

Australian National University

Centre for New Media Arts



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Australia
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Web: www.anu.edu.au/newmedia

The Centre for New Media Arts (CNMA) provides a unique environment for the artistic use of electronic media and a focus on interdisciplinary education for artists interested in exploring the potential of new technologies and new media arts. Activities include research, performance of new media, exhibitions, festivals, recording and publishing. Students have access to extensive audio-visual recording and production studios as well as access to courses and activities conducted across the ANU. CNMA's new media events are in popular demand and attract large diverse audiences. The unique blend and experimentation of visual and sonic arts with technology provide an exciting edge to the local and national cultural arts scene, as well as international recognition through festival and exhibition participation. All CNMA students have the opportunity to participate in public new media performances and screenings in association with Australia's major arts and media institutions.

CNMA alumni are represented worldwide and are prominent in their careers, with major contributions to new media industries. Students have also achieved major recognition and awards at national and international film festivals. Staff at the centre are all active artists and researchers.

Head of Centre: Eleanor Gates-Stuart; 3D Animation (Lucien Leon, Talbet Fulthorpe); Computer Music (Alistair Riddell, Lea Collins); Digital Video (Ché Baker); Interactive Digital Media (Christopher Fulham).
CRICOS Provider: 00120C

Application dates:

Undergraduate: Local Applications: For 2008 - 28 September 2007, International Applications: For 2008 - 17 December 2007

Postgraduate: Local Coursework Applications: For 2008 - 31 October 2007, International Coursework Applications: For 2008 - 17 December 2007

Local and International Research Applications:
At any time.

Semester dates:

2007 First semester - 19 February - 1 June; Second Semester - 16 July - 26 October
2008 First semester - 25 February - 6 June; Second Semester - 21 July - 31 October

Open day:

2007 - 25 August
2008 - 23 August

PROGRAMS/COURSES

New Media
Digital Arts
New Media Arts

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New Media

Digital Arts
New Media Arts

SUBJECTS

Multimedia
New Media
Animation
Motion Graphics
Visual Effects
Digital Media
Film & TV Production
Sound Design

AWARDS

Bachelor of Arts (Digital Arts)
3 years full time/part time equivalent
info.anu.edu.au/StudyAt/_Arts/Undergraduate/Programs/_3020XBADIG.asp
The Bachelor of Arts (Digital Arts) is a three year full-time program, with an opportunity to undertake a further year in Honours. Students undertake two streams from a total of four streams offered, including Computer Animation, Interactive Digital Media, Computer Music and Digital Video. In the second year of the Bachelor of Arts (Digital Arts) there is the opportunity to participate in an international exchange program with other universities offering studies in digital arts.

Bachelor of Arts (New Media Arts)
3 years full time/part time equivalent
info.anu.edu.au/StudyAt/_Arts/Undergraduate/Programs/_3030XBANMA.asp
The Bachelor of Arts in New Media Arts is designed to prepare graduates for careers in the burgeoning field of new media arts and performance. What is unique about this offering is the breadth and integrated nature of its offerings: from Interactive Digital Media to Documentary Film; from Directing for the Camera to New Music. While the degree is founded upon a marriage of the arts with design, application and performance, the degree also rests upon a firm technological base. Throughout, the BA(NMA) emphasizes creativity and professional application. The degree cross-cuts many disciplines which are often segregated in separate faculties in tertiary institutions.

Master of New Media: Arts
1 year full time/part time equivalent
info.anu.edu.au/StudyAt/_Arts/Postgraduate/Programs/_7007XMNMA.asp
The Master of New Media Arts provides a concentrated study program, by coursework and individual practice over two semesters full-time (or equivalent part-time), in the use of new digital sound and/or image technologies for artistic, commercial or scientific perceptualisation purposes.

Whilst developing technical facility, the underlying principle of the program is the development of aesthetic sensibilities in the artistic use of computers. Students may specialise in 3D Computer Animation, Digital Video, Computer Music, or Interactive Digital Media. Through its affiliation with Graduate Studies in other disciplines opportunities are also provided for interdisciplinary studies.

Master of Philosophy
2 years full time/part time equivalent
www.anu.edu.au/graduate/prospective/research.php
Applicants seeking admission to the Master of Philosophy at least a degree of Bachelor with first or upper second class Honours of an Australian university in an appropriate discipline related to the proposed course of study; or such other qualification as the Prescribed Authority determines, being a qualification that is equivalent or superior to such a degree.

