

art & design (general foundation & specialisms)

minimum requirements

Art & Design (General Foundation) (Level 1 entry):

SQA Higher:	BBBB
GCE A-Level:	BCC
ILC Higher:	BBBB
IB Diploma:	30 points

Essential subjects: Art and design or related subject (H, A-L, ILC H, HL) and an appropriate literate subject (Higher, AS, ILC, H, HL). All applicants will be invited to attend a portfolio submission event.

Advanced entry (to specialisms in Level 2)

Foundation degree in Art & Design
HND in an art & design subject

SQA Advanced Higher:	BB+BB (H) in different subjects
GCE A-Level:	ABB
IB Diploma:	34 points with 6, 6, 5 at HL.

Essential subjects: Art and design or related subject (AH, A-L, HL), an appropriate literate subject (AH, A-L, HL) and one other subject outside art & design subjects (H, A-L, HL). Applicants may be invited to attend an interview and visit to the course.

additional requirements (for Level 1 & Level 2 entry)

All applicants must also submit a comprehensive portfolio of art/design/ creative work.

other qualifications

Please see 'Art & Design' on page 138 for details.

We recognise that there are some creative people who may not have had the opportunity to attain the requirements listed above. Therefore we can accept up to 7% of our total Level 1 intake from applicants who have an exceptional portfolio or exceptional academic grades or appropriate prior experiential learning. These applicants may be invited for interview.

Applicants who do not meet the minimum entry requirements may also wish to consider undertaking an art and design programme at a Further Education college. Successful completion of one of these programmes may enable future entry to Level 2 of our art and design specialisms.

degree programmes (with UCAS Codes)

BA/BDes Art and Design (General Foundation)	WW12
Degree specialisms - Level 2 entry	
> BDes Animation	W280
> BA Art, Philosophy, Contemporary Practices	WV15
> BA Fine Art	W100
> BDes Graphic Design	W210
> BDes Illustration	W220
> BDes Interior Environmental Design	W250
> BDes Jewellery & Metal Design	W720
> BDes Textile Design	W231
> BA Time Based Art & Digital Film	W690

See also related degrees in:

BSc Digital Interaction Design (page 82)	WG24
BSc Product Design (page 124)	W240

See **making your application** on page 32.

why study at dundee?

Duncan of Jordanstone College of Art & Design (DJCAD) at the University of Dundee has a world renowned reputation and the one year General Foundation in Art and Design is a fitting starting point for creative and motivated people who wish to develop the fundamental skills to prepare them for entry to the nine subject specialist art and design courses on offer at DJCAD (listed on the left).

The modules in the General Foundation course have been carefully devised to enable you to gain a broad experience, awareness and skill level which will help you to decide on your choice of Honours degree specialism for the subsequent three years. After completion of this one year course, you will submit a portfolio of work to be assessed for progression onto the specialism of your choice.

If you have already completed a recognised art and design foundation course elsewhere or satisfy the criteria for advanced entry to the specialist subjects in Level 2 (see entry requirements to the left) you should apply directly to one of the specialisms. All other applicants should apply for the Art and Design (General Foundation) course.

You will benefit from a challenging and coherent programme of instruction, guidance and exploration, providing you with a positive sense of direction towards a future in art and design.

The studio culture encourages sharing of ideas and understanding, and nurtures a supportive work and social environment. The majority of your time will be spent on studio based activities and learning fundamental practical and critical skills, creating a transition between work that you have carried out at school or on a previous course and potential future study in a specialist art and design subject. The focus of the General Foundation is the development of your ability, skill and critical faculties. The process of acquiring sound basic skills includes consideration of creativity, aesthetics, visual awareness, and analytical and critical faculties. Knowledge and a sense and understanding of the history, theory and practice of art and design are cultivated, allowing you to understand how art and design practice has developed and how it is positioned within today's society, culture and creative economy thus enabling you to place yourself, your work and aspirations in context.

Our students come from a range of countries, age groups and backgrounds. Although the majority already have developed portfolios, we also welcome intelligent, creative, motivated people who are interested in moving into a vocation in art and design.



teaching and assessment

Our staff are practising artists and designers, most of whom also engage in cutting edge research in creative practice. They will offer friendly guidance and welcome requests from students for help and advice. We also have excellent workshop and computing facilities and our highly skilled technical and digital support staff will help you to develop technical skills in a range of areas. Students who wish to work in a multi-disciplinary environment are encouraged to use all the facilities in Duncan of Jordanstone College of Art & Design to further their personal creative development.

