

University of Nova Gorica

School of Arts





Location: University of Nova Gorica School of Arts, Vipavska 13, 5000 Nova Gorica

Photos: Cover – Filming the short fiction film *Cold Meat*, an MA graduation film by Rajat Sharma under mentorship of director Janez Burger, associate professor.

(front); Students happen to dip into the emerald Soča River while shooting a promo film for the university (back) with director Jasna Hribernik; This page from top to bottom – Sound field recording workshop with Boštjan Perovšek and Robertina Šebjanič; Prof. Rene Rusjan planning individual academic pathways with MA students in the Progress Track module; Filming of *Family Reunion* by MA student Iva Musović; MA students during a workshop with Želimir Žilnik; Right – Documenting the *Shirting* project by Slovenian artists with photographer Miha Godec.

Images by: Tina Smrekar, Robertina Šebjanič, Iva Musović, Urška Djukič, Miha Godec, Peter Purg, Mateja Nikolič, Anne Tassel, Katarina Blažič, Beatrice Vecchio, Sandra Jovanovska, Maja Stegovec, David Verlič, Daša Sirk, Rene Rusjan.

Title: University of Nova Gorica School of Arts | **Publisher:** University of Nova Gorica, Vipavska 13, Rožna Dolina, Nova Gorica | Year of publication: 2020 | **Design, layout and print:** A-media d. o. o., Šempeter pri Gorici
Number of copies: 1000 | Free publication. This publication is publicly funded.

SCHOOL OF ARTS

Dean: Prof. Boštjan Potokar

University of Nova Gorica School of Arts focuses on the development of author personas, savvy in several complementary artistic fields and media – film, animation, photography, new media and contemporary art practices. The interdisciplinary and intermedia features of these explicitly practical study programmes delivered in a quality academic environment are guaranteed by a rich pallet of referenced collaborators and visiting mentors. Besides manifold mobility options, students are included in international projects and collaborations with the local community as well as with a wider social context, especially the cultural and creative industries.



Students first.

We value the student as an independent and creative personality who develops in the group, within a community. With innovative approaches in pedagogic, research and production processes, we encourage independent creative and academic work supervised by an open group of experts. Mentors and guests are carefully chosen based on their excellence in contemporary practice as well as academic credentials, which ensures that the knowledge and skills we share with students are relevant and of a high quality. To learn more about the teachers, visit the web page [//au.ung.si/en/educating/people](http://au.ung.si/en/educating/people). Project-based work and production



Student present or pitch their diploma and MA graduation projects in different production stages for colleagues and mentors.

collaborations in out-of-school and international environments give students valuable hands-on experience in working on real and complex projects, often of interdisciplinary, research-based and/or experimental kind. In the course of study the students get to network, gather work experience, and

develop professional credentials in their selected fields of interest. After graduation this facilitates a...

... smooth and fast transition into the real-world production environment and/or focused advanced studies.

Graduates at both BA and MA levels are equipped to become members of interdisciplinary creative groups in media (TV, web, mobile media, gaming, print) and other production houses, advertising agencies, architecture studios, galleries, museums, archives, event venues and any other businesses involved in the production and postproduction of video, film, photography, graphic user interfaces, animation, animated film, animated graphics, online or other information and communication technologies, or wherever these are used for secondary, presentation purposes. Individual graduates with outstanding creative potential will set out as independent artists in the field of contemporary art, authors of feature or documentary film and animated film, independent photographers or authors of online, interactive and multimedia products or projects.

In the programmes... we do not actually program. Unless you want to.

As students progress along their studies, the three-year bachelor's programme in Digital Arts and Practices and the two-year master's programme in Media Arts and Practices, they navigate the realms and carrier modules of animation, photography, (video)film, new media, scenographic spaces and contemporary art practices; in the master's programme they can also take courses at partner universities abroad.



Introductory session at the *EmindS* workshop on Cyprus, where students of Nova Gorica joined forces with colleagues of other courses from the Graz, Helsinki, Solun and Nicosia.

History corners and crossroads

The School of Arts was nominally founded in 2008, but is underpinned by further fifteen years of experience of the Famul Stuart School of Applied Arts in Ljubljana, which offered two- and three-year programmes in digital media, interior design, restoration, sculpture and ceramics. After joining the university, we have continued to pursue the development and expansion of innovative ways of imparting knowledge and skills through practical examples and contextualised projects. In 2016 the school received the nominal title Academy in Slovenia, the first since 1945.

Location, location, location

Situated right on the boarder between Italy and Slovenia, the twin towns of Nova Gorica and Gorica are situated at the mouth of the stunning Soča Valley and well connected both regionally (Vipava valley, Goriška Brda, Ljubljana, Trieste, Venice), and internationally (Milan, Vienna, Zagreb, Rijeka). The close connection of the Slovenian Nova Gorica with the Italian neighbor (twin-) town Gorizia enables students diverse forms of activities and cooperation both within and outside of the academic environment.



