MFA Computational Arts

Programme Specification

Awarding Institution:
University of London (Interim Exit Awards made by Goldsmiths' College)
Teaching Institution: Goldsmiths, University of London
Name of Final Award and Programme Title: MFA Computational Arts
Name of Interim Exit Award(s):
MA Computational Arts
Postgraduate Certificate in Computational Arts
Postgraduate Diploma in Computational Arts
Duration of Programme:
2 years full-time or 4 years part-time (MFA Computational Arts)
1 year full-time or 2 years part-time (MA Computational Arts)
UCAS Code(s): Not applicable
HECoS Code(s): (100737) Multimedia Computing Science
QAA Benchmark Group: Computing
FHEQ Level of Award: Level 7
Programme accredited by: Not applicable
Date Programme Specification last updated/approved: November 2021
Home Department: Computing
Department(s) which will also be involved in teaching part of the programme:
Not applicable

Programme overview

The Computational Arts Masters at Goldsmiths is a hands-on program for the next generation of digital artists to develop practical skills in the fields of creative coding, physical computing and computational arts.

Students from all backgrounds are encouraged to be inventive, multidisciplinary and ambitious as they find themselves programming computers, building robots and designing generative systems. The computational arts field has grown dramatically in recent years and our students are at the forefront of this cultural change, making art by controlling complex computational technology in creative ways.

The programme is itself a multi-disciplinary research and postgraduate centre. The programme aims to bring together ideas and paradigms from computer science, art, and cultural theory, providing you with the necessary technical, theoretical and historical background to develop new aesthetics for computer media. As a graduate, you will be able to mediate between the worlds of computer science, technology, the arts and culture generally.

The MFA Computational Arts is a two-year programme, while the MA Computational Arts is a one-year programme. In those first two terms in the MA/MFA you will learn the fundamentals of programming and you will be led through a series of lectures, intensive hands-on workshops and individual or group projects in order to sharpen your technical skills. Through topics such as generative art, computer vision, genetic programming, machine learning, physical computing, you will receive highly specialised training in creative computing in a collaborative and stimulating environment. You will be exposed to real world scenarios, such as interactive public installations, robotics, computational sculptures, games, generative art pieces and more, and learn how to make them your own using technologies taught in the labs.

Since computational artworks don’t necessarily involve computers and screens, you will also be encouraged to produce works across a diverse range of media. Supported by studio technicians in state-of-the-art facilities, you will be producing works using tools such as 3D printers, laser cutters, CNC mills and other fabrication technologies. At the heart of all these, will be code that you will write.

You will also engage in theory seminars in current issues relating to contemporary issues in Culture, Art, Science and Technology. During the summer term you will be participating in seminars, crit sessions and workshops providing you with support and ensuring that by the end of year 1 you will produce high-quality work (as part of the exhibition) as well as written work contextualising your work in theoretical debates about artistic practice, science and culture.

If you choose to finish after the exhibition of the first year, you’ll be graduating with an MA Computational Arts.

In the second year of the MFA you will engage in regular group and individual meetings with tutors, deliver mini-projects and assignments as you develop with more independence your arts practice and work towards the final exhibition. You are also encouraged to take advantage of the culture of auditing that exists across the college and attend modules both in and outside of the department of computing (subject to permission from the module leader).

Programme entry requirements

We welcome applications from anyone interested in a demanding two year full time programme that encourages an attitude towards artistic creation which is active, critical and aware of modern traditions, historical antecedents and new developments in art, design, technology and computer science.

You do not need to know how to code. The course caters for both people that know how to code and those that are only just beginning by providing a variety of classes at all levels.

You will normally hold a second class undergraduate degree in a creative practice such as art, design, music, drama, studio arts, dance or a computer-based discipline (suitable people from other backgrounds, such as psychology, architecture, or cultural studies will also be considered.) Alternatively, you may have sufficient comparable and practical experience to take advantage of this programme. Applicants from the UK and EU are often asked to attend an interview.

You will also be required to submit a portfolio of work in whatever form is your practice (dance, painting, photography, film, music, code, architecture etc).