The core values and philosophical ethos of the course are encapsulated in the teaching of both the fundamental elements of art and design practice, namely drawing skills (including life drawing), making, and the emerging developments in digital imaging as well as generic skills (writing, research methodologies etc.) to support you in whatever career path you decide to take in the future.

This General Foundation will encourage experimentation, encouraging you to take risks in trying new things. It also aims to cultivate your understanding of the range of art and design disciplines that you may progress to in the future and the associated future career opportunities. These core values will enrich and expand your personal visual language and contribute in a diagnostic context towards helping you make an informed choice of specialist study. Having enjoyed the enriching experience of working within a vibrant community of emerging artists and designers in the General Foundation, progression to Level 2 – the specialist courses – requires demonstration of appropriate knowledge and skill and the potential to successfully pursue independent study.

You will be assessed through the studio course work including supporting work such as digital outputs, blogs, reflective journals and also through demonstrating your understanding of contextual studies. There is continuous formative feedback through the studio tutorials and at the end of each module. A formal assessment occurs at the end of semester 1 and again at the end of semester 2.

Please note: the majority of students will proceed to the specialist programme of their choice. Successful completion of the General Foundation course does not confer the automatic right of entry to Level 2 of a specialist degree programme. Entry to Level 2 is competitive, by submission of a portfolio of work, and is subject to the number of places available. Progress is monitored as an integral part of the teaching process.

what's so good about art & design at dundee?

“Not only did we have very professional equipment and facilities in the department, but we were also taught in a way that I found to be very helpful. We were able to use other departments' facilities and staff expertise. The art history and theory program offered a broad range of possibilities to develop artistic work and gain experience.”

Jessica Treffler, graduated in 2004 with BA (Hons) Time Based Art

programme content • Art & Design (General Foundation, Level 1 only)

Level 1

- Fundamental creative skills (drawing, painting, making, demonstrations)
- Technical skills (practical workshops and digital imaging)
- Key generic skills (analytical and critical skills, research skills, confidence and motivation, presentation and communication skills)
- Contextual studies introducing historical and contemporary debates and practice
- Foundation skills in the various art and design specialisms
- Elective choice (including philosophy)
- An optional cultural study visit (major Scottish cities and London) enhances the learning experience

For information on the programme content of the specialist Honours degree programmes at Levels 2 – 4 please see the individual specialisms on the following pages.



We are ranked
1st in Scotland and
8th in the UK for the
quality of art & design
research and 2nd in
Scotland for student
satisfaction by
The Times
Good University
Guide 2012.

animation

minimum requirements are given on page 44.



why study at dundee?

Embracing both 3D digital and 2D approaches this degree offers a wide range of opportunities for contemporary animators from narrative storytelling to visual effects and visualisation. Creativity and professional practice are the driving forces behind this dynamic course. It is a fusion of art and technology designed to help students develop a good understanding of the relationship between aesthetic, perceptual and technical factors involved in the development of animation productions.

You will have access to our state-of-the-art facilities include Maya labs, animation studio, rostrum camera, and a green screen visual effects studio.

Students have the opportunity to exploit their individual abilities within the subject, creating a sound working methodology and acquire relevant professional skills to use cutting edge technology adopted by the international animation industry.

Animation is one of three courses that comprise the communication design programme (animation, graphic design and illustration). While following your course in animation, you will also gain a broad educational experience by being provided with a wide range of opportunities for you to engage with generic communication design issues as well as your pathway choice in animation. The goal is to deliver agile and flexible graduate designers who have a broad understanding of communication design coupled with deep knowledge and expertise in their chosen subject pathway.

programme content • typical degree programme example

BDes Honours degree

Advanced entry BDes Honours degree

Level 1

- > Art and Design (General Foundation) – see pages 44-55

Level 2

- > Introduction to fundamental animation skills
- > Introduction to 2D and 3D computer animation
- > Introduction to production equipment
- > Creative research methodology
- > Contextual Studies

Level 3

- > Personal programme of study
- > Research and development
- > Professional production practice
- > Contextual Studies
- > Elective modules such as Visual Effects, Comic Art and Graphic Novels, Printmaking etc
- > Optional one semester of exchange study at an international institution

