	<p>Teaching and learning methods: Critical Studies Seminars Learning and Teaching Methods</p> <p>The outcomes that relate to critical studies are achieved through the acquisition of theoretically based work. Staff and student led seminars address the conventions that inform and support practices within visual culture and techno-scientific culture. They focus on the ways in which this discourse has brought to bear on questions of your practice and research through group reading of texts, an analysis of visual and textual material and the production of creative writing and verbal critiques. The presentation of your research material at seminars and in examined essays contribute significantly to those outcomes which give you further opportunities for the development of oral and communication strategies.</p> <p>Critical Studies Seminars Assessment Methods</p> <p>The two main essays required in the programme assess all these outcomes. Students will be required to structure two essays based on personal research and proceeding according to identified aims agreed upon with a staff member. The essay should exhibit a comprehension of how your creative practice has been considered in the light of critical and cultural research.</p>

Technical and Studio skills

Graduates should be able to:	Taught by:
<p>After successfully completing this programme you should be able to:</p> <p>Practical, subject specific, skills</p> <p>C1. employ a range of tools and techniques to make web-based or stand-alone screen-based and digitally printed images</p> <p>C2. make various kinds of digital moving images, both animated and filmed.</p> <p>C3. create installations that involves an embedded computer system</p> <p>C4. make art/sound/writing/performance works that involve some specialist tools or view of digital systems</p>	<p>Learning and Teaching Methods for Studio Practice Outcomes</p> <p>Each of C1-C3 is the subject of a half-term intensive teaching session in the first year. Similarly, you will an optional half-term series of studio sessions that will lead towards C4. In each of these, you will receive some lectures, but mostly, you will be in a studio with intense help offered by an experienced tutor. By the second year, your studio tutorials will be individually tailored to your particular topic.</p> <p>Assessment Methods for Studio Practice Outcomes</p> <p>These are assessed your projects. In each of the first four half terms one of C1-C4 is assessed in either an individual or a group project. There is then a larger project in the summer of the first year, and your assessment for that will, in part, relate specifically to how well you address at least one of C1-C4. Then the major part of the second year will be taken up with producing a project that will be part of the MFA final show. Again, the assessment criteria will include how well you exhibit your learning of at least one of C1-C4.</p>

Transferable skills

Graduates should:	Taught by:
<p>After successfully completing this programme you should be able to:</p> <p>D1. apply a high level of creative and critical evaluation skills to your own strengths and weaknesses as an artist working within an emerging discipline.</p> <p>D2. critically assess some of the key aspects of contemporary techno scientific culture.</p> <p>D3. synthesise a range of topics and critical perspectives whilst developing your own critical perspective and research interests.</p> <p>D4. communicate effectively in both speech and written texts</p> <p>D5. apply self management skills, study independently, set personal goals, manage workloads and meet deadlines</p> <p>D6. anticipate and accommodate change and work within contexts of, flexibility, uncertainty and creative risk particularly in the rapidly changing world of new technology.</p> <p>D7. work effectively as part of a team</p> <p>D8. understand the processes of team work and collaboration through fund-raising, publicity and distributing your work to a wider public through exhibitions, internet and web site dissemination.</p>	<p>Teaching and learning methods:</p> <p>Most of the teaching of transferable skills is informal. They are developed through studio practices in which you need to discuss your work with tutors, through large projects which you have to plan and execute over a long period of time, speaking at seminars, and writing essays with substantial input from tutors.</p> <p>Assessment</p> <p>Self-evaluation tutorial reports of 1500 words in the first year and 2500 in the second monitor your artistic and critical annually require your assessment of your strengths and areas for further development as you develop your final body or work and other research-based activity. The application of oral skills is assessed at the point of your viva voce that accompanies your final body of work. The application of analytical and interpretation skills are assessed through seminar/oral feedback on your research essays.</p>

Additional Learning outcomes for the MA and MFA

Graduates should have:	Taught by:
<p>E By the end of the programme you should be able to</p> <p>E1. Apply the above technical and studio outcomes to your own studio based arts practice and produce a substantial single work</p> <p>E2. Apply the outcomes B1-B3 to a written discussion of your own work within its artistic and cultural context</p>	<p>E1 and E2 are assessed through the Project in Computational Arts. This will involve creating a substantial studio work (E1) with an accompanying essay (E2)</p>