If your first language is not English you should normally have an IELTS minimum score of 6.5, with a 6.5 in writing and no element lower than 6.0. In exceptional cases we may accept you with a lower scores but we might then ask you to attend one of the programmes offered by the English Language Centre (ELC) at Goldsmiths, University of London as they especially help you prepare for academic study. This is to ensure that you are able to complete work on your seminar presentations and essay in accordance with assessment requirements.

Aims of the programme

The programme offers you the opportunity to:

- Discover and develop a wide range of creative and computing abilities to enable you to thrive as an independent practitioner in areas such as: computational media art, sound art, video art, audiovisuals, physical computing and robotics, interactive and computational sculpture, tangible technologies, bodily and physiological interaction, wearable and ubiquitous computing, augmented and virtual reality, interactive narratives, data visualisation and sonification, performance and technology (among many others).
- Function as a multi-disciplinary worker within visual culture and new digital forms of production and distribution.

- Develop the technical skills, conceptual framework, and artistic competencies so that you can participate in artistic practice and development of new technologies that are shaping our society and at the highest level.
- Be trained 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 become commonplace.
- Develop a thorough grounding in contemporary theoretical debates, which will be expected to inform your practice.

What you will be expected to achieve

In addition to subject specific knowledge and skills, the programme further enables you to develop a wide variety of transferable, intellectual, organisation and communication skills. 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 and who provide input to your work, we ensure innovation and consolidation between our academic work and the professional worlds of the arts, computer science and culture at large.

Students who successfully complete the Postgraduate Certificate in Computational Arts (60 credits) will be able to:

Knowledge and understanding

Code	Learning outcome	Taught by the following module(s)
A1	evidence a personal understanding of the conventions and techniques, which underlie your studio practice, and critical thinking	Computational Arts-based Research and Theory
A2	demonstrate some understanding of technology to be able to be innovative in the use and perhaps the design of new technologies at a high level	Workshops in Creative Coding All taught modules

Cognitive and thinking skills

Code	Learning outcome	Taught by the following module(s)
B1	demonstrate some ability to assess and analyse your work with your peers.	Computational Arts-based Research and Theory. Workshops in Creative Coding
B2	demonstrate how creative practice has been considered in the light of your critical and cultural research	Computational Arts-based Research and Theory
B3	structure an essay based on your personal research according to your identified aims	Computational Arts-based Research and Theory

Subject specific skills and professional behaviours and attitudes

Code	Learning outcome	Taught by the following module(s)
C1	produce art/sound/writing/performance works using a limited range of digital design tools and techniques	Computational Arts-based Research and Theory; Workshops in Creative Coding
C2	employ a range of tools and techniques to make standalone screen-based images	Workshops in Creative Coding
C3	make various kinds of digital moving images, both animated and filmed	Workshops in Creative Coding;
C4	make art/sound/writing/performance works that involve some specialist tools or view of digital systems	Workshops in Creative Coding

Transferable skills

Code	Learning outcome	Taught by the following module(s)
D1	apply some creative and critical evaluation skills to your own strengths and weaknesses as an artist working within an emerging discipline	All taught modules
D2	critically assess some of the key aspects of contemporary techno scientific culture	Computational Arts-based Research and Theory
D3	synthesise a range of topics and critical perspectives whilst developing your own critical perspective and research interests	Computational Arts-based Research and Theory

Code	Learning outcome	Taught by the following module(s)
D4	communicate effectively in both speech and written texts	All taught modules
D5	apply self-management skills, study independently, set personal goals, manage workloads and meet deadlines	All taught modules

Students who successfully complete the Postgraduate Diploma in Computational Arts (120 credits) will be able to:

Knowledge and understanding

Code	Learning outcome	Taught by the following module(s)
A1	evidence a personal understanding of the conventions and techniques, which underlie your studio practice, and critical thinking	Computational Arts-based Research and Theory
A2	demonstrate deep understanding of technology to be able to be innovative in the use and perhaps the design of new technologies at a high level	All taught modules

