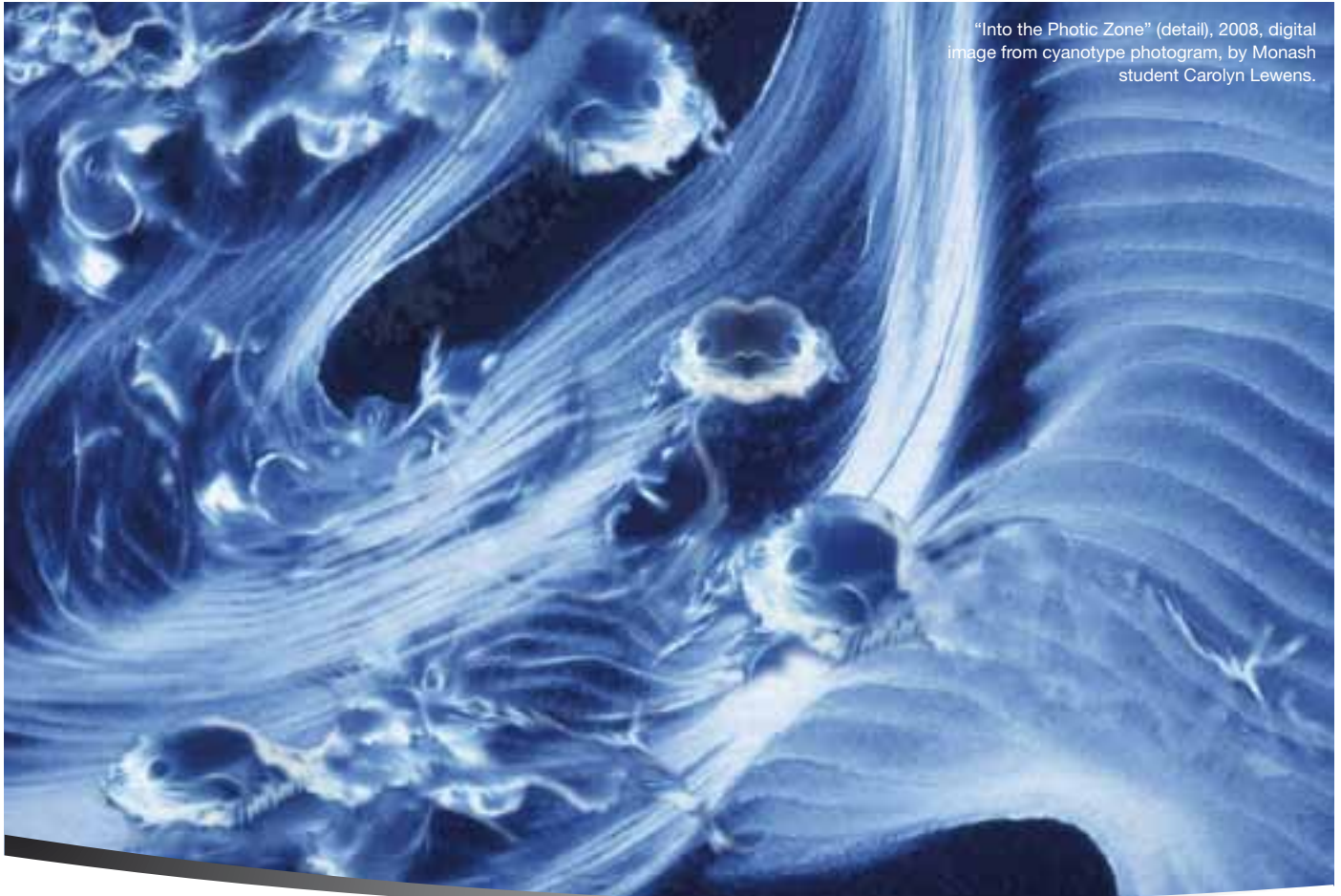


Art & Design



“Into the Photic Zone” (detail), 2008, digital image from cyanotype photograph, by Monash student Carolyn Lewens.

What makes Art & Design at Monash special?

- **World-class facilities:** Access to Australia’s only tertiary level automotive clay-modelling studio, purpose-built amenities for architecture, fine art and multimedia.
- **Professional instruction:** All teaching staff are experienced practitioners in their respective fields.
- **Influential graduates:** Our graduates are shaping the future of art and design around the world. As award-winning practitioners, they push artistic and social boundaries, and challenge established ideas.
- **Research intensive:** Monash Art & Design has the largest studio-based research degree program in Australia.