Level 4

- > Personal programme of research
- > Supporting study elective
- > Degree Show Exhibition

employability

Animation is one of the most rapidly expanding areas of creative endeavour. In particular the last decade has seen a truly amazing growth in its technical development and applications. Animation is fast-changing and has never been a more relevant and exciting career prospect than now. Employment opportunities for contemporary animators exist in multimedia, web design, interactive games design, digital simulation, virtual environments and visual effects. Many of our graduates are employed in some of the most prestigious animation and visual effects companies in the world. A number of our graduates continue their studies at Dundee on one of our taught postgraduate courses.

teaching and assessment

The programme of study involves projects and workshops designed to help you, through experiential learning, to understand the fundamental skills of animation. Different approaches of teaching and learning are used including regular seminars, practical lectures, studio demonstrations, individual tutorials and group critiques and peer review. The studio practice is supported by contextual studies which underpin the process of intellectual enquiry and encourage critical engagement with the subject.

art, philosophy, contemporary practices

minimum requirements are given on page 44.

why study at dundee?

This innovative degree provides a unique opportunity to study both fine art and philosophy. Sixty percent of your studies will focus on fine art with the remaining 40 percent on philosophy. You will study in both a highly regarded art school and a well established academic discipline. This interdisciplinary connection brings together excellence in research and teaching within a mainstream university environment. You will be taught by academic staff with national and international reputations as practising artists, theorists, philosophers and writers who contribute significantly to the shaping of contemporary culture and debate.

Our students come from a wide range of backgrounds. The quality of studio and workshop provision is high, with students having access to a digital imaging suite and the University's computing workstations.

Our programme reflects current cultural practices integrating practical and theoretical studies beyond disciplinary boundaries. If you have a strong interest in philosophical issues but also want practical studio experience as an artist then BA (Hons) Art, Philosophy, Contemporary Practices is the course for you.

Art, philosophy, contemporary practices is one of three courses that comprise the art & media programme (art, philosophy, contemporary practices, fine art, time based art & digital film). This programme has an already established reputation as the only interdisciplinary arts curriculum in Scotland. The bringing together of three distinct pathways under the art and media programme offers a broad educational experience and access to a wide range of staff expertise while also allowing you to gain deep knowledge and expertise in your chosen subject pathway of art, philosophy, contemporary practices.

employability

Our graduates are highly sought after professionals well equipped for a great number of professions. As articulate practitioners or theorists trained in creative practice they are resourceful and flexible. Possible careers include: artist, arts administration, management, curation and cultural policy making as well as publishing, writing and journalism, criticism, research, consultancy, and access to many areas of the teaching profession.

Furthermore, this degree provides a firm foundation for postgraduate studies in the visual arts, philosophy or related disciplines.

teaching and assessment

The programme is delivered through active learning in the studio and the sharing of ideas through discussion. The main components of teaching at Levels 1 and 2 are studio projects along with workshops, lectures, seminars and tutorials.

At Levels 3 and 4 you will increasingly engage in self-directed research supported by technical and idea based workshops, lectures, seminars, group and individual tutorials.

At all levels assessment will reflect the interdisciplinary nature of the programme and will typically include a combination of presentation of your studio work, essay and oral presentation. The final examination for Honours students takes the form of a major presentation/exhibition and a dissertation.

what our graduates are doing

Jonathan Richards graduated in 2009. He is a contemporary painter who was featured in the 2010 Catlin Guide which recognises 40 of the most promising new graduate artists in the UK.

programme content • typical degree programme example

BA Honours degree

Advanced entry BA Honours degree

Level 1

- > Art & Design (General Foundation) - see pages 44-45

Level 2

- > Studio Projects
- > Interdisciplinary Studies: Concepts, Methods, Perspectives
- > Interdisciplinary Studies: Concepts, Seeing Difference
- > Analytic Aesthetics
- > Aesthetics in Transition, Schopenhauer, Nietzsche and Heidegger

Level 3

- > Studio Practice 3 plus two of the following:
 - > Antigone and Philosophy
 - > Digital Poetry
 - > Film and Art
 - > Foucault
 - > Questions of Vision in Art
 - > Spinoza
 - > The Aesthetics of the Sublime
 - > Vision, Literature and Art
 - > Optional one semester of exchange study at an international institution

Level 4

- > Studio Practice 4
- > Dissertation
- > Independent Directed Honours Studies
- > Degree Show Exhibition
- > Oral Presentation

fine art

Susan Philippsz graduated with BA (Hons) Fine Art in 1993. She was awarded the 2010 Turner Prize.

minimum requirements are given on page 44.

why study at dundee?