Cognitive and thinking skills

Code	Learning outcome	Taught by the following module(s)
B1	demonstrate a clear assessment of your artistic production and research	All taught modules
B2	speak critically about your work concerns to your peers	All taught modules
B3	demonstrate how creative practice has been considered in the light of your critical and cultural research	Computational Arts-based Research and Theory
B4	present your own research papers and critical thinking to others	Programming for Artists; Physical Computing
B5	structure an essay based on your personal research according to your identified aims	Computational Arts-based Research and Theory

Subject specific skills and professional behaviours and attitudes

Code	Learning outcome	Taught by the following module(s)
C1	produce art/sound/writing/performance works using a range of digital design tools and techniques	Programming for Artists; Computational Arts-based Research and Theory; Workshops in Creative Coding
C2	employ a range of tools and techniques to make web- based or standalone screen-based and digitally printed images	Programming for Artists; Workshops in Creative Coding
C3	make various kinds of digital moving images, both animated and filmed	Workshops in Creative Coding; Programming for Artists
C4	create installations that involves an embedded computer system	Physical Computing
C5	make art/sound/writing/performance works that involve some specialist tools or view of digital systems	Workshops in Creative Coding

Transferable skills

Code	Learning outcome	Taught by the following module(s)
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	All taught modules
D2	critically assess some of the key aspects of contemporary techno scientific culture	Computational Arts-based Research and Theory
D3	synthesise a range of topics and critical perspectives whilst developing your own critical perspective and research interests	Computational Arts-based Research and Theory
D4	communicate effectively in both speech and written texts	All taught modules
D5	apply self-management skills, study independently, set personal goals, manage workloads and meet deadlines	All taught modules
D6	anticipate and accommodate change and work within contexts of, flexibility, uncertainty and creative risk particularly in the rapidly changing world of new technology	All taught modules

Students may exit after successful completion of the first year of the programme (180 credits) with an MA Computational Arts, with the following knowledge and skills:

Knowledge and understanding

Code	Learning outcome	Taught by the following module(s)
A1	evidence a personal understanding of the conventions and techniques, which underlie your studio practice, and critical thinking	Computational Arts-based Research and Theory
A2	Demonstrate deep understanding of technology to be able to be innovative in the use and perhaps the design of new technologies at a high level	All taught modules

Cognitive and thinking skills

Code	Learning outcome	Taught by the following module(s)
B1	demonstrate a clear assessment of your artistic production and research	All taught modules
B2	speak critically about your work concerns to your peers	All taught modules
B3	demonstrate how creative practice has been considered in the light of your critical and cultural research	Computational Arts-based Research and Theory
B4	present your own research papers and critical thinking to others	Programming for Artists; Physical Computing
B5	structure an essay based on your personal research according to your identified aims	Computational Arts-based Research and Theory

Subject specific skills and professional behaviours and attitudes

Code	Learning outcome	Taught by the following module(s)
C1	produce art/sound/writing/performance works using a range of digital design tools and techniques	Programming for Artists; Computational Arts-based Research and Theory; Workshops in Creative Coding
C2	employ a range of tools and techniques to make web- based or standalone	Programming for Artists; Workshops in Creative Coding

Code	Learning outcome	Taught by the following module(s)
	screen-based and digitally printed images	
C3	make various kinds of digital moving images, both animated and filmed	Workshops in Creative Coding; Programming for Artists
C4	create installations that involves an embedded computer system	Physical Computing
C5	make art/sound/writing/performance works that involve some specialist tools or view of digital systems	Workshops in Creative Coding

Transferable skills

Code	Learning outcome	Taught by the following module(s)
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	All taught modules
D2	critically assess some of the key aspects of contemporary techno scientific culture	Computational Arts-based Research and Theory
D3	synthesise a range of topics and critical perspectives whilst developing your own critical perspective and research interests	Computational Arts-based Research and Theory
D4	communicate effectively in both speech and written texts	All taught modules
D5	apply self-management skills, study independently, set personal goals, manage workloads and meet deadlines	All taught modules
D6	anticipate and accommodate change and work within contexts of, flexibility, uncertainty and creative risk particularly in the rapidly changing world of new technology	All taught modules
D7	work effectively as part of a team	All taught modules Final Project In Computational Arts
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	All taught modules Final Project In Computational Arts