Areas of research and research facilities

The Faculty of Art & Design is recognised and respected for providing excellence in education, practice and research that is characterised by a spirit of enquiry and collaboration.

The faculty’s energy is driven by a community of staff who are active art and design practitioners, architects and theorists, who focus on critically informed creative activity at the highest level. As professional artists, designers, architects and theorists, staff members bring expertise and dedication to their research that reflects the diverse approaches found in contemporary visual culture and the built environment.

The Faculty of Art & Design is committed to creating a culture of research excellence and has established the following ten research clusters: Centre for Electronic Media Arts (CEMA), Environment, Object and Space (EOS), Gippsland Centre for Art & Design (GCAD), Industrial Design, Paradoxa, SC::OPE, Spatial Research, Visualisation, Un-real Practice and Visual Discourses.

World-class facilities

Monash Art & Design has purpose-built facilities specifically for postgraduate use. These include state-of-the-art multimedia studios for Master of Multimedia/Multimedia Design students, individual studio spaces for full-time postgraduate studio-research candidates and a number of on-site gallery spaces.



Student profile

Vito Bila

Master of Fine Art (Metals and Jewellery)

"The Faculty of Art & Design at Monash provides a stimulating and supportive environment for research, both formally with an engaging program of seminars and an emphasis on critical discourse, and informally within the artistic community of academic staff and fellow research students."

Contact

For further information, talk to one of our advisers:

Faculty of Art & Design

Coursework enquiries: +61 3 9903 1517

Email: enquiries@artdes.monash.edu.au

Research enquiries: +61 3 9903 1962

Email: postgrad@artdes.monash.edu.au

International students: 1800 181 838 (free call within Australia)

+61 3 9627 4852 (outside Australia)

Email: study@monash.edu

www.artdes.monash.edu

Art & Design in Prato, Italy

Students in the Faculty of Art & Design have the option to undertake some study at the Monash Centre in Prato, near Florence and gain full credit toward their degree while living and working in the centre of a medieval commune amid the landscapes of Tuscany.

Higher Degree by Research students in design, architecture or fine art are able to undertake some study at the Palazzo Vaj which provides an ideal research base for Masters and PhD candidates, while coursework students are able to take units in drawing, theory of art and design and interdisciplinary design. Completing your research in Prato gives you access to some of the world's greatest collections of art and design. As well as being close to Tuscany's renowned art collections such as the Uffizi and the Accademia, Prato houses the Pecci Foundation, the most important contemporary art museum in central Italy and every second year it is in easy striking distance of the world's premier art event, the Venice Biennale. Also integral to all faculty studies is the cultural experience, being part of a medieval city, complete with walls, churches, palaces and winding cobbled streets; a living museum which brings history alive and makes it a part of daily life.



Foundation architects

In 2008 the first new architecture program in Australia in 30 years was introduced into the Faculty of Art & Design. The architecture program uses a new model of a three year undergraduate Bachelor of Architectural Design and from 2011 the Master of Architecture. The program was developed to meet the stringent requirements for professional registration in conjunction with the Royal Australian Institute of Architects.

The program's focus on architecture as a creative discipline is enhanced through its location in the Faculty of Art & Design. Connections between architecture, art and design enable students to establish a creative network by studying alongside industrial designers, painters, sculptors, interior architects, glass artists and more.

Doctor of Philosophy Master of Fine Art

The PhD program at Monash rigorously trains candidates in research through academic supervision, plus a suite of seminars, discussion groups and coursework units.

Monash Art & Design has introduced doctoral studies to support the specific needs of the visual art, design and architecture disciplines. This has included the development of a unique studio-based PhD, whereby practicing artists, designers and architects are able to incorporate their studio/workshop activity within a research framework, at one of the top research universities in the country.

Course Outline

The PhD can be undertaken in two modes:

By studio research: Candidates enrolled in the PhD by studio research are required to develop a studio-based research project which will result in a body of work to be examined by exhibition.

By thesis: Students wishing to undertake research within the Faculty of Art & Design, also have the option to undertake a more traditional, thesis only PhD program. Candidates must develop a written project which places their research within the context of scholarly literature.