Doctor of Philosophy (PhD)
3 years full time/part time equivalent
info.anu.edu.au/StudyAt/_Graduate_School/Study_Fields/_newmedia/PhD.asp
PhD applicants are required to carry out independent research which must make a substantial intellectual contribution and which demonstrates a capacity to relate the research to the broader framework of the discipline. The outcomes of the research may be presented in the form of a written thesis or its equivalent, of a scope and size that could normally be expected to be completed in three years of fulltime study. It may include artistic work relevant to the field of study, as well as a written dissertation, and may incorporate video, compositions, documented live presentations and sound recordings, multimedia or other forms of visual or sonic art as appropriate to the research. This will be evaluated at the standard internationally recognised for the PhD degree in the relevant discipline(s). The Graduate School also encourages and facilitates cross-disciplinary research through student membership of more than one program. All students have a panel of three supervisors/advisers.

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Nick Wansborough
Bachelor of Arts (Digital Arts)
Digital Video



Mariya Kalachova
Bachelor of Arts (Digital Arts) (Honours)
Animation



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Mariya Kalachova
Bachelor of Arts (Digital Arts) (Honours)
Animation



Alex Robertson
Bachelor of Arts (Digital Arts)
Animation

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Alex Robertson
Bachelor of Arts (Digital Arts)
Animation



Computer Music

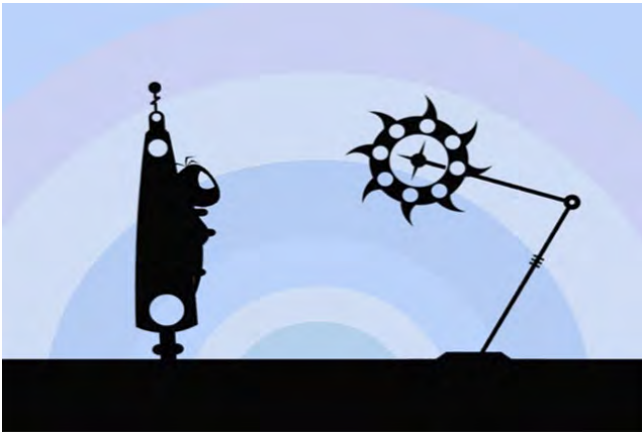


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Andreas Solten
Interactive Digital Media



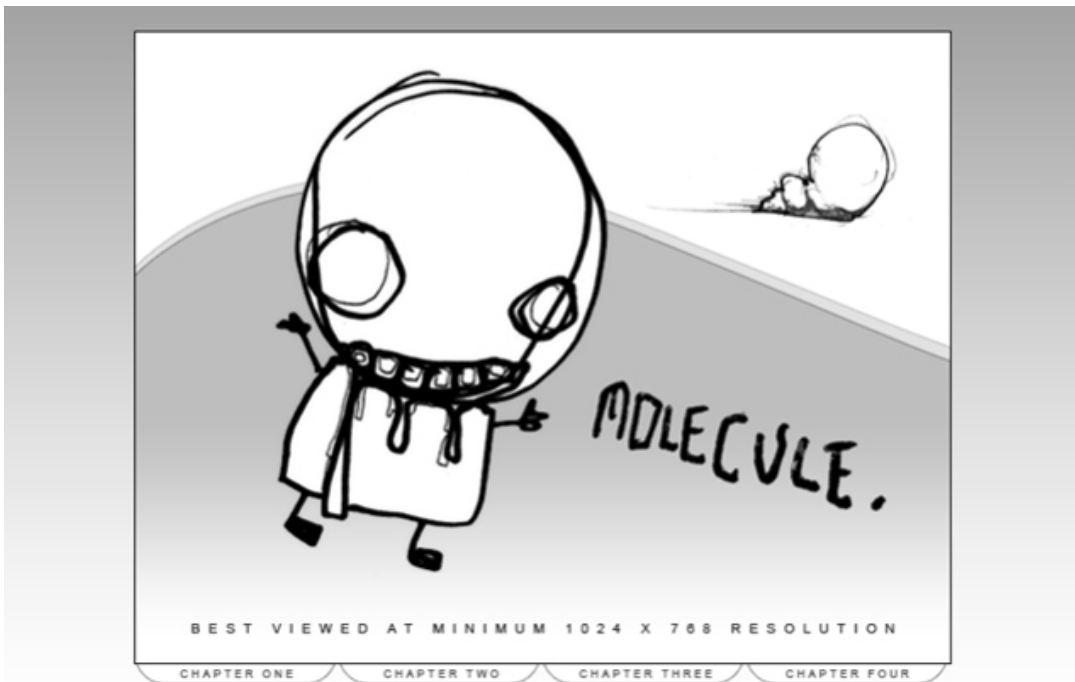
Nick Wansborough
Bachelor of Arts (Digital Arts)
Animation

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Rhiannon McGuiness
Bachelor of Arts (Digital Arts)
Interactive Digital Media