Fine art's position within a world class university creates exciting opportunities for cross-disciplinary research and teaching. Our programmes are enriched by the diverse backgrounds and multicultural perspectives of our students. Innovation and creativity are key to our success, preparing our students for a wide variety of careers in creative practice and industry.

Fine art students have access to well equipped workshops for wood, casting and welding and a printmaking workshop with facilities for etching, screenprinting, lithography and digital printing.

While primarily focused on making, fine art study will equip the student with knowledge of the history and theory of art which, with their practical and research work, will enable successful engagement and collaboration within the community and new audiences.

The skills required for entry to this programme will normally be demonstrated in a portfolio which might contain drawings, studies, collages, photographs, sketches, notes and other materials which demonstrate your ability to imagine and to visualise.

Fine art is one of three courses that comprise the art & media programme (art, philosophy, contemporary practices, fine art, time based art & digital film). This programme has an already established reputation as the only interdisciplinary arts curriculum in Scotland. The bringing together of three distinct pathways under the art and media programme offers a broad educational experience and access to a wide range of staff expertise while also allowing you to gain deep knowledge and expertise in your chosen subject pathway of fine art.



employability

Fine art graduates have developed careers in exhibition curation and gallery management, working in and establishing artists' organisations, in art administration and project management. Our graduates enter industries that require visual skills and knowledge, including the media and the film and entertainment industries.

The course has a strong record of producing graduates who have gone on to establish successful careers as artists, exhibiting and making work nationally and internationally. Many have also pursued careers in teaching in community, school, further and higher education while continuing their own practice. Significant numbers of fine art graduates progress to study taught postgraduate programmes in the UK and abroad.

teaching and assessment

Our teaching staff also work professionally as artists and fine art researchers, nationally and internationally, instigating projects, exhibitions and events from the Arctic to the Antarctic.

The Honours degree programme is based on a core of studio skills, practical techniques, methods and materials, underpinned by critical understanding of the work. Drawing, painting, sculpture, print, digital and computer-based imaging, photography, video, performance, installation and artists' books are explored by fine art students. Interdisciplinary studies are encouraged for students whose ideas and interests cross the boundaries between media.

Throughout the programme, studio work is strongly supported and contextualised through the study of relevant history and theory.

The majority of teaching takes place in the studios and is a combination of one-to-one tutorials, group critiques between students and studio staff, and joint critiques between students, studio staff and history and theory staff. Further enrichment comes from a programme of visiting lecturers. Students in recent years have greatly benefited from close access to exhibitions, lectures and workshops at Dundee Contemporary Arts.

programme content • typical degree programme example

BA Honours degree

Advanced entry BA Honours degree

Level 1

- > Art and Design (General Foundation)
– see pages 44-45

Level 2

- > Directed Studies
- > Foundation of Contemporary Practice
- > Supporting Practice 1
- > An Integrated Practice
- > Supporting Practice 2

Level 3

- > Self-Directed Practice: Experimentation and Investigation
- > Supporting Practice: Professional, Transferable and Technical
- > Elective modules such as Materiality & Meaning, Contemporary Portrait, Printmaking etc
- > Optional one semester of exchange study at an international institution

Level 4

- > Honours degree studies
- > Professional Practice, Presentation and Exhibition
- > Dissertation
- > Degree Show exhibition

graphic design

minimum requirements are given on page 44.

why study at dundee?

Graphic design is about the visual communication of ideas. At Dundee we will challenge you with a range of design briefs, set either by tutors or by external professionals, which will enhance and inform your creative outcomes. Your learning experience will be supported by lectures, tutorials, workshops and visits to design agencies.

You will have the opportunity to participate in an established placement scheme with design agencies across the UK, and you will also present your work at an end-of-year exhibition.

Final year students gain valuable experience and exposure within the graphic design world by taking part in 'New Blood' - a showcase of the best graduates in graphic design, visual communication, advertising and other commercial creative arts.