Career Outlook

The PhD award represents the pinnacle of university achievement and designates recipients as experts in their field. Successful completion of the PhD will place candidates at the forefront of contemporary visual arts, industrial and commercial design, and architecture practice.

Course Details

Course code: 1322

Duration: 4 years full-time, 8 years part-time

Campus: Caulfield and Gippsland

Intake: Throughout the year

Entry requirements: A bachelors degree (at least four years of full-time study), which normally includes a research component in the fourth year, leading to an honours degree class I or IIA level; or a course leading to a masters preliminary qualification at a level rated by the faculty as equivalent to an honours class I or IIA; or a masters degree that entailed work, normally including a significant research component, at least equivalent to an honours degree.

Under exceptional circumstances, the Research Graduate School Committee may accept candidates with a degree of a lower grade than honours IIA if they have demonstrated an ability to undertake research at the PhD level: for example by producing evidence of quality work that can be reported on by a referee, or by producing proof of relevant professional experience at a high level.

Application for the studio research PhD must be accompanied by 12 – 20 photographic prints of recent original work clearly numbered with a corresponding list of details attached.

2009 annual domestic fee: Research Training Scheme

This popular research program attracts visual artists who are passionate and committed to their practice, capable of independent analytical thought, and who are informed about the context and role that the visual arts play in the formation of contemporary culture.

Through research, candidates will contribute to the advancement of visual culture by developing a curiosity beyond the conventional, testing and initiating new ideas and methods for art production, and by experimenting and exploring concept and form.

Course Outline

This course, comprising 85 per cent research, is offered in the principal research areas of painting, drawing, print media, installation, tapestry, ceramics, glass, metals and jewellery, digital imaging, photo media and visual arts.

The program requires students to develop a research project that results in a new body of creative or visual work with accompanying written and visual documentation. The documentation is a commentary that outlines the development of the project and its conclusion, and provides a critical context within which the work may be viewed and assessed. The written commentary will be between 10,000 and 20,000 words, with a photographic record of the visual or creative work being bound into the document.

Students must also complete a sequence of two units (research methods, and theory workshop), which will guide them through the documentary dimensions of their project.

Career Outlook

A Masters degree can lead to a career as an artist, or to work as a craftsworker or teacher. Graduates are experts in their chosen field and are often employed in museums, galleries, community arts programs and art and design consultancies.

Course Details

Course code: 2953

Duration: 2 years full-time, 4 years part-time

Campus: Caulfield and Gippsland

Intake: First Semester

Entry requirements: Students should hold an Australian bachelors degree with honours (I or IIA) or equivalent from a recognised tertiary institution. In special circumstances, the faculty may admit an applicant who does not meet these academic criteria. In such cases, the faculty will consider your qualifications, publications (including exhibitions) and experience in the proposed field of study. Such applications will be considered on a case by case basis. Student applications must be accompanied by 10 – 15 photographic prints of recent original work, clearly numbered with a corresponding list of details attached.

2009 annual domestic fee: Research Training Scheme



Student profile

Estelle Cohenny

Master of Fine Art (Sculpture)

"As an International mature-age student, it was a big decision to come and study here for two years. My journey at Monash has fulfilled my expectations thanks to the scholarship opportunity the Faculty of Art & Design offered me. The sculpture workshop is very well equipped; the teaching and technical staff are very supportive. The library and the campus facilities are a great help to conduct research and get by in a new environment."

Master of Design

Monash University's research program in design encourages candidates to explore ideas and concepts within a studio environment. The core aim of the program is the development of a new body of work, informed by the social need and the imaginative potential of that design within the selected field of inquiry.

Course Outline

The research program has a strong focus on developing a rigorous studio methodology. This allows designers to reconcile creativity with a systematic method, heightening their design consciousness and providing a winning edge to their professional practice. Students develop a research project that results in a new body of creative work, supported by written and visual documentation of 10,000 word minimum exegesis, which outlines the project's development and provides a critical context in which the work may be viewed and assessed.

Career Outlook

Graduates of the Master of Design will have enhanced, highly developed capabilities, which will place them at the forefront of their field of design practice.

Course Details

Course code: 3111

Duration: 2 years full-time, 4 years part-time

Campus: Caulfield

Intake: First semester

Entry requirements: Students should hold an Australian bachelors degree with honours (I or IIA) or equivalent from a recognised tertiary institution in an area appropriate to their research discipline. In special circumstances, the faculty may admit an applicant who lacks any of the qualifications listed above, but whose publications, professional practice (five years minimum), creation of design registrations (or patents in other countries), major commissions and other experience is considered by the faculty to be equivalent research training in the proposed field of study. Such applications will be considered on a case-by-case basis. Student applications must be accompanied by 10-15 photographic prints of recent original work: clearly numbered with a corresponding list of details attached.

