

MA
SCREEN DESIGN
FOR FILM &
TELEVISION



MA SCREEN DESIGN FOR FILM & TELEVISION

FAST FACTS

Further information, including fees

See www.kingston.ac.uk/pgfilmtvscreen

Duration

FT: 1 yr

Attendance

FT: 3 days per week

Qualification, recognition and accreditation

MA

Entry requirements

Applicants should have a good BA(Hons) degree or equivalent qualification in communication design or graphic design.

Graduates in fine art and film-based courses are eligible, but you will need a clear understanding of graphic design principles, an interest in the use of screen text and typography and a desire to communicate effectively.

We also welcome applicants with relevant professional experience.

All applicants should have: a critical awareness of contemporary issues; a strong interest in the arts and current affairs; a broad range of personal interests; and good language and communication skills.

As part of your application you must submit a portfolio of work, preferably on CD.

Interviews

We will invite all shortlisted applicants for interview. We can make alternative arrangements for international students.

Prior learning – AP(E)L

Applicants with prior qualifications and learning may be exempt from appropriate parts of a course in accordance with the University's policy for the assessment of prior learning and prior experiential learning. Download the University Guide to AP(E)L (PDF) for further information.

Fees

For the latest information on fees please visit: www.kingston.ac.uk/fees

What is MA Screen Design

Screen design is the art of conceptualising, designing and producing innovative visual communication solutions for moving image. It is a powerful and expressive form of communication with a range of applications: film, television titles, branding themes, advertising commercials, screen displays for theatre, performance, corporate events and launches. It is about developing a dynamic visual vocabulary to explore mood and movement supported by innovative use of sound, music and language.

This course is the first of its kind in the UK devoted to this field and aims to stimulate new thinking in screen design and its uses, create opportunities for its application and nurture your entrepreneurial skills in exploiting the medium.

What you will study

You will develop effective research, conceptual, design and presentation skills, and experiment in live action shooting, both on location and in the studio. You will explore storyboarding, camera use, lighting and blue-screen techniques, methods of animation, digital editing and effects, rostrum camera use, etc. This will all ultimately be compiled into a dynamic and impressively designed showreel of work.

Your projects will be set and tutored by industry practitioners and visiting guest speakers, and will be complemented by research-based modules that include interdisciplinary research and commercial practice.

Modules

Please note that this is an indicative list of modules and is not intended as a definitive list.

- Designer and Society
- Designer and the Market
- Final Masters Project
- Interdisciplinary Practice Research
- Motion Graphics
- Screen Design
- Visual Thinking

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FAST FACTS

Assessment

Critiques, tutorials, practical work, written work, major project

Course features

This course is designed to develop the skills needed to design, direct and produce motion graphic sequences. You will develop skills in:

- effective storyboarding and presentation;
- live action shooting – both on location and in the studio;
- camera use, lighting and blue-screen techniques;
- methods of animation; and
- digital editing and effects.

The course focuses around a succession of increasingly challenging briefings designed to test your research, analysis and conceptual skills.

Your Masters Project allows you to build on this and focus on your own interests. The final showreel of work will be a valuable tool when looking for a job.

Visits to broadcast, design and post-production companies will supplement your lectures and seminars, adding an extra perspective to your learning. You can also participate in competitions, such as:

- D&AD;
- Royal Television Awards;
- Adobe Design Awards;
- onedotzero festival; and
- Promax.

Special features

Guest practitioners from industry and the arts, and visits to broadcast, design and post-production companies will provide you with additional insight and fuel your imagination.

We have links with a range of industry contacts, including broadcast organisations like the BBC, Sky and ITV; independent screen design and post-production companies like Kemistry, Lambie-Nairn & Co, The Mill, Framestore; and the experimental motion graphics and film organisation, onedotzero. You will have the opportunity to participate in competitions such as D&AD, Royal Television Society Awards, Adobe Design Awards, onedotzero festival, Promax and many others.

Our students have gone on to work for the BBC, Sky, Nickelodeon, Six Foot Six, Hong Kong Broadcasting Corporation and other commercial design operations; some setting up their own companies.

You also benefit from the input of guest practitioners from industry and the arts.