Additional Learning outcomes for the MFA

Graduates should have:	Taught by:
<p>F By the end of the programme you should be able to</p> <p>F1. Apply the above technical and studio outcomes to your own studio based arts practice and produce a substantial coherent body of original work</p> <p>F2. Present your work in the context of a professional level exhibition, performance or similar public presentation.</p> <p>F3. Apply the outcomes B1-B3 to a substantial written critical analysis of your own work within its artistic and cultural context</p>	<p>F1-F3 are taught through the 2nd year Studio Practice (F1 and F2) and Critical Studies (F3). F1 and F2 will be assessed by a technical studio project and the MFA exhibition. F3 will be assessed by a self-evaluation report and 6000 word essay.</p>

What courses are offered on this programme?

Year 1

Terms 1 and 2

The first year will consist of the following core taught courses

- Programming for Artists I and II
- Creative Technologies and Practices I and II
- Workshops in Creative Coding I and II

In addition students will take two 15 credit electives. These will be updated regularly to ensure they are up to date and relevant. Examples may include:

- Physical Computing
- Advanced Audio-Visual Computing
- Consciousness and Computation
- Embodiment and Enactivism
- Visual Arts Computing and Applications
- History of Art, Computer Games, Graphics and Technology
- Audio Engineering

Term 3

In the third term students will be expected to undertake a substantial project, resulting either in a significant new piece of creative work or in a substantial piece of technical research which will be exhibited or presented publicly.

Year 2

The second year will consist of two large courses

- Studio Practice

Where students will develop their own practice independently in studio environment under guidance from tutors. Students will be expected to take much more responsibility for your own work, than in year 1.

- Critical Studies

As series of seminars following on from year 1 Creative Technologies and Practices, but with students taking greater leadership and responsibility for material.

Other learning opportunities

The Thursday Club

The Thursday Club was originally set up in October 2005 by GDS as a more informal setting for research discussions. It has grown to include over 100 members, artists, technologists, scientists, in fact, a growing diversity of people from different communities worldwide, that are now connected via an online forum and discussion group. There are also regular meetings in 'real time'. Anyone can attend these events. They are free, and in keeping them informal they allow for a more diverse and open-ended discourse for people who perhaps would not have the opportunity to discuss ideas outside of their chosen discipline. You would be expected to present your work to the forum, which comprises, artists, musicians, technologists, cultural theorists, curators and computer scientist from within and outside Goldsmiths.

There is also an archive of previous Thursday club events available on the GDS website.

The Whitehead Lectures on Cognition, Computation & Creativity

The Departments of Computing and Psychology at Goldsmiths College, University of London organise regular seminars by guest speakers throughout the academic year encompassing various aspects of cognition, computation and creativity. All are welcome to attend. To be added to the announcement list, please contact Mark Bishop by email: m.bishop@gold.ac.uk

You can also view details of occasional, more specialist Computer Science research seminars hosted by the Department of Computing.

Other courses in the College

It is possible to attend other lectures and seminars at Goldsmiths as appropriate, particularly those offered by the Centre for Cultural Studies, Media Communications and Design. It may be possible for you to attend regularly and take additional courses as well as undergraduate courses within the department of Computing.

You will need to check departmental notice boards around the Richard Hoggart building on a regular basis.

In addition there are activities offered by the wider network within London's museums, galleries, professional bodies and consultancies and the developing creative and cultural industries.

Goldsmiths Digital Studios is jointly directed by Janis Jefferies (Professor of Visual Arts) and Robert Zimmer (Professor of Computing).

How will courses be taught?

The first year will consist of taught courses using one of 3 types of teaching

- Studio-based teaching: You will have small-group interactions with a series of tutors for two days a week, throughout the first two terms. This will take place within one large studio environment within the Ben Pimlott building, called Digital Studios 1 on the ground floor in which you will be able to create your own set of artistic workspaces as appropriate to your work and collaborative needs.
- Lecture and laboratory based teaching. You will be taught technical material in a lecture which will be followed up by practical experience in a laboratory setting

- Seminars. You engage in a group discussion of issues in contemporary and computational arts under the guidance of a course tutor.

The 3rd term of year 1 and year 2 will consist of in depth, independent studio based work under the guidance of a tutor, with additional seminar based teaching.

How will my work be assessed?