Antique photography techniques – in this case wet plate collodion – with photographer Borut Peterlin.



Bachelor's Study Programme DIGITAL ARTS AND PRACTICES (First Level)

Year 1 60 ECTS	Carrier module I ANIMATION 6 ECTS	Carrier module I VIDEOFILM 6 ECTS	Carrier module I PHOTOGRAPHY 6 ECTS	Carrier module I NEW MEDIA 6 ECTS
	DIGITAL PRACTICUM I 16 ECTS			CONTEMPORARY ART PRACTICES I 4 ECTS
	CREATIVE PRACTICUM I 8 ECTS			HISTORY AND THEORY OF ARTS AND MEDIA I 8 ECTS
Year 2 60 ECTS	Elective Carrier module II ANIMATION /or/ VIDEOFILM /or/ PHOTOGRAPHY /or/ NEW MEDIA 14 ECTS			CONTEMPORARY ART PRACTICES II 10 ECTS
	OPTIONAL CONTENTS I 8 ECTS			
	DIGITAL PRACTICUM II 10 ECTS			HISTORY AND THEORY OF ARTS AND MEDIA II 10 ECTS
	CREATIVE PRACTICUM II 8 ECTS			
Year 3 60 ECTS	CREATIVE PRACTICUM III 4 ECTS			CONTEMPORARY ART PRACTICES III 10 ECTS
	OPTIONAL CONTENTS II 10 ECTS			
	DIGITAL PRACTICUM III 6 ECTS			HISTORY AND THEORY OF ARTS AND MEDIA III 10 ECTS
	Elective Carrier module III ANIMATION /or/ VIDEOFILM /or/ PHOTOGRAPHY /or/ NEW MEDIA /or/ CONTEMPORARY ART PRACTICES - D (4 ECTS) module work; 16 ECTS - diploma 20 ECTS			

Are you excited about creating moving images such as film, video or animation? Storytelling through audiovisual media? Animating drawings and physical objects? Shooting and editing? Photography? Site-specific interactive media installations or online events? Perhaps you are tempted by the exploration and the freedom of experimentation offered by contemporary artistic practices? Do you want to make any of that your profession? This is exactly what the bachelor's programme in Digital Arts and Practices offers.

Elective carrier modules

- **Animation** (*animated film, animation in creative industries*)
- **Videofilm** (*feature and documentary film*)
- **Photography** (*art photography, studio and stage, reportage*)
- **New media** (*creative use of new technologies*)

The carrier modules are flanked by historical, critical, creative and technical courses spanning three areas: film, creative industries, and contemporary art. The

combination of media and realms provided by the programme structure opens a range of professional pathways, from becoming an author (in the sense of author of integral artwork, animated film or art installation, photographic or online project) to developing a distinct professional identity, working in interdisciplinary creative teams (creator of virtual spaces, animations for mobile devices or interactive applications, video reporter for web TV, photojournalist, fashion or industrial photographer, director of photography in video film, character animator, etc.).

The bachelor's programme in Digital Arts and Practices is a three-year programme and students need 60 ECTS credit points each year, amounting to 180 ECTS through the end of the studies. Admission is open to candidates who have passed the final examination after the completion of a four-year secondary programme, matura or vocational matura, and successfully completed a test of artistic ability. The certificate of artistic ability is obtained from the school upon a successful presentation of a CV and a creative portfolio as well as passing an interview. It is valid only for the current study year.



Shooting a stop-motion animated film under the mentorship of the British animation director Paul Bush.

Animation

Animation as a medium amalgamates painting, sculpting, photography and film into new content. The module connects to multiple courses and demands different work methods depending on the specific phase in the creative process. It passes from the initial individual work to group work at subsequent phases, and from drawing on paper, designing with physical materials or computer modelling to using the same technology as videofilm.

Videofilm

Videofilm is a portmanteau increasingly used in the quest for new terminology, necessitated by changes brought about by new technologies and new subjects. In our example it also serves as a distinction: in the Videofilm module the emphasis is on the storyline and the film and TV realms, while other dimensions of video as a medium of expression are explored and developed by students in combination with other modules (for example Contemporary Art Practices).



Filming a promotional film with mentorship of director and artist Jasna Hribernik, assistant professor. The study process often brings students together for group projects to try out a variety of roles under the supervision of specialized mentors. In case of film, for example, they develop the plot, design the set, create the lighting and determine the camera setup, act and last but not least direct, edit and later finalize the film in post-production.