- The taught modules help develop workplace skills in:
- problem solving and organisation;
- data collation, review and synopsis;
- communication (oral, written and electronic);
- time management;
- computing; and
- co-operation and teamwork

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Who teaches this course?

The Faculty of Art, Design and Architecture teaches this course. The Faculty has its roots in the studio-based approach of Britain's art school system (the original School of Art was founded in the 1890s).

Today, most of your learning still takes place in our specialist studios. Each subject area has its own fully-equipped studio, where you take part in classes, tutorials and critical reviews with fellow students. This strong studio culture also ensures regular interaction between students and tutors.

Many members of staff are professional designers, which keeps our teaching cutting-edge.

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STAFF PROFILES

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Our industry connections mean we provide unique study opportunities, such as:

- the chance to have your work seen by eminent members of your profession
- 'live' projects, site visits and placements in prestigious companies or institutions
- project work and workshops with visiting lecturers and industry specialists

Our excellent reputation means that industry leaders regularly visit our student shows to see the best of the new talent. Most members of staff are professional practitioners, which keeps your learning cutting-edge

Visiting Professors

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STUDENT REFLECTIONS ON KINGSTON (TESTIMONIALS)

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POSTGRADUATE DESTINATIONS

Career opportunities

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Annual Fund Postgraduate Scholarships

The Development Office is offering two postgraduate scholarships for UK and EU students for the 2008-2009 academic year. They are available for any subject and will pay 50% of the fees for a one-year, full-time or two-years, part-time masters programme (excluding MBA). Applicants should:

- be classed as "home" for fees purposes; and
- have already received an offer of a place for 2008 entry.

For further details email scholarships@kingston.ac.uk

International scholarships

The International Office is offering awards totalling £250,000 for 2008 entry, with each scholarship worth £3,000. These are open to prospective full-time postgraduates in any subject area on a one-year taught masters degree.

You can apply for an international scholarship if you:

- are an international student (classified as "overseas" for fee purposes)
- have an offer of a place on a course at Kingston for 2008 entry
- are not currently registered on a postgraduate course at Kingston University

You might also be eligible for an international loyalty bursary if you are Kingston University alumni or have a family connection with the University.

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RESEARCH GROUPS AND CENTRES

All staff and student researchers in the Faculty are part of a research centre through which they engage both with collaborative and individual projects and with a range of local, national and international research events, including workshops, seminars, visiting lecture series, conferences and symposia.

CONTEMPORARY ART RESEARCH CENTRE: CENTRE FOR USELESS SPLENDOUR

The recently established Contemporary Art Research Centre provides an intellectual and creative milieu for innovation in contemporary fine art. Taking its identity from Andre Breton's articulation of the imagination, we draw on that legacy of surrealism to conceptualise our project of innovation. In this way, researchers – staff and students – seek to imagine and enact possibilities of contemporary art in contingency with social politics, technology, models of knowledge and modes of experience.

The Centre focuses on four interconnected research spaces.

Foyer

Art and social context that explores propositions for agency and the generation of expanded and hybrid modes of socially sited artistic production through collaboration, curation, writing, publishing, broadcasting and other modes of dissemination.

Machine Room

Art and technology, where research focuses on how technologies, methods and processes might be understood, employed, detoured and reinvented.

Hall of Records

Art and epistemology, which considers how histories and bodies of knowledge might be generated, re-imagined and re-inscribed through work with archives and physical collections, found objects, constitutions, laws and manifestos.

Lumber Room

Art and materiality, explores the relationships between matter, experience and translation and how knowledge is developed through embodied temporal encounter in a wide range of practices, including performance and drawing.

Director Elizabeth Price

Co-Director Louis Nixon

E contemporaryart@kingston.ac.uk

www.kingston.ac.uk/design/contemporaryart

DESIGN RESEARCH CENTRE

Kingston University's Design Research Centre provides a transdisciplinary, intellectual and creative environment for researchers engaging with the cultural, environmental and presentational contexts of design practice in its widest sense. Research in this diverse area is developed through five interrelated design thematic areas that inform and support our postgraduate courses in design, the creative industries and the built environment.