2009 annual domestic fee: Research Training Scheme

Master of Arts

Ideas and concepts are the basis of innovation in art and design, and practitioners need to be able to assess where their work sits within contemporary intellectual discourse. The Master of Arts program is offered in the principal research area of the theory of art and design, and focuses on the contextual study of art and design practice. Students explore the intellectual and historical context of art and design, posing critical questions, forming value judgements and articulating their ideas within an imaginative framework.

Course Outline

This (100 per cent research) course is offered in the principal research area of the theory of art and design. The program requires students to develop a comprehensive written proposal that outlines their proposed project, places the research within the context of the scholarly literature and outlines the proposed methodology. Students will be examined entirely on the basis of the written paper, unlike the Master of Fine Arts or Master of Design, which focus on visual work. The thesis should be between 30,000 and 40,000 words.

Supervision is available across a number of fields, including aesthetics; art history; art criticism and European and Australian visual culture.

Career Outlook

Students are able to achieve advanced standing in their profession, and build professional relationships and collaborations that inform and enhance their own work.

The program can be the beginning of a student's individual research as an artist, or it can enhance qualifications toward a career such as art administration or education.

Course Details

Course code: 0498

Duration: 2 years full-time, 4 years part-time

Campus: Caulfield and Gippsland

Intake: First semester

Entry requirements: Students should hold an Australian bachelors degree with honours (I or IIA) or equivalent, from a recognised tertiary institution.

2009 annual domestic fee: Research Training Scheme



Graduate profile

Ruth Allen

Master of Fine Art (2006)

In 2006 Ruth Allen was the recipient of the inaugural Toyota Community Spirit Artist Travel Award. Her winning proposal was to teach a workshop at the glass school Espace Verre in Montreal, Canada.

The \$10,000 prize allowed Ruth to fulfil her proposal that also included exhibiting a solo show at the Chappell Gallery, New York. She spent time travelling and visiting galleries for potential representation, which was very successful.

Ruth has recently returned from an exhibition in New Zealand, represented by Milford Galleries. She staged a solo show in July 2008 followed by inclusion in the touring tri-annual GINZ Glass Invitational.

Master of Design

The Master of Design by coursework combines design practice with the necessary skills in marketing and business to sharpen students' professional practice and analytical skills to an advanced level. Graduates from this program will demonstrate highly developed capabilities that will place them at the forefront of contemporary design practice.

Course Outline

Through the Master of Design program students will undertake a major studio project that will require them to demonstrate high-level planning, resourcing, implementation, completion and evaluation. This replicates the real-life challenges of professional design practice, and requires students to apply technical and conceptual excellence to develop a design system, process or artefact to an exceptional level of resolution.

This course, comprising 87.5 per cent research, is offered in the principal research areas of visual communication, graphic design, illustration, interior architecture, product design, transport design, furniture design, computer-aided design, multimedia design and industrial design.

Career Outlook

The program allows students to heighten their design consciousness and expand their understanding of contemporary theory and practice, giving them a winning edge in their own professional practice.

Graduates work in consumer product design, transport design, furniture design, multimedia design, interior architecture, visual communication, or graphic design.

Course Details

Course code: 3113

Duration: 1.5 years full-time, 3 years part-time

Campus: Caulfield

Intake: First semester, second semester

Entry requirements: Students should hold an Australian bachelors degree in art or design or equivalent from a recognised tertiary institution.

2009 annual domestic fee: \$21,500

Master of Multimedia

This three-semester program is designed for people with a background from a range of university disciplines - an art and design background is not a requirement of this course. This course aims to add multimedia capabilities to their existing professional skillset. Students will learn all aspects of design, media and technology, supported by theory units relevant to the multimedia industry.

Taught at the Caulfield campus, students enrolled in the Master of Multimedia will have access to purpose-built media studios with facilities for digital imaging, web design, interactive media, animation, virtual spaces and digital video.

Course Outline

This course enables students to customise their own program by choosing from a range of design, information technology and digital media subjects. The degree places emphasis on the importance of studio practice within which students develop collaborative projects and self-determined individual assignments.

