

The Master of Electronic Arts has the potential to build bridges across diverse areas of study to **create new areas of research** towards real world outcomes.



*re* – new media installation  
Jo Law with Hilary Bunt & Raul Marks

## KEY COURSE FACTS →

**Degree:** MA

### Entry Requirements:

- Project proposal
- Recognition of Prior Learning considered on an individual basis

### Duration:

18 months full time or equivalent part time

### Intakes:

February, July

### Campus:

Bentley, online (Open Learning Australia)

## Master of Electronic Arts →

**POSTGRADUATE**

Electronic arts do not simply present technical challenges. They create a range of new conceptual, linguistic and philosophical problems requiring solutions that draw upon the expertise and experience of educators, media practitioners, creative artists, visual thinkers, hardware and software engineers, architects and mathematicians. Electronic Arts have the potential to build bridges across diverse areas of study to create new areas of research towards real world outcomes.

The Master's program will facilitate students from a wide range of backgrounds to develop practice led research within the areas of emerging technologies. The creative ideology associated with the arts, combined with the immersive aspects of new technologies, will develop the basis for research into practical areas of electronic art.

The Master of Electronic Arts has grown in conjunction with other initiatives at Curtin University of Technology, particularly the internationally renowned Biennale of Electronic Arts Perth and the Studio of Electronic Arts.

## Course Overview

The course draws together diverse areas of research and practice, such as: digital telecommunications, Internet connectivity, screen-based hypermedia, DVD, digital film, multi-media installations, intelligent architecture, smart products, robotics, telepresence systems, computer modelling of behaviour, remote sensing devices, cyberspace and virtual reality, artificial life, popular culture, sonic art, video art, project management and web design.

Students' selection of elective units will depend on their prior qualifications and experience, as well as their goals in undertaking the course.

Since the Master of Electronic Arts is a program of study that brings together several areas of expertise, prior knowledge or learning will be given due recognition.

## Course Structure

The course introduces and extends individual interests and skills by engaging in electronic and interactive arts discourse, which will lead to the student's individual negotiated project.

The Master of Electronic Arts will:

- develop knowledge in both research and technical expertise by engaging in reflective practice and skills development;
- engage in trans-disciplinary investigations, exploring ideology/philosophy that will conclude in practical and theoretical research projects;
- broaden knowledge and skills through engaging with emergent technologies;
- provide a current and innovative framework that contextualises the student's chosen area of research.

The course consists of:

- 1 research methods unit
- 3 core theory units
- 2-4 elective units
- 4-6 project units

The electives and project units are customised to the individual student's intended outcomes.

## International Students

International students studying in Australia on a student visa can only study full-time and there are also specific entry requirements that must be met.

Please refer to [www.international.curtin.edu.au](http://www.international.curtin.edu.au) or phone +61 8 9266 7331 for further information, as some information contained within this flyer may not be applicable to international students.

Australian citizens, permanent residents and international students studying outside Australia have the choice of full-time, part-time and external study.

## Division of Humanities

Faculty of Built Environment, Art & Design  
Department of Art

## Course Structure\*

| Semester 1                             | Hours | Credits |
|--|-------|---------|
| Electronic Arts 511 - Mediated Body    | 4     | 25      |
| Electronic Arts 591 - Project          | 4     | 25      |
| Electronic Arts 590 - Research Methods | 4     | 25      |
| SELECT 1 ELECTIVE                      |       |         |

| Semester 2   | Hours | Credits |
|--|-------|---------|
| Electronic Arts 512 - Spatiality and Interactivity | 4     | 25      |
| Electronic Arts 592 - Project                      | 4     | 25      |
| Electronic Arts 593 - Project#                     | 4     | 25      |
| SELECT 1 ELECTIVE                                  |       |         |

| Semester 1  | Hours | Credits |
|---|-------|---------|
| Electronic Arts 613 - Presentation and Representation | 4     | 25      |
| Electronic Arts 693 - Project                         | 4     | 25      |
| Electronic Arts 694 - Project                         | 4     | 25      |
| Electronic Arts 695 - Project#                        | 4     | 25      |

# As an alternative to this unit, students may select an elective in consultation with the course coordinator.

## Intermediate Awards

The Postgraduate Certificate and Postgraduate Diploma are offered as flexible exit points. This means that students have the opportunity to apply for an interim award upon completion of specific required units if, due to exceptional circumstances, they are unable to complete the Master's course. Intermediate Awards are subject to the approval of the Head of Department.

## Additional Course Expenses

Students may need to purchase a number of textbooks, readers and other vital study materials including the cost of some consumables. External study may involve some additional costs if Internet Design units are chosen as options.

## Further Information

### Master of Electronic Arts

Enquiries should be directed to:

Humanities Student Services Centre  
Curtin University of Technology  
GPO Box U1987, Perth  
Western Australia 6845

Phone: [08] 9266 3400

Fax: [08] 9266 3345

Email: [humanities@curtin.edu.au](mailto:humanities@curtin.edu.au)

Web: [www.humanities.curtin.edu.au](http://www.humanities.curtin.edu.au)

## International students

Contact the International Office directly on:

Phone: +61 8 9266 7331

Fax: +61 8 9266 2605

Email: [international@curtin.edu.au](mailto:international@curtin.edu.au)

Web: [www.international.curtin.edu.au](http://www.international.curtin.edu.au)

# Curtin Electronic Art

## Master of Electronic Art



Extra Ear - Scale  
Tissue Culture & Art Project in collaboration with Stelarc

### WHO SHOULD DO IT? →

The Master of Electronic Arts is ideal for those wishing to be actively and creatively involved with emerging technologies.

Students will acquire professional and innovative use of emergent technologies, engage in artistic research, develop skills and focus on an individual negotiated program of study. Students will also develop an understanding of the relevance of their creative practice to industry and science.

Due to the growing interest in the creative use of new technologies resulting from government initiatives and educational imperatives, there is a growing need for creative professionals in this area of convergence. This course meets the demand to produce not only technologically skilled but also creative and innovative graduates. The Department of Art already boasts a strong interdisciplinary approach which is further enhanced through this course.

The Biennale of Electronic Arts Perth (BEAP), instigated by the Department of Art, has become the showcase for research in the area of electronic arts.

The Master of Electronic Arts links with other courses in this area of study, including: the Master of Enterprise and Technology (School of Science, Curtin), the Master of Design (Department of Design, Curtin), and the new Master of Bio Art at the University of Western Australia developed by SymbioticA, a key partner in BEAP.

Untitled - Road kill rabbit combined with electronics  
Anna Nazzari



Panopticon - new media installation  
Tan Teck Weng



\*Course Structure correct at time of print. Full details of units and course structure can be obtained by contacting the above or electronically from: <http://www.handbook.curtin.edu.au/>

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