Design Innovation focuses upon the presentational contexts of contemporary design practice in which design products and activities are formulated, disseminated and displayed. Individual and collaborative research projects bring an experimental or laboratory-like quality to the design process, which situates the activities of the designer within the broader context of commerce, industry, cultural institutions and the general public. Research benefits from the longstanding participation of several leading figures from the professional design arena, including the design, manufacture and production of fashion, interiors, and product and furniture.

Curating the Contemporary researchers focus on new initiatives and perspectives on curating, including the interface between design, craft and fine art. Research activities include regular themed conferences with leading international museum curators, a visiting professor programme, and collaborative projects with Kingston's on-site Stanley Picker Gallery. Design for Environments is an interdisciplinary focus for researchers engaged in the theory and practice of design for diverse environments. This includes design for well-being, health and micro-environments, as well as more spatial, aesthetic and critical enquiry into building typologies and cultural analysis of urban and leisure environments. Funded research projects range from the study of interior design schemes in hospitals, hospices and prisons, to systems of display in public transport networks and museums.

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RESEARCH GROUPS AND CENTRES

Design for Screen research focuses on interdisciplinary practice-based enquiry into screen-based media. Presentation and context is central to their critical investigation of the screen arts and industry, and researchers engage with documentary and experimental film-making, multimedia-based projects, mainstream film design and animation.

Sustainability focuses on multidisciplinary research into issues of sustainability across innovative product and packaging design, recycling and materials innovation. Research resources include the Recycling by Design Research Unit, the Inspirecycle web resource and the Creative Resource recycled materials' library, funded by the AHRC. Research outcomes range from product design and installations to consultancy reports and web-based resources.

Director Hilary Dalke
Associate Director Professor Catherine McDermott
Associate Director Professor Sarah Chaplin
E designresearch@kingston.ac.uk
www.kingston.ac.uk/design/designresearch

VISUAL AND MATERIAL CULTURE RESEARCH CENTRE

Situated at Knights Park, Kingston University's Visual and Material Culture Research Centre (VMCRC) provides the focus for energetic interdisciplinary research in modern and contemporary visual and material culture and the histories of art, film, design and architecture. The Centre enables academics, emerging scholars and students to conduct research within a stimulating and collegiate environment that actively seeks to shape the future of these fields of inquiry. Researchers are engaged in both individual and collaborative projects with a shared emphasis on modernity and its futures, and, since 1997, have organised a series of conferences and symposia in collaboration with major London museums and galleries.

Distinct inter-animating areas of study are: Historical and Critical Studies engaging with issues of patronage, the art market, avant-gardes, and the history of the art school; Place, Space and Global Futures, which focuses on local, national, and international identity; and Gender, Technology and the Human Image.

Director Professor Fran Lloyd
Associate Director Dr Marquard Smith
E vamcrc@kingston.ac.uk
www.kingston.ac.uk/design/VAMCRC

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RESEARCH GROUPS AND CENTRES

MODERN INTERIORS RESEARCH CENTRE

Established in 2001 and based at Dorich House Museum, Kingston's Modern Interiors Research Centre (MIRC) provides a dynamic focus for interdisciplinary research on the subject of the design of the modern interior in the period 1870–1970. Its researchers work in the fields of design history, architectural history, art history, cultural history, and visual, material and spatial culture. MIRC researchers focus on interiors in both domestic and non-domestic settings and seek to explore the ways in which modern interiors have been created, disseminated and consumed, with an emphasis on the influences of socio-cultural factors such as class, gender and ethnicity.

Director Professor Penny Sparke
Associate Director Dr Trevor Keeble
Associate Director Prof Anne Wealleans
E mircc@kingston.ac.uk
www.kingston.ac.uk/design/MIRC

REAL ESTATE RESEARCH CENTRE (RERC)

Researchers within this Centre work across a broad spread of interests relating to real estate. The research takes a qualitative and reflective approach to the role of appraisal and management and the regulation of land and buildings. The work seeks to relate professional activity to changing social and political agendas.

A shared ambition of all researchers is to lead the knowledge and understanding of the relationship between the sustainability agenda and the operation of real estate markets. They are engaged in a range of exciting projects in highly focused and specialist areas relating to investment worth models, contaminated and brownfield land, taxation and financial incentives and the valuation of heritage assets.