Individual courses will be assessed with coursework as detailed in the course descriptions. This may take the form of a piece of studio work, a programming exercise or a written essay, which will be assessed by the course tutor.

The first year studio work will be assessed by single piece of studio work accompanied by a self-evaluation report.

The final evaluation for the MFA will take the form of a body of studio work presented at the MFA final exhibition in September as well as a studio and self-evaluation report and a research essay.

Final Degree Classification

Classification for the PGCert and PGDip

Student's final degree classification for PGCert and PGDip exit points will be calculated as follows:

Distinction: average mark over all taught courses 70% or above

Merit: average marks over all taught courses 60% or above

Pass: marks of 50% and above in all taught courses

Fail: failure in one or more of the courses.

The PGCert requires 60 credits of taught courses and the PGDip requires 120 credits (all taught courses).

Classification for the MA

In order to progress to the Final Project and the MA assessment students must fulfil the requirements for a pass at PGDip level (pass all 120 credits of taught courses).

Student's final degree classification for the MA will be calculated as follows:

Distinction: 70% or above in the studio project and an average mark of 70% or above over all taught courses, with no marks lower than 60%.

Pass: marks of 50% and above in all taught courses and studio project, but not at Distinction level.

Fail: failure in one or more of the courses or studio project.

Classification for the MFA

In order to progress to the 2nd year and the MFA assessment students must fulfil the requirements for a pass at MA level (pass all 120 credits of taught courses plus the 1st year studio project).

To be awarded the MFA Degree you have to satisfy the requirements of a body of work appropriate to your aims, most likely an MFA exhibition a contextual essay, and your studio progress together with you self-evaluation report.

Student's final degree classification for the MFA will be calculated as follows:

Distinction: 70% or above in the final exhibition and an average mark of 70% or above over all other courses

Merit: 60% or above in the final exhibition and an average mark of 60% or above over all other courses

Pass: marks of 50% or above in the final exhibition and in all other courses

Fail: failure in the final exhibition or one or more of the courses.

Re-Entry to Examination

In order to re-enter any part of the examination a candidate must

- Fulfil the conditions imposed by the Board of Examiners
- Formally apply and where appropriate pay the requisite fee to the Registry not later than 31 March of the year following the original examinations failure

What are the grading criteria for an MA/MFA degree?

The final classification of your MFA will be dependent on how well you have achieved:

- A final body of work that realises a range of visual/textual and/or aural material and virtual practices through innovation and research
- Skills in the relevant technologies and studio practice preparation, contribution to all seminars, group discussion articulated through self evaluation report research paper, a high level of enquiry, debate, argument and interpretative insight.
- Originality in approach, imaginative use of quotation, primary research and visual material.
- Control, structure and organisation of material including the proper use of annexes, sources and bibliographic material.

Mark	Descriptor	Grading Criteria
0%	Non submission	Work was not submitted or it was plagiarised

Mark	Descriptor	Grading Criteria
1-49%	Fail	<p>A mark below 50% is awarded when candidates demonstrate little or no achievement in application of appropriate knowledge, understanding and skills as specified in the programme learning outcomes. The final body of work will demonstrate little or no originality and ambition. The work will have achieved none of its aims or show a good level of technical competence and critical awareness of independent artistic practice, nor the student's own articulation of these concerns in a sourced and internally coherent written investigation. The work will have not have achieved its goals in relation to the experience of the student. The work will not be able to exhibit a good, developed awareness of its medium and of issues around audience, interactivity and representation</p>
50-59%	Pass	<p>Demonstration of a sound level of understanding based on a competent grasp of relevant concepts, methodology and content; display of skill in interpreting complex material; organisation of material at a high level of competence. Students should be able to demonstrate the ability to work independently to research and implement state of the art technologies.</p> <p>A mark of 50-59% is awarded when candidates demonstrate achieve a good standard in the overall application of appropriate knowledge, understanding and skills as specified in the programme learning outcomes. The final body of work will demonstrate a degree of originality and ambition. The work will have achieved some of its aims showing a good level of technical competence and critical awareness of independent artistic practice and the student's own articulation of these concerns in a sourced and internally coherent written investigation. The work will have achieved its goals in relation to the experience of the student. It will show evidence of a need for further research and planning. The work will be able to exhibit a reasonable, developed awareness of its medium and of issues around audience, interactivity and representation.</p>