Photography

Photography has arguably become the most popular present-day medium and young people who seek a career in photography face a predicament. Technical knowledge and perfect execution alone are no longer enough for a good and inspiring photograph, the photographer's intimate, personal and unique narrative is becoming increasingly important.

New Media

Creative use of new technologies. Digitally converging text, image, sound and movement at the intersection of the physical and the virtual. From the interaction of the subject with machine code to the network collective on the electronic interface. Exploration of past, present and future uses of information and communication devices. Development of aesthetic concepts, critical applications and interactive events.

Creative practicum

Drawing, sculpting for animators, graphic design, visual deconstruction, lighting and set design, screenwriting, scene construction, creative subversion of media. A wide choice of shorter courses that explore creative techniques in conjunction with the carrier modules mentioned above.

Digital practicum

The computer as a tool. Vector graphics, video graphics, digital image processing, video technology, on-location shooting, digital editing of video, video product and screening, computer-aided 3D modelling, web interaction, the art of coding, sound design, sound and image in space.

Last preparations for a freshmen performance at the Annual Show, using DIY electronic wearables developed within a workshop with mentor (and our MA graduate) Lavoslava Benčič.



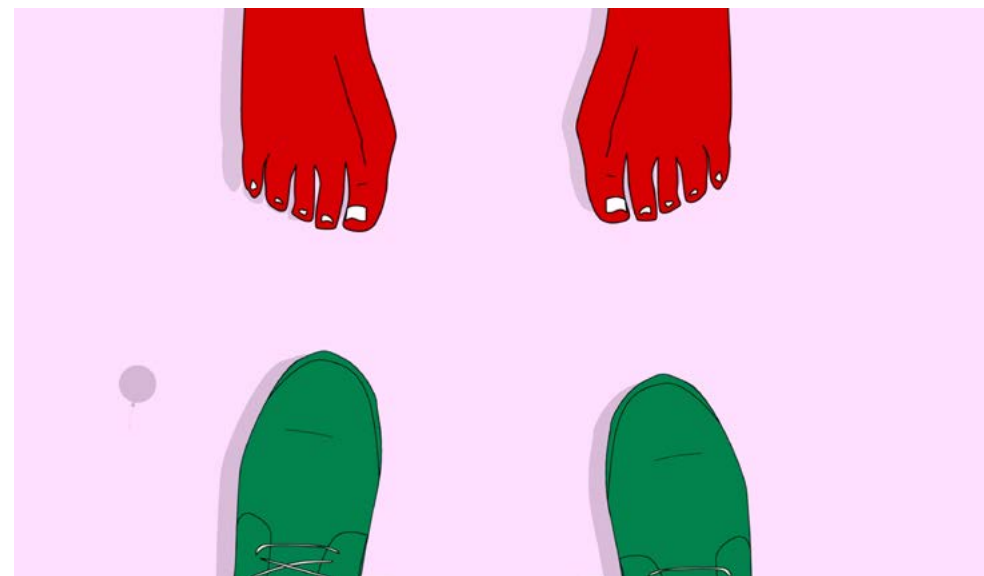
History and Theory of Arts and Media

Comparative and integrated art history (fine arts, music, literature); 20th century art history; historical and critical views on film, animation, photography and new media; critical theory of contemporary art and media; criticism and dialogue.

Contemporary Art Practices

Research in contemporary art contexts, from projects in public space to intimate individual works. Often conducted in collaboration with guest artists and partner institutions, giving students greater choice and diversity of experience. In the final year Contemporary Art Practices is the fifth elective diploma module.

Fashion photography mentored by photographer Miha Godec, our alumni.



From the pre-production materials for the animated film *Five Hour Conversation* by Katarina Blažič, under mentorship of director and producer Kolja Saksida, assistant professor.

Behind the Scenes of *Eden*, a BA graduation film of Elisabetta Gessi; main mentor director Boštjan Vrhovec, assistant professor.



Master's Study Programme MEDIA ARTS AND PRACTICES (Second Level)



The master's programme in Media Arts and Practices (120 ECTS) offers the students specialization in any of the (or a combination) elective carrier modules.

Elective carrier modules

- Animation
- Film
- Photography
- New Media
- Scenographic Spaces
- Contemporary Art Practices

The candidates are invited to approach the programme with a project idea and/or a clear creative interest in a specific medium or creative realm. In an internationally networked study and production atmosphere, the students will gradually develop their final project and theoretical thesis, all in close interaction with mentors, guest teachers and fellow students. Peer discussions in front of academic committees and trans-disciplinary interaction in studio workshops foster the students' advancement in their chosen area, from conception to completion of the main practical



An Experimental Form workshop on immersive media by artist and our MA graduate Valérie Wolf Gang. Students of different Carrier modules and levels can join forces on diverse projects.

project. During the course of the two-year programme the students have a say in the individual selection of shorter hands-on and online courses, and courses at specific sites in the immediate international region, and further afield. The programme, developed as part of the European ADRIART project ([//adriart.net](http://adriart.net)), offers professional and academic experience and the opportunity to network across accredited partner institutions in Austria, Croatia, Hungary, France to name but a few.