Tommo Clark
Tommo Clark
Bachelor of Arts (Digital Arts)
Interactive Digital Media

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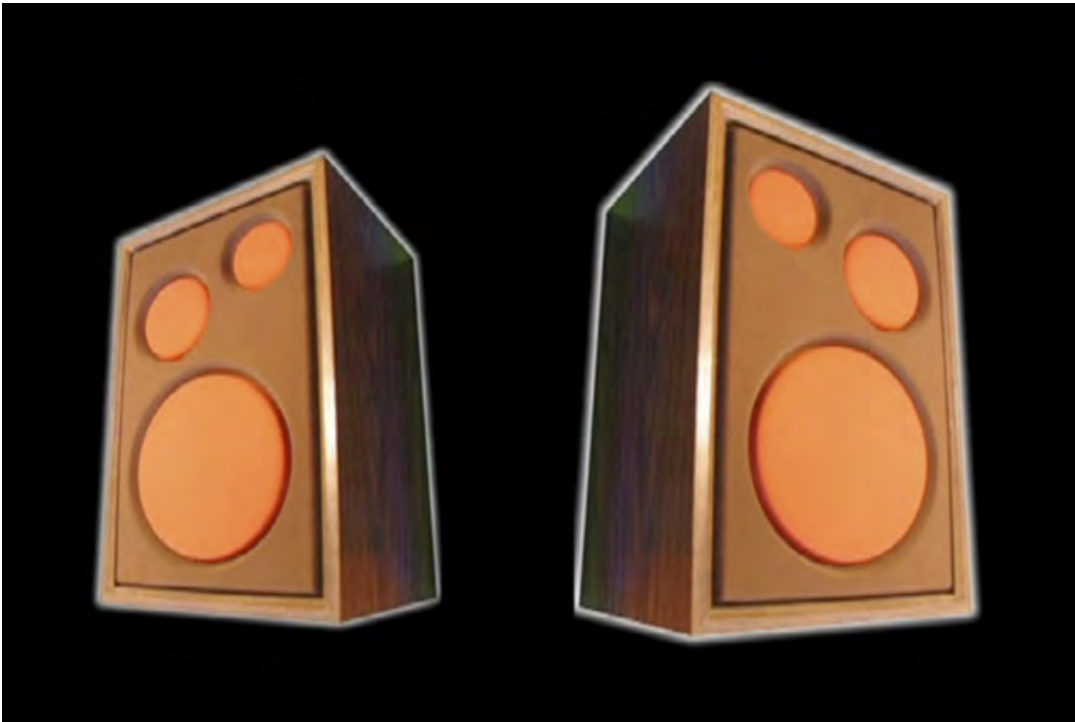
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Gavin Dunley
Bachelor of Arts (Digital Arts)
Digital Video

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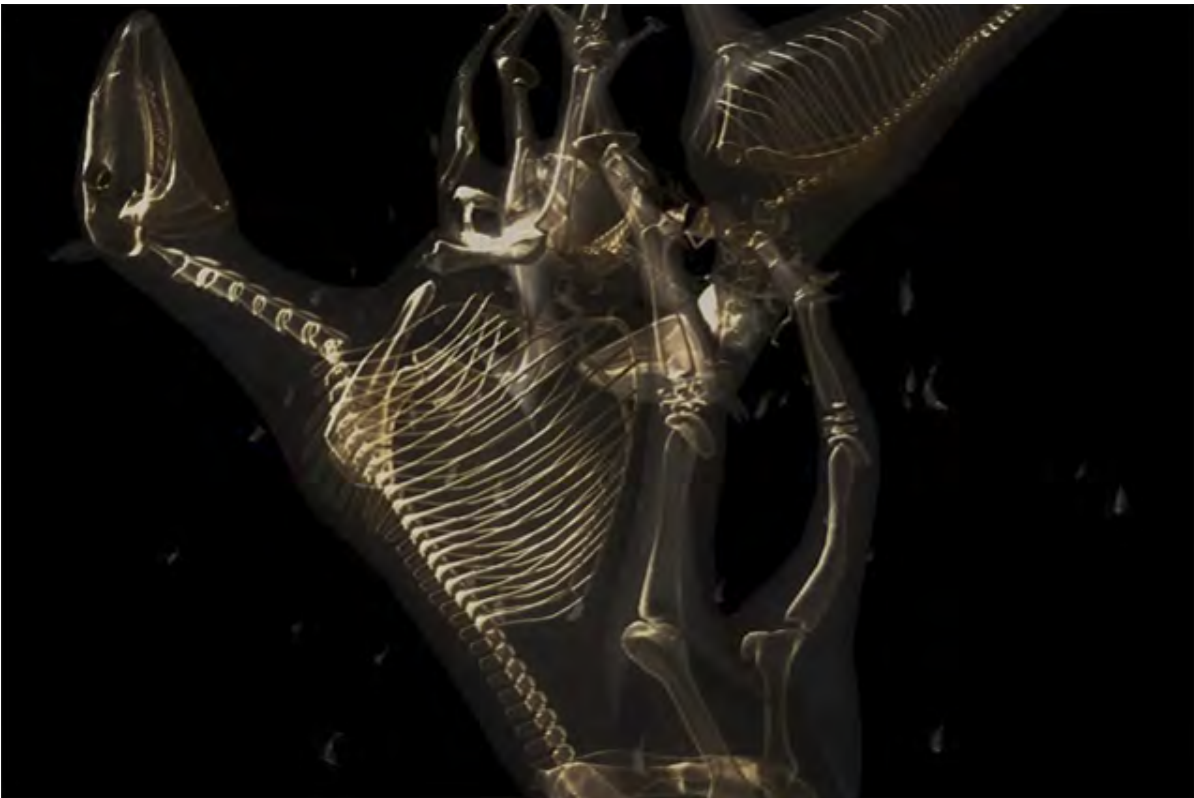
Gavin Dunley
Bachelor of Arts (Digital Arts)
Digital Video