Mark	Descriptor	Grading Criteria
60-69%	Good Pass	<p>A mark of 60-69% is awarded when candidates achieve a very good standard in the overall effective application of appropriate knowledge, understanding and skills as specified in the programme learning outcomes. The work will have achieved the majority of its goals. The final body of work will demonstrate a significant degree of originality and ambition. The work will have achieved its aims showing a good level of technical competence, critical awareness of independent artistic practice and the student's own articulation of these concerns in a sourced and internally coherent written investigation. The work will have achieved its goals in relation to the experience of the student and be very well researched and planned. The work will be able to exhibit a good, developed awareness of its medium and of issues around audience, interactivity and representation.</p>
70-79%	Distinction	<p>A mark of 70% or above is awarded when candidates demonstrate an exceptional application of appropriate knowledge, understanding and skills as specified in the programme learning outcomes. The final body of work will demonstrate of original and ambitious work. It will have achieved its aims showing an exceptional level of technical competence and critical awareness of independent artistic practice the student's own articulation of these concerns in a sourced and internally coherent written investigation. The work will have achieved its goals in relation to the experience of the student, be excellently researched and planned The work will be able to exhibit a highly developed awareness of its medium and of issues around audience, interactivity and representation</p>

What support can I expect?

Academic Support

Tutorials

The teaching strategy of tutorial meetings are arranged to meet your individual needs and facilitate, through the writing of self-evaluation report forms, an analysis of your progress towards your personal goals. The professionals available to the programmes cover a wide, challenging and diverse range of specialisms and research interests. They provide a unique opportunity to further enhance your understanding or your own work in terms of professional practice and debates within the contemporary world of visual arts, design and techno scientific debate. You should see your personal tutor at least 3 times a term.

Personal Tutor

As is good practice, all students on the MFA are allocated a Personal Tutor. This is a member of staff who will meet the student to discuss your progress and who will also be available to the student to discuss issues pertaining to their life as students at Goldsmiths. If you are unable to discuss a problem with his or her Personal Tutor, they are encouraged to see the Departmental Senior Tutor. You will develop and maintain a Personal Development Plan (PDP) during the programme of study. This PDP will record your aspirations, plans and goals, record achievement against goals, and enable progress monitoring in order to achieve personal student aims. Personal Tutors will be available to discuss PDPs with you.

Study Skills

Study skills sessions are organised on essay writing, seminar participation and examinations and revision. A dissertation workshop is held in the middle of the Spring term, after students have defined their topic and met with their supervisors. The aim of the workshop is to clarify the aims and to explain the format of the dissertation, provide general advice and answer specific concerns.

Office Hours / Surgery Hours

All teaching staff hold “surgeries” when they are available in their offices to help you with any queries that you may have about their course. You are strongly encouraged to make full use of the surgery hour system. You can also arrange to see staff outside these times by making an appointment directly with the member of staff.

Timetable and Attendance

Your lectures will be held in a variety of buildings across the campus. A plan of the College is given at the back of the Programme Handbook. The Departmental Computer laboratories are in the Whitehead Building and Hatcham House. You are based in Goldsmiths Digital Studios, ground floor of the Ben Pimlott building.

Your timetable slots are indicated by the course code. You should attend all the courses listed under your programme.

College regulations state that you should “attend on all days prescribed for (your) programme unless the College is officially closed”. **Attendance at all, lectures tutorials, workshops and laboratory classes is compulsory.**

If you need to be absent from classes for a period of more than one day you must get permission from the Senior Tutor. Absences of more than one week must be covered by a medical certificate or similar. See the College Regulations.

The General Regulations for students state that “except in the case of illness, students shall obtain permission from the Programme Tutor (or the Senior Tutor) concerned before absenting themselves from any seminar, tutorial or practical class, including workshops, laboratory classes and class tests or from any field excursion or special visit”.

If you are absent for more than two weeks and do not supply a medical certificate or other acceptable evidence that your absence was legitimate, you will be deemed to have withdrawn from the College.

You should contact (or ask someone to do so on your behalf) the Departmental office if you cannot come into College due to illness or any other reason. The telephone number is 020 7919 7850. You must supply the Department with a medical certificate detailing the reason for your absence if you are ill, or provide an explanation if you are absent for any other reason. Only then can this information be taken into account for your assessment

Goldsmiths new Graduate School aims to improve and enhance the Goldsmiths experience for all postgraduate students. It provides a strong and supportive infrastructure for postgraduate students throughout the College, building on the excellent work of academic and support departments, by providing facilities and training for all postgraduates, and encouraging intellectual and social contact across disciplines.