Additionally, students who successfully complete the MFA Computational Arts will be able to:

Knowledge and understanding

Code	Learning outcome	Taught by the following module(s)
A1	As above	

Cognitive and thinking skills

Code	Learning outcome	Taught by the following module(s)
B1	apply cognitive skills to a written discussion of your own work within its artistic and cultural context	Computational Arts-based Research and Theory

Subject specific skills and professional behaviours and attitudes

Code	Learning outcome	Taught by the following module(s)
C1	apply the above technical and studio outcomes to your own studio based arts practice and produce a substantial single work	Final Project in Computational Arts; Studio Practice
C2	apply the above technical and studio outcomes to your own studio based arts practice and produce a substantial coherent body of original work	Studio Practice
C3	present your work in the context of a professional level exhibition, performance or similar public presentation	Studio Practice
C4	apply the cognitive outcomes to a substantial written critical analysis of your own work within its artistic and cultural context	Studio Practice

Transferable skills

Code	Learning outcome	Taught by the following module(s)
D1	As above	

How you will learn

Material is taught principally through a combination of lectures, seminar series and (principally) hands-on 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 professionals available to the programmes cover a wide, challenging and diverse range of specialisms and research interests. They provide a unique opportunity to enhance your understanding or your own work in terms of professional practice.

Students are expected to engage in considerable independent reading and practical work for all modules culminating in the final project. This independent work will be supported by library resources, lab facilities, a state-of-the-art fabrication lab and supervision from teaching staff.

The outcomes that relate to computational arts research and theory 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. 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.

How you will be assessed

Knowledge and Understanding is assessed through group and individual projects throughout the two years of the programme. In the modules relating to computational arts research and theory you will be assessed by reports and presentation of research outcomes.

Studio Practice outcomes are assessed through a series of increasingly large projects. In the modules of the first year you will be assessed in either an individual or a group project. There is then a larger project in the summer of the first year. Then the major part of the second year will be taken up with producing a project that will be part of the MA/MFA final show. Both of these large projects are accompanied by a documentation report. These reports function to assess your acquisition of the transferrable skills of the programme.

In the case of the MA you assessed in an individual project at the end of the year which is accompanied by a report documenting your work.

The outcomes of the computational arts theory seminars will be assessed through essays and practical research projects based and proceeding according to identified aims agreed upon with a staff member. The reports should exhibit a comprehension of how your creative practice has been considered in the light of critical and cultural research.

Marking criteria

Mark	Descriptor	Specific Marking Criteria
80-100%	Distinction (Outstanding/ Exceptional)	A mark of 80% or above is awarded when candidates demonstrate an exceptional application of appropriate knowledge, understanding and skills as specified in the programme learning outcomes.
70-79%	Distinction	A mark of 70%-79% is awarded when candidates demonstrate an excellent 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
60-69%	Merit	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

Mark	Descriptor	Specific Marking Criteria
		medium and of issues around audience, interactivity and representation.
50-59%	Pass	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.
30-49%	Fail	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.
10-29%	Bad fail	Represents a significant overall failure to achieve the appropriate learning outcomes.
1-9%	Very bad fail	A submission that does not attempt to address the modules specified learning outcomes. It will be considered a non-valid attempt and the module must be re-sat.
0%	Non submission or plagiarised	Work was not submitted or it was plagiarised.

How the programme is structured

Year 1

The first year consists of taught courses each of which has an end of term project. The purpose of year one is to hone your technical skills using state-of-the art techniques and tools and to begin the directed study of critical issues that impinge on arts practice, computational systems, and the interactions between the two.

You will have lectures, labs and seminars with a series of tutors for three or four days a week depending on your timetable. You will work with popular open source programming environments such as Processing, openFrameworks and Arduino and will learn how to program in languages such as Java, Javascript and C++. You'll also learn basic physics and electronics in order to design and build interactive physical devices.

