ART AND DESIGN

In the creative environment of Westminster's dedicated arts and design campus, our postgraduate courses in art and design offer a unique combination of professional practice, creative development, skills enhancement, and contextual, specialist and interdisciplinary knowledge.

You will be based in one of the world's main hubs for design and creative practice: London. The University works with leading professionals and organisations from across various industries to cultivate new talent and foster original, innovative thinking. You will be able to draw upon the skills and expertise of lecturers and students, and will benefit from Westminster's links to London's vibrant creative community.

Our Harrow Campus boasts wide-ranging multimedia facilities built and equipped to the highest standards. The University's three public exhibition spaces Ambika P3, London Gallery West and Regent Street Cinema offer exciting and dynamic year round programmes of cinema, photography and multimedia art.

These courses offer access to the research culture of the Centre for Research and Education in Arts and Media (CREAM) and our internationally renowned Communication and Media Research Institute (CAMRI).

Our graduates go onto a wide range of careers in the arts and design industries: artists, photographers, curators, designers, academics, writers, digital advertising, creative technologists, digital content producers and developers, game designers, new media production and marketing, app development and entrepreneurs.

Our **multimedia facilities** are built and equipped to the highest standards

CREATIVE PRACTICE
MRes

Length of course: one year full-time or two years part-time, starting in September
Location: Harrow (see map p200)
Fees and funding: see course web page and **westminster.ac.uk/fees**
Entry requirements: see page p192

For full and most up-to-date information, see course web page:
westminster.ac.uk/creative-practice-mres

The Creative Practice MRes is a Masters level course based in the rich research culture of media, art and design at Westminster. Over one year full-time or two years part-time, you will develop and complete a major research project related to your creative practice, culminating in an exhibition presentation and a written reflection on your research.

The Creative Practice MRes is an ideal stepping stone to further practice-based PhD research, as well as a unique opportunity to realise an ambitious creative project with the support of research-led practitioners across the field of the arts and media, as part of the internationally renowned Centre for Research and Education in Arts and Media (CREAM) – the UK's top-rated general art and design research centre.

In the most recent assessment of the quality of UK universities' research (REF2014), CREAM excelled with a score of 45 per cent as 'world leading', 46 per cent internationally 'excellent' and nine percent 'recognised internationally'.

The course offers access to the excellent resources of Westminster School of Media and Communication, including the research culture of the Centre for Research and Education in Arts and Media (CREAM), our new Music Research Group and our internationally renowned Communication and Media Research Institute (CAMRI).

Course content
The course enables you to develop your practice and research skills in arts and media towards the completion of your research project, supported by expert supervision from eminent artists, theorists and designers, as part of CREAM's extensive practice-based doctoral programme.

You will work in close supervision with a researcher practitioner in your field of specialism, to assist you in the development of your individual research project.

You will have the opportunity to select and attend seminar programmes alongside CREAM's doctorate students and MA students in a range of different art subjects relating to your interests.

Our current range of research expertise includes photography, experimental and documentary moving image, digital art, curation, music and experimental sound, fashion and ceramics.

Core modules
The Creative Practice MRes consists of three modules:
- Research Project in Creative Practice (whole year – 140 credits)
- Research Methods in Creative Practice (first semester – 20 credits)
- Optional Module of your choice (20 credits) selected from our wide range of arts, design and media postgraduate courses

Associated careers
The Creative Practice MRes provides the tools to develop a profession in research and scholarship relating to teaching in higher education, working in archival research and related fields, as well as developing your work as a practicing artist, curator, designer and writer working in your chosen field.

Victor Burgin, A Sense of Place, Ambika P3

INTERACTIVE MEDIA PRACTICE MA

Length of course: one year full-time or two years part-time, starting in September
Location: Harrow (see map p200)
Fees and funding: see course web page and **westminster.ac.uk/fees**
Entry requirements: see page p192

For full and most up-to-date information, see course web page:
westminster.ac.uk/interactive-media-practice-ma

This exciting multidisciplinary programme is fully designed to reflect the needs of contemporary interactive media industries, bringing together creative technologies, interactivity and design practices within digital cultures with the user in mind.

The course combines a wide range of digital creative technologies primarily combining digital literacies design, technology and interaction, through user-centred design for commercial outputs to an industry standard.

The Interactive Media Practice MA places the user at the centre of the experience and focuses on design and content creation in areas such as: mobile app development, wearables, games, rich media websites, interactive guides and installations, immersive VR, next generation advertising augmented reality media, through to social media powerful eMarketing and entrepreneurship through innovation protocol.

The course embraces a hackathon culture with specialist hack labs boasting newly designed flexible learning spaces for students to work more collaboratively on innovation protocols fostering cross-pollination of new ideas creatively. Many students will be working on live industry briefs as well as their own projects independently within and outside our course clusters. This collaborative approach to learning and research often leads to successful projects, which are commercially viable, and quickly gain industry recognition.

Course content
This multidisciplinary course prepares you to work in a wide range of industries combining theory, practice, and bringing together technical, creative perspective on new media systems, interactive technologies and digital culture as well as exploring new emerging creative technologies, producing an industry professional who can produce as well as explore future creative technologies.

Core modules
- Applied Innovation and Interactive Design
- Entrepreneurship and Project Management for Creative Industries
- Hack Lab and Creative Technologies
- Major Project
- Mobile Apps and Wearable Devices
- Social Media and eMarketing
- UX Design and Development
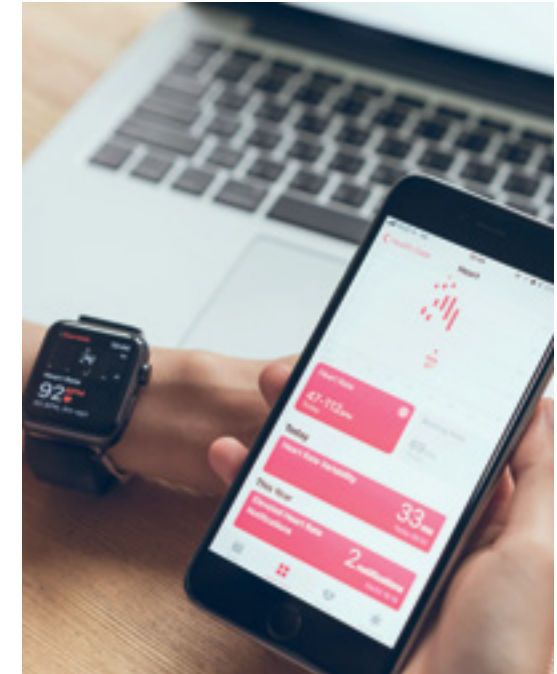
Associated careers
There are many highly desirable careers that students from this course can go on into such as: interactive media, app development, new media production, interactive development, advanced web producer, content manager, UX designer, project management, media, digital marketing, media design, online branding, interactive game design, web production, game designer, media advertising, information design, digital production, strategic development, online advertising, UX architect, digital SAM, mobile UX, front end development, web development, email marketing executive, ecommerce digital marketing manager, .net developer, UX researcher, social media executive, digital designer, digital advertising, SEO consultant, content marketing specialist, interaction designer, digital project manager, optimisation manager and digital content production, digital maker, creative technologist, rich media website developer, games producer, social media manger, museum installation, VR gaming, VR & AR advertising for print and screen.