We will help you to develop your drawing and computer-aided design skills. Throughout the course you will use research, analysis, evaluation and self-criticism, which will assist you to arrive at the best possible solutions to design challenges. You are encouraged to maintain a keen interest in current trends and developments. By the end of the course you will have acquired the skills that you need to support your success within the design industry.

Graphic design is one of three courses that comprise the communication design programme (animation, graphic design and illustration). While following your course in graphic design, you will also gain a broad educational experience by being provided with a wide range of opportunities for you to engage with generic communication design issues as well as your pathway choice in graphic design. The goal is to deliver agile and flexible graduate designers who have a broad understanding of communication design coupled with deep knowledge and expertise in their chosen subject pathway.

employability

Graduates from graphic design have gone on to have successful careers in branding, digital based media, advertising, packaging design, television & motion graphics and freelance design.

Some graduates choose to continue their studies at postgraduate level on one of our postgraduate Masters programmes.

teaching and assessment

In each year of the course, staff engage with students in small tutorial groups and on a one-to-one basis, to encourage an 'individual' response to set briefs. The studio-based programme promotes research, experimentation, analysis, evaluation, and self-criticism - all of which assist in arriving at the best possible solutions to design challenges.

The studio practice is supported by contextual studies which underpin the process of intellectual enquiry and encourage critical engagement with the subject.



what our graduates are doing

Malcolm Buick graduated in 1995. He was Creative Director of world renowned design agency Wolff Olins in New York City and is now a freelance designer. He says, "The course provided us with opportunities to compete on the world stage, have placements at renowned design studios, and learn from a good crew of lecturers who understood the craft in design, and the importance of that as a foundation for success."

programme content • typical degree programme example

BDes Honours degree

Advanced entry BDes Honours degree

Level 1

- > Art and Design (General Foundation) – see pages 44-45

Level 2

- > Tutor-set briefs
- > Typography
- > Design for print and screen
- > Computer-aided design
- > Drawing
- > Contextual studies

Level 3

- > Tutor-set briefs
- > Typography
- > Design for print and screen
- > Live project work
- > National competitions
- > Contextual studies
- > Work placement
- > Elective modules such as Visual Effects, Comic Art & Graphic Novels, Printmaking etc
- > Optional one semester of exchange study at an international institution

Level 4

- > Self-directed programme of study
- > Professionally-endorsed national competitions
- > Supporting study elective
- > Exhibitions in Dundee and London

Please note that our courses are refreshed each year therefore the above may be subject to minor changes.

illustration

minimum requirements are given on page 44.

why study at dundee?

With an eye to commercial avenues this course adopts a broad definition of illustration and provides a dynamic and experimental environment for the development of visual ideas.

Illustration aims to address the demand for visual communicators by focusing the curriculum on creativity, authorship and interpretation. We offer a wide range of opportunities spanning book arts, applied design, photography, drawing, printmaking, moving and interactive media. You will also have the opportunity to participate in a foreign study trip.

We help you to embrace traditional and experimental processes underpinned by high-end digital technologies and well resourced printmaking facilities. Illustrators benefit from a unique experience working in a multi-disciplinary environment that offers opportunities to collaborate with other courses.

Illustration is one of three courses that comprise the communication design programme (animation, graphic design and illustration). While following your course in illustration, you will also gain a broad educational experience by being provided with a wide range of opportunities for you to engage with generic communication design issues as well as your pathway choice in illustration. The goal is to deliver agile and flexible graduate designers who have a broad understanding of communication design coupled with deep knowledge and expertise in their chosen subject pathway.



employability

The demand for illustrators has increased as related commercial fields have expanded. Our graduates have gone on to have successful careers in the following fields:

- advertising
- editorial
- animation
- film & television
- online media
- curation
- publishing
- art/design
- research
- teaching

teaching and assessment

Students in illustration are taught through workshops, lectures, seminars, taught projects, group tutorials, personal tutorials and self-assessment appraisals. Students are encouraged to develop their own directions within assignments and to engage in debate about their work.

The studio practice is supported by contextual studies which underpin the process of intellectual enquiry and encourage critical engagement with the subject.

what our graduates are doing

Marion Deuchars graduated in 1987. She is a freelance illustrator who has illustrated for a range of high profile clients including Harrods, Esquire Magazine, Penguin Books, The Guardian and Jamie Oliver.

Eleanor Meredith graduated in 2006. She is an animator and illustrator who also teaches. Her clients include BBC Learning, The Scottish Executive, The Skinny Magazine, Hotel Bloom and Kettles Yard.