As part of the compulsory modules, you will be introduced to programming and creative computation and you study generative art, sound synthesis and you develop your own software to manipulate images and video. You will also be introduced to more advanced topics in computational art such as systems complexity, computer vision, communication protocols for making networked art pieces, artificial intelligence, genetic algorithms and other advanced topics to broaden your expertise and skillset. At the same time you will be introduced to physical computing and microcontrollers and you will be trained to use sensors to make interactive physical objects. We encourage students to produce works across a diverse range of media. Supported by studio technicians in state-of-the-art facilities, our students also produce physical objects using tools such as 3D printers, laser cutters, CNC mills and other fabrication technologies. You will be expected to produce a small project for each of the half-term modules.

While sharpening your technical skills you will take part in a series of computational arts research and theory seminars followed by tutorial sessions on theoretical, computational, and cultural concepts. Seminar topics include: Critical Theory, Feminist technoscience, Science and Technology studies, Data Practices, Computational Aesthetics, Ubiquity, Materiality, Speculation, Science Fiction, Post-colonial computing.

You will also be able to pick from a selection of modules made available by the department that year. Examples include, but are not limited to:

- 3D Virtual Environments and Animation
- Interactive Narrative and Digital Storytelling
- Data and Machine Learning for Artists and Designers
- Approaches to Play and Game Design

- Advanced Audiovisual Programming
- Special Topics in Programming for Performance and Installation

The department of computing in agreement with other departments may at times also make available courses run by other departments such as Neuroaesthetics and Creativity (offered by the psychology department).

On days when you are not taught you are expected to work in the studio or use other technical resources independently or on collaborative work.

During the summer you will participate in MA/MFA only seminars, crit sessions, and masterclasses, providing you with support and ensuring that by the end of year you will produce high-quality work (as part of the exhibition). We regularly invite world-class artists and curators to explain their work and engage in critical dialogue with the students. This allows students to develop a wider understanding of the contemporary art scene and how their work sits within the professional art world. Finally, social events, like trips to galleries, local cultural spaces and participation in hackathons offer the opportunity to students to further debate contemporary issues in art and train themselves technically.

Graduating at the end of year 1 secures you an MA Computational Arts.

Year 2

The work is done in small seminars and studio-based teaching— but you will be expected to take much more responsibility for your own work. By the end of the first year, you will be expected to have developed a plan for your main second year project and you will get appropriate level of supervision.

Year two students are warmly encouraged to audit any class offered by the department or Goldsmiths in general.

Your MFA show will be informed by some of the theoretical considerations discussed in the seminars. You will also write an essay that engages in the cultural and historical context of your work.

Students studying part-time in year one, will decide their options in consultation with the programme leader.

Full-time mode

Academic year of study 1

Module Title	Module Code	Credits	Level	Module Status	Term
Computational Arts-based Research and Theory	IS71076B	30	7	Compulsory	1-2
Workshops in Creative Coding 1	IS71014B	15	7	Compulsory	1
Workshops in Creative Coding 2	IS71015B	15	7	Compulsory	2
Final Project in Computational Arts	IS71020C	60	7	Compulsory	3
60 credits of optional modules can be selected from an annually approved list. Other appropriate Level 7 modules can be taken with the approval of the programme leader but an indicative list is as follows:	Various	60	7	Optional	1 and 2
Programming for Artists and Designers	IS71084A	15	7	Optional	1
Computational Form and Process	IS71085A	15	7	Optional	2
Advanced AV Processing	IS74017A	15	7	Optional	1
Physical Computing 1	IS71102A	15	7	Optional	1
Physical Computing 2	IS71103A	15	7	Optional	2
Data and Machine Learning for Artistic Practice	IS71074A	15	7	Optional	2
Approaches to Play: Mechanics, Dynamic, Aesthetics	IS71075A	30	7	Optional	1-2
3D Virtual Environments and Animation	IS71081A	15	7	Optional	1-2
Special Topics in Programming for Performance and Installation	IS71086A	15	7	Optional	2

NB that the availability of optional modules depends on student demand and staff availability.

Academic year of study 2

Module Title	Module Code	Credits	Level	Module Status	Term
Studio Practice	IS72010C	90	7	Compulsory	1-3
Computational Arts Critical Studies	IS72011C	60	7	Compulsory	1-3
15 credits from an optional module selected from an annually approved list.	Various	15	7	Optional	1
15 credits from an optional module selected from an annually approved list.	Various	15	7	Optional	2

Part-time mode

Academic year of study 1

The following path is recommended to the students.

