

Master of Visual Arts

The Master of Visual Arts is a practice-led research degree.

Visual arts practice-led research requires students to engage in open-ended exploratory artmaking. The Master of Visual Arts supports practices from across the creative fields that are focused within studio-based research. Students work within a research culture of inclusivity, reciprocity and connectedness. We have a strong emphasis on community and care. Visual arts research involves a wide range of socio-ethical, environmental, political and participatory practices including material, digital and post-digital, post-human and trans-disciplinary, performative, indigenous, culturally-situated and decolonising practices. Student projects can focus on drawing, photography, lens-based, cinema, video, interactive technologies, installation, sound, social practice, performance, sculpture, printmaking or painting.

Duration

Full-time: 1½ years
Part-time: 3 years

Start date

February

Located at

AUT City Campus

Contact

Postgraduate Coordinator
Art & Design Postgraduate
pgartdes@aut.ac.nz

Entry requirements

In order to be admitted to the Master of Visual Arts you must have completed the Bachelor of Visual Arts or equivalent. You must normally have completed the admission qualification with a B grade average or higher in the courses at level 7 or above (IELTS 6.5 overall with all bands 6 or higher or equivalent).

Structure

The Master of Visual Arts 180-point structure involves a semester of 60-point coursework (taught courses), followed by a 120-point, one-year thesis. All students are required to complete the core courses, Te Ao Mahora / Creative Practice Research Design and Contextual Review. These are usually accompanied by the Visual Arts Studio A and Studio B elective courses. There are also other courses available, selected as appropriate to your proposal and field of research.

Art & design facilities

Available facilities include the 3D Fabrications Lab - wood and metal workshops, CNC router; the WetLab - casting, ceramics and a spray booth; the 3D Printing Lab for rapid prototyping or 3D printing, the Motion Capture Lab, the Interactive Lab, the book bindery, Risograph printer, as well as extensive printmaking and photography labs for analogue and digital processes.

Visual arts students also work with the Textile Design Lab, which has digital textile and garment printing and a felting machine.

Visual arts postgraduate students are allocated a studio space.

How to apply

Apply using the application guide on the Master of Visual Arts page of the AUT website.

Application to the Master of Visual Arts is by project. When planning your proposed research project (Research Proposal Outline), you need to consider relevant historical, social and cultural implications in your application. Locate the project within appropriate contexts by identifying a list of methods and approaches you might use and provide background to the proposed research.

Include a reference list of texts and artists relevant to your research proposal.

Include a visual arts portfolio that provides evidence of your art practice in your chosen field. The work selected should relate to your proposed research outline and be captioned to provide context.

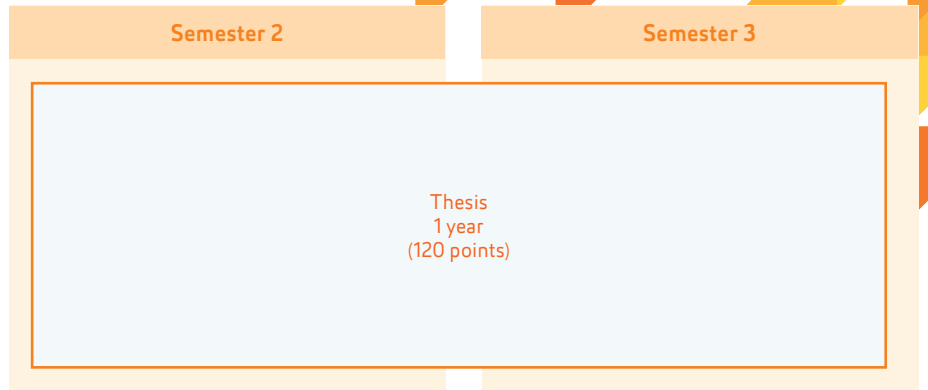
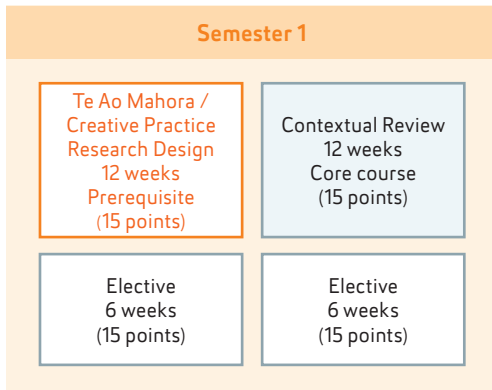
APPLY NOW

aut.ac.nz/apply-now



Master of Visual Arts

Programme structure: 180-point degree



Correct at time of publication – August 2021



STUDENT PROFILE

'Uhila Nai

Artist
Master of Visual Arts with
First Class Honours
Bachelor of Visual Arts

"As a visual arts student, you explore and experience a new perspective and learn new techniques. It is a great programme that provides you with so much more than you ever expected. You explore your ideas in a community that you can rely on, and that will support you in art school and in the art world."

The learning journey

The Master of Visual Arts enables students to progress through a postgraduate educational journey that is self-determined and practice-led. The 60-point coursework papers are structured as intensive, practice-rich courses that provide opportunities to explore your proposal from a range of practical and theoretical perspectives.

The core courses Te Ao Mahora / Creative Practice Research Design and Contextual Review are 12 weeks long. These two courses are designed to support reflective, methodological and contextual knowledge. You are required to document your learning journey through an online portfolio of practice that captures your making, experimentation and reflective writing in an integrated discussion.

Once you've completed the coursework component, you will work with your appointed supervisor(s) to develop a research proposal to be undertaken in the Thesis, which is a full year of practice-led research.



Sophie Sutherland,
Playground of Failure
(detail, Dropball), 2021