



**L-Università
ta' Malta**

Bachelor of Fine Arts (Honours) in Digital Arts

Course overview:

The Bachelor of Fine Arts (BFA) Honours in Digital Arts programme is a practice-based undergraduate award in art and design practice and theory, based on conventional studio practice and applied within the digital environment. It is a three-year, full-time, single honours programme that develops a learning structure in which historical traditions and new practices confront and influence each other within a contextual, cultural and theoretical framework.

The course is aimed if you aspire to become a professional artist within the areas of Graphic Design, Digital Games, Web Development, Animation, Illustration and Photography. The course provides you with a holistic artistic education, with specialisation in two main routes in the second and third years, namely:

1. Graphic Design (Visual Communications, Web and Screen Design), and
2. Animation (Digital Games, Web, Television/Film and Digital Video Art).

The areas of Illustration and Photography are common and overlap both streams.

Through a combination of practical and theoretical modules, the course encourages the development of critical and original approaches to contemporary creative production and enables students to actively investigate the influence of new digital technologies in relation to creativity and visual communication. The programme provides a framework within which you are prepared for further academic research as well as integration into the various graphic design, illustration and animation industries which require a high degree of digital creativity.

Learning outcomes:

By successfully completing the Bachelor of Fine Arts (BFA) Honours in Digital Arts, you should be able to:

- Apply your understanding of the history and theory of digital art and design to the analysis and evaluation of art and design outcomes in a variety of cultural contexts and settings;
- Articulate your personal vision through practice and theory and explain the same vision effectively to multiple audiences, in a variety of situations, and through diverse channels of communication;
- Fuse theoretical knowledge with the use of contemporary technologies to conceive, develop, produce, and present innovative artworks;
- Be prepared to conceptually and technically refine your work in preparation for professional artistic practice;
- Significantly contribute to the development of content in a variety of creative fields;
- Become eligible for gainful employment in areas with a focus on creative digital media production;
- Perform and communicate effectively as professional artists and designers, individually and collaboratively to propose, manage, and complete art and design projects;
- Prepare an effective professional portfolio suitable for career applications in the art and design industries or for admittance into highly competitive international graduate programs in art and design.