Module Title	Module Code	Credits	Level	Module Status	Term
Computational Arts-based Research and Theory	IS71076B	30	7	Compulsory	1-2
Workshops in Creative Coding 1	IS71014B	15	7	Compulsory	1
Workshops in Creative Coding 2	IS71015B	15	7	Compulsory	2

NB that the availability of optional modules depends on student demand and staff availability.

Academic year of study 2

Module Title	Module Code	Credits	Level	Module Status	Term
Final Project in Computational Arts	IS71020C	60	7	Compulsory	3
60 credits of optional modules can be selected from an annually approved	Various	60	7	Optional	1-2

Module Title	Module Code	Credits	Level	Module Status	Term
list (see indicative list in full-time mode above). Other appropriate Level 7 modules can be taken with the approval of the programme leader.					

Academic year of study 3

Module Title	Module Code	Credits	Level	Module Status	Term
Computational Arts Critical Studies	IS72011C	60	7	Compulsory	1-3
15 credits from an optional module selected from an annually approved list.	Various	15	7	Optional	1 or 2

Academic year of study 4

Module Title	Module Code	Credits	Level	Module Status	Term
Studio Practice	IS72010C	90	7	Compulsory	1-3
15 credits from an optional module selected from an annually approved list.	Various	15	7	Optional	1 or 2

In year two, apart from the four compulsory modules above, you will also be encouraged to audit other classes offered by the department that fit your research interests and further develop your technical skills. Subject to agreement from the respective tutor, you can also audit other classes across Goldsmiths as well as classes across most Universities that form the University of London.

Subject to availability you will also have access to all the technical facilities in the department in order to further develop your practice.

Academic support

Support for learning and wellbeing is provided in a number of ways by departments and College support services who work collaboratively to ensure students get the right help to reach their best potential both academically and personally.

All students are allocated a Personal Tutor (one in each department for joint programmes) who has overall responsibility for their individual progress and welfare. Personal Tutors meet with their student at least twice a year either face-to-face, as part of a group and/or electronically. The first meeting normally takes place within the first few weeks of the autumn term. Personal Tutors are also available to students throughout the year of study. These meetings aim to discuss progress on modules, discussion of the academic discipline and reports from previous years if available (for continuing students). This provides an opportunity for progress, attendance and assessment marks to be reviewed and an informed discussion to take place about how to strengthen individual learning and success.

All students are also allocated a Senior Tutor to enable them to speak to an experienced academic member of staff about any issues which are negatively impacting their academic study and which are beyond the normal scope of issues handled by Programme Convenors and Personal Tutors.

Students are provided with information about learning resources, the Library and information available on Learn.gold (VLE) so that they have access to department/ programme handbooks, programme information and support related information and guidance.

Taught sessions and lectures provide overviews of themes, which students are encouraged to complement with intensive reading for presentation and discussion with peers at seminars. Assessments build on lectures and seminars so students are expected to attend all taught sessions to build knowledge and their own understanding of their chosen discipline.

All assessed work is accompanied by some form of feedback to ensure that students' work is on the right track. It may come in a variety of forms ranging from written comments on a marked essay to oral and written feedback on developing projects and practice as they attend workshops.

Students may be referred to specialist student services by department staff or they may access support services independently. Information about support services is provided on the Goldsmiths website and for new students through new starter information and induction/Welcome Week. Any support recommendations that are made are agreed with the student and communicated to the department so that adjustments to learning and teaching are able to be implemented at a department level and students can be reassured that arrangements are in place. Opportunities are provided for students to review their support arrangements should their circumstances change. The Disability and Wellbeing Services maintain caseloads of students and provide on-going support.

The Careers Service provides central support for skills enhancement, running The Gold Award scheme and other co-curricular activities that are accredited via the Higher Education Achievement Report (HEAR).

The Academic Skills Centre works with academic departments offering bespoke academic literacy sessions. It also provides a programme of academic skills workshops and one-to-one provision for students throughout the year.