Scott Balmer graduated in 2006. He is an illustrator who has produced work for publications and clients which include The New York Times, The Guardian, Umbro, The Science Council, BusinessWeek, Inc. Magazine and Orange.

programme content • typical degree programme example

BDes Honours degree

Advanced entry BDes Honours degree

Level 1

- > Art and Design (General Foundation) – see pages 44-45

Level 2

- > Assignment based projects
- > Introduction to technical process
- > Introduction to computer aided design
- > Creative research methodology
- > Contextual Studies

Level 3

- > Personal programme of study
- > Strategic experimentation
- > Research and development of ideas
- > Cultural experience
- > Contextual Studies
- > Elective modules such as Visual Effects, Comic Art & Graphic Novels, Printmaking etc
- > Optional one semester of exchange study at an international institution

Level 4

- > Personal programme of research
- > Supporting study elective
- > Degree Show exhibition

interior environmental design

minimum requirements are given on page 44.

why study at dundee?

Interior environmental design (IED) offers opportunities to explore a wide range of spatial contexts, from temporary pop-ups to performative spaces, set, retail brand experience, and living and working scenarios to more experimental interior contexts.

As an activity, IED operates at the exciting intersection of architecture, design and art. It allows spatial investigation into architecture, furniture, and installations to exhibitions and is a dynamic programme that respects the tradition of design history and challenges conventions in contemporary culture. You will be encouraged to develop individual and team responses to interiors, environments, materials and objects and to develop exciting creative design processes that combine elements of prototyping and material awareness with a capacity to visualise human spatial experiences at various scales, locations and social contexts.

Our students work in a dynamic open studio environment, supported by a teaching team which has considerable expertise in architecture, interiors, fine art, sustainability, workshops and computer-aided design.

We are a member of the Group for International Design Education (GIDE) where students work on shared themes with design partners in Italy, Germany, Slovenia, Belgium, England, Netherlands and Switzerland.

employability

Graduates have gone on to have successful careers in the following fields: interior/architectural design practice; lighting; exhibition; theatre set design; tv and film set design; animation; furniture design; installations; sound-scapes.

teaching and assessment

You will occupy a personal work space and have access to a unique and diverse 'in-house' teaching team with expertise in architecture, interiors, fine art, CAD and workshop. Learning occurs within a dynamic open studio where social interaction, peer and group learning and inter-year participation contributes to a stimulating environment.

what our graduates are doing

Chris Twaddle graduated in 1993. He is director of Kennedy Twaddle Architectural Design in London. He has worked in Rome, Glasgow and London.

Duncan Kidd recently completed work on the YAS Island hotel project in Abu Dhabi working for prestigious New York architects Asymptote. As a senior designer for JMArchitects, Duncan will be part of the associate architects working with internationally acclaimed New York practice Steven Holl on the new build for the Glasgow School of Art.



programme content • typical degree programme example

BDes Honours degree

Advanced entry BDes Honours degree

Level 1

- > Art and Design (General Foundation) – see pages 44-45

Level 2

- > Material Matters
- > The 21st Century Designer or Co-Design in Action
- > Border Crossings
- > Change by Design or Playful Practices

Level 3

- > Partnerships, Networks and Connections 1 and 2
- > Overseas Study Trip
- > Alternative Futures elective study option (Research and creative practice, Design and the market, Design and international contexts: Made in China)
- > Elective modules such as Advertising and Branding, Critical Making, Design for a Living Planet
- > Optional one semester of exchange study at an international institution

Level 4

- > Alternative Futures elective study option
- > Design in Action Honours Project

jewellery & metal design

minimum requirements are given on page 44.

why study at dundee?

Jewellery designers are the creators of a universal symbolic language that expresses identity, difference, distinctiveness and shared values. As such it fuses together art, science, fashion, politics, culture and technology. Studying jewellery & metal design at Dundee begins with material based exploration - learning the characteristics and qualities of a range of materials e.g. wood, metal, plastics etc. Traditional hand techniques and new technologies such as electroforming, laser cutting, and digital processes including rapid prototyping are thoughtfully integrated. Critical thinking and debate is encouraged, creating a dynamic and vibrant environment in which to generate new ideas and material processes. You are encouraged to think about your ideas and ways of working in order to push the boundaries of the discipline. Consequently jewellery and metal design is often not worn on the body, and does not have to be made of metal!