The Graduate School is, from the outset, a central College resource for research students, providing the College-wide research training programme. In the longer term, we will expand our focus to include taught masters students as well, having an overview of provision at this level and working with departments to enhance the educational experience and access to interdisciplinary networks of all postgraduate students. The Virtual Graduate School on learn.gold will also be where students are able to access information about postgraduate training and funding, academic and social events, and support. This will enhance interdisciplinarity, and help students to feel part of a wider community. It allows all students to get information about particular support for postgraduate students such as language training if their first language is not English; and access to materials and resources 24/7.

For further information, contact:

Head of Graduate School
Goldsmiths, University of London
Hatcham House
17-19 St James'
London SE14 6NW

graduateschool@gold.ac.uk

0202 7919 7774

www.goldsmiths.ac.uk/graduate-school/

Programme Convenors are available to discuss any issues arising throughout the course of study. All members of staff have office hours each week to discuss any matters; but outside these hours students may arrange an appointment with any member of staff via email or telephone.

Library

There will be a library induction in the first two weeks of the programme. A variety of library resources and arrangements enhance learning. There is an excellent collection of journals and substantial and up to date texts and Tutor's Files of copyright cleared articles for a wide range of courses in the College library. Heavily used texts are placed on reference and short-loan. There is also a Departmental short-loan collection and the Department has a video library and viewing room which complement the resources held by the College Information Services. Students are also encouraged to take advantage of the excellent library resources available through the University of London.

Counselling

The College provides counselling and student support services (e.g. English for overseas students, dyslexia). For students whose first language is not English, the English Language Unit provides courses in English language and English for Academic purposes through tailor-made timetables of study skill sessions and in-session courses in collaboration with the programme. There is also tailor-made provision for those students who may be re-entering Higher Education after a period away -- or arriving to it for the first time -- which develops their critical and writing skills specifically for the written assessments in the subject area. If students encounter difficulties at any time with their studies, their personal tutors and other Study Area staff can provide additional academic support whilst the Senior Tutor and Deputy Senior Tutor are available by appointment to discuss welfare-centred issues. The Department is taking advantage of and pursuing the College's Disability Awareness policies. Students with specific needs in this regard are considered on an individual basis. The programme makes strenuous efforts to ensure that its teaching spaces are wheelchair accessible. Other specific needs are considered and taken up on an individual basis. The College also actively supports students with specific learning difficulties (e.g. dyslexia), and provisions are made to ensure that all students, regardless of specific difficulty/disability, derive full benefit from the learning environment. In addition to specialist advice and assistance within the College, the Department ensures that course materials are suitable for all students and, where necessary, these are altered to meet the requirements of individual students. Where necessary, the location and length of examinations are individually tailored to ensure that no student is at a disadvantage as regards assessment.

The College also provides a range of other student support services. Details can be found on the College web site (www.goldsmiths.ac.uk). Students have access to the College Library, Multi-media, Audio-Visual Study resources and Computer Services and Language Resources and these provide a substantial means of supporting other aspects of your learning. Postgraduate students also have access to a dedicated Postgraduate resource centre (Hatcham House), which houses a number of online resources and offers space for seminars and the informal exchange of ideas.

Expertise is provided by the Departments' resident staff who are dedicated and experienced teachers, but also distinguished practitioners and researchers in their own right, working in national and international contexts. The Departments also draw on a large pool of visiting tutors and researchers, to provide a breadth of expertise and contact with current research and practice.

Student learning is supported by the Rutherford Information Services Building, which houses extensive book, score, CD/DVD and electronic resources. All registered students also have access to the University of London libraries network. In addition, the Department of Computing has extensive computer lab facilities. The Department make extensive use of the VLE learn.gold online facility, in order to support student learning in a number of ways, including the dissemination of learning resources and to provide an electronic forum for the exchange ideas and debate.

The curriculum is supported by a wide range of activities that encourage awareness and involvement in the Department's high profile practical and research activities, including termly postgraduate conferences, the Digital Studios' 'Thursday Club', the Whitehead Lectures, workshops, visiting speakers, and various other activities of the Digital Studios. Further information about these groups can be found from the Departments' web pages www.gold.ac.uk.