Links with employers, placement opportunities and career prospects

Computational Arts is an emerging discipline at the cutting edge of art, design and technology. All career paths leading from it are therefore pioneering ones. This MA/MFA has been designed to enable you to develop the technical skills, conceptual framework, and artistic competencies so that you can participate in artistic practice and the development of new technologies that shape our society. It is expected that graduates from our MA/MFA will test the conventions of the traditional design, media, and gallery systems through the application of technology in the arts.

Strong MA/MFA students and graduates will sometimes be employed through Goldsmiths Digital Studios and will work on live projects of members of staff.

You will also have developed technical skills that will be useful in several commercial areas, including the creative and culture industries and the cultural economy in general. Graduates of our programme often work in digital/creative agencies.

The MA/MFA provides the background needed to teach in a studio arts or multi-media environment. You are also well prepared to enter a doctoral programme in Computation, Art, Culture and Technology or pursue a creative practice as an individual or in a collaborative team.

The requirements of a Goldsmiths degree

All taught postgraduate degrees have a minimum total value of 180 credits and involve one calendar year of full-time study. Some programmes may extend over more than one calendar year and, when this is the case, they have a higher total credit value. Programmes are composed of individual modules, each of which has its own credit value. Part-time students normally take modules to the value of 90 credits each year. If a programme has a part-time pathway, the structure will be set out in the section “How the programme is structured” above. Normally, all modules are at level 7 of the Framework for Higher Education Qualifications.

More detailed information about the structure and requirements of a Goldsmiths degree is provided in the Goldsmiths Qualifications and Credit Framework.

Modules

Modules are defined as:

- "Optional" – which can be chosen from a group of modules
- "Compulsory" – which must be taken as part of the degree

Progression

Some programmes may require students to pass specific modules prior to completion of the dissertation/major project (or equivalent). Additionally, where a programme of study extends beyond one calendar year, students may be required to pass specific modules in their first year of study before progressing to the second year. Where this is the case, these requirements will be set out in this Programme Specification.

Award of the degree

In order to graduate, students must successfully complete all modules specified for the programme, as set out within the section "How the programme is structured" above.

Classification

Final degree classification is calculated on the basis of a student's mean average mark (based on credit value) across all modules on the programme.

Masters degrees are awarded with the following classifications:

Distinction – 70%+
Merit – 60-69%
Pass – 50-59%

More detail on the calculation of the final classification is on our website.

Interim exit awards

Some programmes incorporate interim exit points of Postgraduate Certificate and/or Postgraduate Diploma, which may be awarded on the successful completion of modules to the minimum value of 60 credits or 120 credits respectively. The awards are made without classification.

When these awards are incorporated within the programme, the relevant learning outcomes and module requirements will be set out within the “What you will be expected to achieve” section above.

The above information is intended as a guide, with more detailed information available in the Goldsmiths Academic Manual.

Programme-specific rules and facts

Year 2 (2nd year MFA only) - 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 modules plus the 1st year studio project of 60 credits). Students who fail one module in year one may progress to year two and re-sit that module in the second year.

Students who fail the essay in year one may re-sit the paper in September.

General programme costs

In addition to your tuition fees, you will be responsible for meeting standard costs associated with your study. Find out more information at gold.ac.uk/programme-costs.

Specific programme costs

Not applicable.

How teaching quality will be monitored

Goldsmiths employs a number of methods to ensure and enhance the quality of learning and teaching on its programmes.

Programmes and modules are formally approved against national standards and are monitored throughout the year, such as in departmental committees, a variety of student feedback mechanisms and through the completion of module evaluation questionnaires. Every programme has at least one External Examiner who reviews comments annually on the standards of awards and student achievement. External Examiner(s) attend Boards of Examiners meetings and submit an annual written report.

Modules, programmes and/or departments are also subject to annual and periodic review internally, as well as periodic external scrutiny.

Quality assurance processes aim to ensure Goldsmiths' academic provision remains current, that the procedures to maintain the standards of the awards are working effectively and the quality of the learning opportunities and information provided to students and applicants is appropriate.

Detailed information on all these procedures are published on the Quality Office web pages.