In addition to creating work for sale within the contemporary craft gallery our graduates are also creating new markets and arenas for the knowledge and skills they have developed, for example in healthcare (medical alert jewellery) and forensics (disaster victim identification - a jewellery classification system). Working in collaboration with different departments and courses is one of the key benefits of being part of a vibrant diverse research university.

employability

Our graduates have gone on to have successful careers in a number of different fields, including:

- self-employed artist/designer
- designer to fine or fashion jewellery manufacturers
- designer of small products
- management within the jewellery trade
- designer of effects in theatre, cinema or television
- specialist posts within museums and galleries
- lecturing and teaching in craft, design & technology.

programme content • typical degree programme example

BDes Honours degree

Advanced entry BDes Honours degree

Level 1

- > Art and Design (General Foundation) – see pages 44-45

Level 2

- > Material Matters
- > The 21st Century Designer or Co-Design in Action
- > Border Crossings
- > Change by Design or Playful Practices

Level 3

- > Partnerships, Networks and Connections 1 and 2
- > Overseas Study Trip
- > Alternative Futures elective study option (Research and creative practice, Design and the market, Design and international contexts: Made in China)
- > Elective modules such as Advertising and Branding, Critical Making, Design for a Living Planet
- > Optional one semester of exchange study at an international institution

Level 4

- > Degree Project and Mission
- > Design History, Theory and Practice

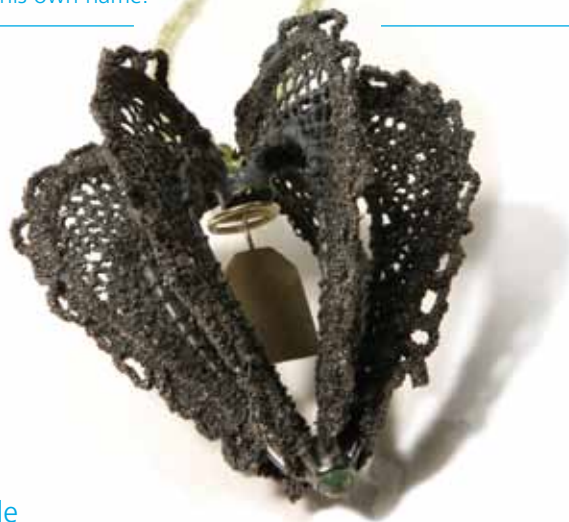
teaching and assessment

Learning occurs within a dynamic open studio environment where social interaction, peer and group learning and inter-year participation contributes to a stimulating environment. You will learn through a combination of workshops, lectures and self-initiated projects.

what our graduates are doing

Lynne MacLachlan graduated in 2008. She completed her MA at the Royal College of Art and is now a freelance jeweller. She has exhibited her work in Lab Craft, a Crafts Council touring exhibition which features the work of 26 of the most experimental names in craft and design.

Andy Sweet graduated in 2000. After hand making a small collection of experimental eyewear in titanium for his Degree Show exhibition, Andy has gone on to work for a wide range of companies around the world, designing eyewear for H&M, Cheap Monday, Bruuns Bazaar, Specsavers and Jacob Jensen amongst others. In 2009 he produced his first eyewear under his own name.



textile design

minimum requirements are given on page 44.

why study at dundee?

Textile design at Dundee offers you the opportunity to investigate textile design in a broad sense by encouraging you to consider both the practical and relevant way textiles can be applied and used within society.

You will learn and develop visual and practical skills through making and exploring a diverse range of materials. Exposure to making processes which use cutting edge technologies will help you build indepth technical, sensory and aesthetic knowledge of colour, structure, pattern and texture.

The course aims to develop students who can contextualise practical knowledge and the decorative philosophy that is inherent within textile design, through a range of applications. This includes developing innovative textile design ideas and prototypes for industry as well as exploring the ways that practical knowledge can help solve problems such as sustainability, the ageing population, crime etc.

Textiles are synonymous with domesticity and the body and you will be actively encouraged to challenge perceived definitions within these traditional parameters and beyond.

employability

Our graduates have gone on to have successful careers in the following fields:

- textiles
- fashion
- trend forecasting
- buying
- theatre costume design
- textile conservation
- art therapy
- arts administration
- design education.