Michael Bongiorno
Bachelor of Arts (Digital Arts)
Animation

Australian National Univeristy

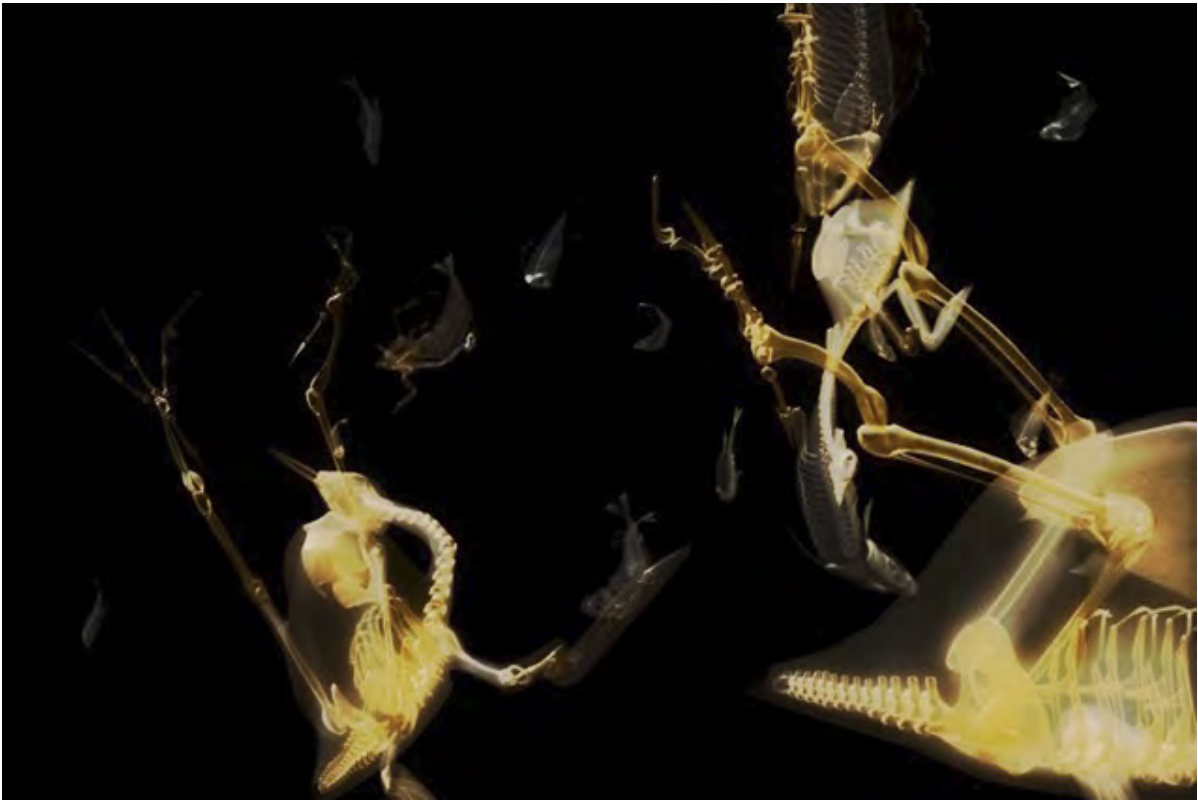
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Owen Carroll
Bachelor of Arts (Digital Arts)
Animation

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Bachelor of Arts (Digital Arts)
Animation

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