Career Outlook

Monash postgraduate multimedia studies are designed to enrich professional careers. Graduates with digital imaging and new media design skills are able to work in a range of areas from design to programming, or from motion graphics to "virtual-world" design.

Course Details

Course code: 3102

Duration: 1.5 years full-time, 3 years part-time

Campus: Caulfield

Intake: First semester, second semester

Entry requirements: Students should hold an Australian bachelors degree from a recognised tertiary institution. All students enrol in the Master of Multimedia but can choose to exit after one or two semesters of full-time study. After successfully completing one semester students can exit with a graduate certificate; after completing two semesters they can exit with a graduate diploma.

2009 annual domestic fee: \$21,500



Graduate profile

Yeong Chul Kim

PhD (2008)

In the final year of his PhD, Yeong exhibited his work "Seeing Sound" in the Art & Design Faculty Gallery as part of a series of PhD exhibitions.

Yeong's exhibition explored the architectural form generated in response to sound through a process of analysing recorded sound and visualizing sound phenomena using a series of computational and mathematical processes.

Yeong's reasons for choosing Monash were simple: "It was a recommendation of my friend who has done his masters before; Monash has outstanding, proper facilities."

"Art & Design at Monash is an inspirational environment, between art and design in terms of an aesthetic point of view."

Master of Multimedia Design

As a professional qualification, the Master of Multimedia Design emphasises the importance of studio-based work, and requires students to undertake a combination of collaborative projects. In consultation with teaching staff, students are able to guide the direction of their work, so as to achieve their personal design goals.

Course Outline

This course enables students to customise their own program by choosing from a range of design, information technology and digital media subjects. The degree places emphasis on the importance of studio practice within which students develop collaborative projects and self-determined individual assignments. Working with staff, students are able to achieve their multimedia goals and push the boundaries of their professional work.

Career Outlook

Monash Master of Multimedia Design graduates are fully equipped to engage in professional careers in the field of new media design. Graduates who combine digital media and design skills are able to work in a range of areas from communication design to programming, or from 3D animation and motion graphics to interaction and experience design.

Course Details

Course code: 3105

Duration: 2 years full-time, 4 years part-time

Campus: Caulfield

Intake: First semester, second semester

Entry requirements: Students should hold a bachelors degree from Monash University or other recognised institution.

2009 annual domestic fee: \$21,500

Master of Visual Arts

The Master of Visual Arts is a flexible degree which attracts artists wishing to extend their practice within the context of contemporary visual arts discourse. This course is designed for students with an undergraduate degree in art or design, who wish to hone their artistic and technical skills within the studio, while also exploring the conceptual aspirations of their work. Students are exposed to a critical review of their work within a supportive and encouraging environment.

This course offers the flexibility of both on-campus and off-campus study, and appeals to artists who wish to work from their own studio. A combination of studio-based units and theoretical units will help the students to cultivate methodologies for independent work, and expose their work to critical reflection and testing.

Course Outline

Successful completion of the Master of Visual Arts requires the completion of five coursework units. Several assessment methods are used throughout the course, including submission of studio work, written assignments and presentations.

Career Outlook

A Masters of Visual Arts can lead to a professional career as an artist or craftsperson – exhibiting work in commercial galleries or being commissioned for the public or private art domains.

Some graduates are employed as art lecturers at tertiary level or may be employed in arts administration, council art and culture centres or community arts programs in positions such as cultural heritage officers, arts administrators or art and cultural planners.

Graduates may work in galleries and museums in a variety of roles including director, curator or set/scene designer.

Course Details

Course code: 3108

Duration: 1.5 years full-time, 3 years part-time

Campus: Caulfield and Gippsland,

Intake: First Semester

Entry requirements: Students should hold an Australian bachelors degree in art or design from a recognised tertiary institution. Applications should be accompanied by 10–15 photographic prints of recent original work, clearly numbered with a corresponding list of details attached. Students must be able to demonstrate a high level of capability in their chosen studio discipline. They should also provide a personal statement of no more than 200 words summarising the direction of their current practice, including materials, techniques and content.

All students enrol in the Master of Visual Arts but can choose to exit after one or two semesters of full-time study. After successfully completing one semester students can exit with a graduate certificate; after completing two semesters they may exit with a graduate diploma.

2009 annual domestic fee: \$20,500

CSP Available