Semester 1 FALL 30 ECTS	PROGRESS TRACK 4 ECTS	CARRIER MODULE 8 ECTS	STUDIO 4 ECTS	TECHNIQUES IN PRACTICE 6 ECTS	Year 1
			SELECTIONS IN PRACTICE 4 ECTS	DISCOURSES IN PRACTICE 4 ECTS	
Semester 2 SPRING 30 ECTS	PROGRESS TRACK 4 ECTS	CARRIER MODULE 8 ECTS	STUDIO 4 ECTS	TECHNIQUES IN PRACTICE 6 ECTS	
			SELECTIONS IN PRACTICE 4 ECTS	DISCOURSES IN PRACTICE 4 ECTS	
Semester 3 FALL 30 ECTS	PROGRESS TRACK 4 ECTS	CARRIER MODULE 8 ECTS	STUDIO 4 ECTS	TECHNIQUES IN PRACTICE 4 ECTS	Year 2
			MASTER THESIS (preparation) 6 ECTS	DISCOURSES IN PRACTICE 4 ECTS	
Semester 4 SPRING 30 ECTS	Master Thesis PRACTICAL AND THEORETICAL PART 22 ECTS		TECHNIQUES IN PRACTICE 4 ECTS	DISCOURSES IN PRACTICE 4 ECTS	

Admission

The programme is open to candidates with a bachelor's degree (180 ECTS) who have successfully completed the test of artistic ability for the Media Arts and Practices programme (includes cover letter of motivation, portfolio and CV). The certificate of artistic ability is valid only for the current study year. Upon application the candidates define their project idea based on their motivation letter, portfolio and interview, and express a clear creative interest in one of the carrier modules.

Pathway

In the Progress Track module the students discuss their course choices and the progress of the master's project with mentors and peers, reflecting on their creative personality. This manifold process is tightly intertwined with the selected carrier module, where the



MA student Sandra Jovanovska transformed the scenography of her puppet animated film *Soma* into an installation, receiving several awards, both for the film and for the installation.

student is guided by the expert mentor in the acquisition of knowledge and skills as they navigate towards the completion of the practical master's project.

Electiveness

Throughout the course of the Media Arts and Practices programme the student can select a variety of shorter workshops or seminars. Techniques in Practice expands and upgrades technical skills and relevant know-how; Discourses in Practice offers historical, theoretical and critical frameworks and backgrounds; Selections in Practice supports the students in their first year in the acquisition of knowledge, skills and experience, both as part of the programme and externally.

Mobility

In the Studio module the student acquires key production, collaboration and communication experience in a multicultural and interdisciplinary environment under the mentorship of renowned experts and artists. Site-specific and project-based one- or two-week workshops connect different areas and creative or production roles. Over the two years, the students choose at least three interdisciplinary workshops on offer at different locations in the wider region (Croatia, Italy, Austria, Hungary, France, Finland...).

Master's thesis

The entire study programme is geared towards the completion of the practical master's project in the selected carrier module area, as a culmination of the above-mentioned educational processes. In conjunction with this individual project the student develops and completes a theoretical thesis with the help of the Master's Thesis (preparation) course as the principal written outcome of the study. The student defends the practical project along with the written thesis in front of peers and an international examination committee.



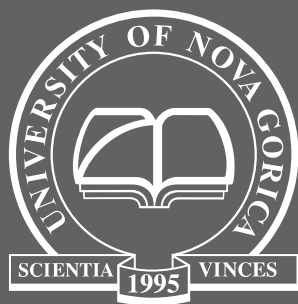
Hacking Slotmachines workshop during the *Pixxelpoint* festival in Nova Gorica, mentored by Slavko Glamočanin and prof. Peter Purg, giving students a chance to artistically transform gambling machines into instruments.



Students from Budapest, Cracow, Belgrade, Rijeka and Nova Gorica were *Mapping the Borders*, their own but also the local border between Slovenia and Italy in the twin towns of Nova Gorica and Goric.

BA graduate and now MA student Miha Godec presented his work as part of a scholarship award at the MFRU festival in Maribor.





University of Nova Gorica | School of Arts
Location | Vipavska 13, 5000 Nova Gorica

+386 51 336 770
info.au@ung.si
[//au.ung.si](https://au.ung.si)
[//ung.si](https://ung.si)