Some graduates continue their studies at postgraduate level on one of our postgraduate Masters programmes.

teaching and assessment

Learning occurs within a dynamic open studio where social interaction, peer and group learning and inter-year participation contributes to a stimulating environment. You will learn through a combination of lectures, tutorials, research and self-initiated projects.

what our graduates are doing

Linda Florence graduated in 2003 and is a London-based designer who produces bespoke hand printed wallpaper and installation artwork for public, commercial and domestic interiors. Her clients include the Victoria and Albert Museum, The Jerwood Space, Swarovski, The National Trust, Ted Baker and Penguin.

Hayley Scanlan graduated in 2009. She is a printed textile and fashion designer based in Dundee. During her degree show, Hayley was commissioned to design a studded jacket for super model Erin O'Conner. After graduating, Hayley was asked to design musician Marina Diamandis' tour costumes.



programme content • typical degree programme example

BDes Honours degree

Advanced entry BDes Honours degree

Level 1

- > Art and Design (General Foundation) – see pages 44-45

Level 2

- > Material Matters
- > The 21st Century Designer or Co-Design in Action
- > Border Crossings
- > Change by Design or Playful Practices

Level 3

- > Partnerships, Networks and Connections 1 and 2
- > Overseas Study Trip
- > Alternative Futures elective study option (Research and creative practice, Design and the market, Design and international contexts: Made in China)
- > Elective modules such as Advertising and Branding, Critical Making, Design for a Living Planet
- > Optional one semester of exchange study at an international institution

Level 4

- > Alternative Futures elective study option
- > Design in Action Honours Project

time based art & digital film

minimum requirements are given on page 44.

why study at dundee?

Time based art & digital film embraces contemporary media art forms including film production, photography, sound design, sonic art, performance web art and interactive media.

At Dundee the course, which formalises the study and practice of digital film alongside time based art, offers you a near unique experience, including giving you access to the only green screen visual effects studios in Scotland. We also offer you state-of-the-art, high definition technologies for live action and visual effects.

Our team of staff, including accomplished artists, filmmakers, designers and photographers, will encourage you to be innovative, visually creative, experimental and to use professional production methods. You will explore a growing range of genres and applications by completing personal and group projects.

At the end of the course you will be able to produce a significant body of works in one or more of the following: digital film, installation, sound, performance, interactive art and imaging.

You will also be able to manage a series of self motivated projects which reflect your conceptual goals and personal philosophy.

Time based art & digital film is one of three courses that comprise the art & media programme (art, philosophy, contemporary practices, fine art, time based art & digital film). This programme has an already established reputation as the only interdisciplinary arts curriculum in Scotland. The bringing together of three distinct pathways under the art and media programme offers a broad educational experience and access to a wide range of staff expertise, while also allowing you to gain deep knowledge and expertise in your chosen subject pathway of time based art & digital film.

employability

Our graduates have gone on to have successful careers as:

- artists
- film directors
- web designers
- editors
- visual effects artists.

Some graduates continue their studies at postgraduate level on one of our postgraduate Masters programmes.

teaching and assessment

Teaching staff include accomplished artists, filmmakers, designers and photographers who are dedicated to providing a creative learning environment. Following a structured introduction to key media art concepts and technologies, students develop their visual awareness through studio practice.

what our graduates are doing

Peter Keith graduated in 2002. He is a film producer and camera assistant and has worked on projects including Taggart, Rebus, BBC drama The Deep and even a Staples commercial.

programme content • typical degree programme example

BA Honours degree

Advanced entry BA Honours degree

Level 1

- > Art and Design (General Foundation) – see pages 44-45

Level 2

- > Taught project-based programme: introduction to photography, moving image, sound and interactivity
- > Contemporary media theory
- > Self-motivated ideas and projects
- > Critical debate and exhibition
- > Tutorial and group critique

Level 3

- > Elective masterclass series
- > Self-motivated practice
- > Tutorial and group critique
- > Professional practice and group exhibition
- > Theoretical Studies
- > Elective modules such as Materiality & Meaning, Contemporary Portrait, Printmaking etc
- > Optional one semester of exchange study at an international institution

Level 4

- > Self motivated personal programme of study
- > Tutorial and group critique
- > Honours dissertation
- > Degree Show exhibition

Please note that our courses are refreshed each year therefore the above may be subject to minor changes.

is the creative hub at the heart
of the University of Dundee.