Those interested in studying for research degrees in real estate and who have a relevant first or masters degree should contact the Director for an informal conversation.

Director Professor Sarah Sayce
E rergr@kingston.ac.uk
www.kingston.ac.uk/design/rerc

Student research

You may be able to publish any research you undertake on the Kingston University Research and Innovation Reports (KURIR) website. This site gives anyone associated with Kingston University the opportunity to publish articles, which will be permanently available to the academic community.

See www.kingston.ac.uk/kurir

For further information on research within the Faculty, and to find out more about research opportunities, contact our research administrator:

T +44 (0)20 8547 7416
E e.day@kingston.ac.uk
www.kingston.ac.uk/art-design-arch-research

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FACILITIES

The Faculty of Art, Design & Architecture began an ambitious and ongoing programme of investment during 2007. Consequently, we have been able to make significant improvements to our workshops and some other resources in order to support your learning.

These include:

- Faculty wide technical resources available to students on all courses;
- significant improvements to the 3D workshops with an investment in new equipment, which now includes a CNC controlled 3D router, a rapid prototyper 3D printer, a 3D scanner and a 2D plotter/cutter;
- the creation of a state-of-the-art filming environment and animation suite;
- the development of an industry standard photographic suite with two new digital darkrooms;
- the newly specified Digital Media Workshops I & II, with hardware and software upgraded to a professional level;
- the creation of a bookable, inter-disciplinary project studio;
- ongoing refurbishment of studios.

The University has its own on-site galleries, including:

- Dorich House – home of the sculptor of Dora Gordine;
- the Stanley Picker Gallery – featuring exhibitions of contemporary art plus exhibition space for students; and
- project spaces in the main University campus, which you can book for the construction of large-scale work.

You also benefit from:

- well-equipped lecture theatres, seminar rooms and workshops;
- the library's extensive book and journal collection – as well as over 150,000 slides and visual references dating back to the 1600s;
- computer resources; and
- the dedicated Graduate Centre on campus – including IT facilities, seminar rooms and social spaces.

Resources in London

Kingston is just a 25-minute train journey away from central London. Here you can access a wealth of exhibitions and galleries, including the Tate Modern and the National Gallery.

Learning support

We want to make sure you get all the support you need while you are with us. Here you can see the range of support we can offer you while you're doing this course.

When you arrive at Kingston, we will allocate you a personal tutor to make sure you have access to appropriate advice regarding your academic development. You will also be able to use the University's Careers Service and counselling service.

Personal training plans

We offer all students training sessions when they arrive at Kingston University, covering:

- project management;
- communication skills; and
- information research and retrieval.

The aim is to give you the chance to improve your study, research and life skills.

Blackboard

Blackboard is an online learning management system. It is a potentially limitless resource for lecture notes and interactive teaching including:

- access to course materials – such as lecture notes, backup materials, presentations and previous exam papers;
- online chatrooms and bulletin boards – so you can interact with staff and other students; and
- multimedia features.

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FACILITIES

StudentSpace

The Kingston University student intranet provides a fast, easy way to find information and work online. It provides everything you need to know about student life at Kingston.

You can also use StudentSpace as a virtual workspace, customising it to include:

- your chosen web-based applications;
- favourite web links;
- a useful calendar; and
- your recently opened files.

The Graduate School and Centres

All postgraduate students at Kingston have the support of the Graduate School. The Graduate School:

runs special training programmes for research students;

works with academics and administrators to develop graduate education and reinforce the links between teaching and research; and

helps to introduce new initiatives to postgraduate activities.

It also manages the Graduate Centres, dedicated spaces for graduate students. These are ideal for private study or holding meetings.

Language support

International students can access plenty of language support, both before and during your course:

Pre-sessional English Language Course – improve your English language skills and learn about study methods and life in the UK

English Language Support Programme – after you enrol, this free programme offers a range of academic English courses and tutorial support throughout the academic year.

Where is the Faculty based?

Most students in the Faculty are based at the University's Knights Park campus, with surveying courses based at Penrhyn Road. Our well-equipped facilities offer a modern study environment so that you graduate with cutting-edge skills and knowledge.

CONTACT

Postgraduate Admissions Administrator

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Knights Park

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