You are allocated a personal tutor during your period of study who offer advice, guidance or clarification of courses, options, requirements and regulations; and to monitor your progress through the programme. The Personal Tutor can also offer support in cases of academic difficulty. Should further advice be necessary, the Senior Tutor, the Chair of the Sub-Board of Examiners can also be consulted. If you encounter difficulties at any time with your studies, the programme convenor and other course tutors can provide additional academic support whilst the Senior Tutor is available by appointment to discuss welfare-centred issues. Staff members have office hours each week to discuss any matters; outside these hours students may arrange an appointment with staff via email or telephone.

The Department of Computing takes advantage of and pursue the College's Disability Awareness policies. Students with specific needs in this regard are considered on an individual basis. The College also actively supports students with specific learning difficulties (e.g. dyslexia), and provisions are made to ensure that all students, regardless of specific difficulty/disability, derive full benefit from the learning environment. In addition to specialist advice and assistance within the College, the Department ensures that course materials are suitable for all students and, where necessary, these are altered to meet the requirements of individual students.

You will develop and maintain a personal development plan, run by the Goldsmiths 3-D Graduate scheme, during your course of study. This helps you record aspirations, plans and goals, record your achievements, and enables progress to be monitored, in order to help achieve your individual aims. The Senior Tutor is available to discuss the 3-D scheme with students, and the Department will advise you about how best to approach this task.

The medical, counselling and financial services provide support for students when necessary, and in the case of students with special needs (including dyslexia), the Student Support Office will provide sympathetic advice and help. Goldsmiths also provides a wide range of other support services for students, which can be found on its web site at www.gold.ac.uk. Overseas students whose first language is not English may seek assistance from the Goldsmiths English Language Unit.

The Department is committed to making any reasonable adjustment that allows, as far as possible, for equality of opportunity and access, and to ensuring that students are not substantially disadvantaged because of specific learning difficulties or disability.

What Careers will be open to me?

At the time of writing, 50% of graduates from MFA Computational Studio Arts are on fully funded, full time PhD programmes. The majority of the remaining 50% are employed in the creative arts sector. In addition to these domains of employment, Graduates can expect a wide range of employment opportunities based on a broad set of skills acquired as part of the MA/MFA programme in Computational Studio Arts. Careers as arts practitioners are possible, but these focused objectives are flanked by the students high level skills, preparing graduates to enter the new creative digital economy as creative coders, programmers, designers, project managers, curators, collaborators and entrepreneurs. Other careers include, but are not limited to Film/television production and special effects companies; visual interface design; computer

graphics; games and animation; music production and cataloguing services; multimedia systems analysis; research and development in media and entertainment.

How will teaching quality be monitored?

Goldsmiths is committed to ensuring that all students are offered a high quality teaching and learning experience. We try to ensure this in two main ways:

Course Evaluation

You will be asked to provide regular feedback on individual courses, including the completion of course evaluation questionnaires on the content, management and delivery of those courses. These are handed out in each of the two teaching terms. If you have any problems with a course then you are encouraged to approach the relevant lecturer as soon as possible. Alternatively, you can speak to your Postgraduate Department Student Coordinator (DSC) or to the Chair of the Staff/Student forum for your programme (shared between PG Programme Leaders).

How will teaching quality be monitored?

The Department is committed to effective programme monitoring, in which representatives from the MSc programme can comment about the programme, the Department and provision for learning, teaching, assessment and related activities. Student representatives contribute to the undergraduate Staff-Student Forums run by the Department: termly meetings that are minuted and report to the Department. Student representation is also included in the membership of the Department Board, meeting several times over the academic year. The MSc programme participates in the College's procedures for course evaluation, and students are strongly encouraged to participate in this process. Course leaders are encouraged to actively seek and respond to student responses.

Student Representatives

For more information about the Postgraduate Department Student Coordinator please contact Denis Shukur [d.shukur@gold.ac.uk] - Democracy & Representation Coordinator, Goldsmiths Students' Union

Departmental Board

The Departmental Board is the formal committee within the Department and meets two or three times a year. It considers, amongst other things, the co-ordination, assessment and monitoring of programmes and any teaching quality assurance issues.