

The *OnScreen* Course Guide

New Media Art

If you're thinking of training in new media art, in theory and practice, here's a brief guide that encompasses education in many aspects of this complex field, ranging from digital animation to sound art, from installation to web authoring and diverse photomedia. We hope it provides you with a quick time-saving read through the essentials we've gleaned about available courses across Australia.

As we reported in our guide to film courses (RT 68, Aug-Sept), some major schools have execrable sites, minor ones excellent ones; some sites are fine on courses, but weak on who's teaching; some are vague on facilities and most are thin when it comes to tracking the careers of their graduates. What's surprising is that most schools or departments offering courses in new media disappoint in terms of web design. Of course, that's largely because each is invariably governed by their university's ponderous site. You'd think that the opportunity to use online gallery and magazine space would not go wanting, but only a couple of schools in Australia excel in these areas.

Increasingly these sites (and downloadable PDF-formatted handbooks) are everything you're going to get about a course, although some schools will provide brochures and booklets with a little more information. Here and there we've sought additional material where we thought a site lacking.

As we develop this guide, we'll add information and further commentary, including more about fees. At the end of the new media art course guide we've added 3 more entries to our film school guide. RT

NEW SOUTH WALES

Charles Sturt University, School of Visual and Performing Arts

Location: Boorooma St, Wagga Wagga Campus, NSW, 2678

Locked Bag 588, Wagga Wagga, NSW, 2678

Phone: 02 6933 2589

Email: vkendall@csu.edu.au (Vicki Kendall)

Website: www.csu.edu.au/faculty/arts/vpa/

Subject areas: Digital animation, web authoring, design and digital photomedia.

Qualifications: Bachelor of Arts (Multimedia)

Fees: HECS places available for Australian students.

Facilities: An equipment booking form online lists video, lighting and sound equipment.

Teachers: The website contains a full staff list, with detailed biographies for most, including new media artist and writer Johannes Klabbbers.

Graduates: No information, although there are some images of student work.

Comments: The school offers a Bachelor of Arts degree with specialisation in Multimedia and a further choice of focusing on animation, web authoring and design, or special effects and photomedia. The school stresses creative application of theoretical and practical skills rather than the training of technicians: "the course aims at a balance between formal and technical skills and knowledge, and the production of innovative and creative content." Students must attend an interview and present examples of creative work to be considered for admission. The school also offers a range of postgraduate degrees by course work and research. Postgraduates involved in creative arts practice can present research by means other than a written thesis. The site is easy to navigate with a clean design, but is not particularly detailed, although there are full subject breakdowns with brief subject descriptors.

College of Fine Arts, School of Media Arts

University of New South Wales

Location: 3rd Floor, F Block, College of Fine Arts, cnr Oxford St and Greens Rd, Paddington, NSW, 2021

PO Box 259, Paddington, NSW, 2021

Phone: 02 9385 0758

Email: see website

Website: www.cofa.unsw.edu.au/schools/mediaarts/about/

Subject Areas: Interactive design, sound production, web design, digital imaging, 3D modelling and animation, video art, performance and animation.

Qualifications: Bachelor of Digital Media; Bachelor of Fine Arts; Master of Digital Media

Fees: HECS places available for Australian students.

Facilities: The website contains a detailed inventory of all facilities and equipment, although you have to use the 'search' option to find it.

Teachers: The school's staff are listed with biographies. Most have extensive experience and a considerable body of artistic work. They include leading new media arts figures John Collette, John Gillies, Phil George, Volker Kuchelmeister, filmmaker John Hughes and a strong line-up of photomedia experts.

Graduates: No information about graduates on the website.

Comments: The school administers the disciplines of digital media, photomedia and time-based art. Students can either take a Bachelor of Digital Arts or a Bachelor of Fine Arts majoring in Time Based Art. Courses provide a mix of artistic, theoretical and vocational training. The site lists various career options for graduates and stresses that: "All academic staff within the School of Media Arts are artists and practitioners with a strong commitment to a culture of critical practice." The school also offers a Master of Digital Media in which students focus either on Computer Animation or Sound and Image. The sound and image strand seems quite focused on digital

developments in traditional video production. The site is reasonably informative, although it is not always clear where particular information can be found. There are staff pages providing resume details, and each course has links to a 'virtual Handbook' with detailed subject breakdowns.

Macquarie University Media Department

Location: Cnr Epping and Balaclava Rds, North Ryde, NSW, 2113

Post: Macquarie University, NSW, 2109

Phone: 02 9850 8786

Email: media@mq.edu.au

Website: www.media.mq.edu.au

Subject areas: Media theory, screen studies, screen production using high-end digital production equipment, multimedia production.

Qualifications: Bachelor of Media (Screen Production); Bachelor of Media (Multimedia); Post-graduate degrees by research including 'creative' theses.

Fees: HECS places available for Australian students.

Facilities: Fully listed and easily found on the website. The department is well equipped with multimedia facilities and for digital production and postproduction.

Teachers: Fully listed with links to biographical details for most staff members. Staff have extensive experience in media industries, and include sound artist and writer John Potts, animator Michael Bates and new media activism commentator Graham Meikle.

Graduates: No information.

Comments: This is a large department in which students can complete a Bachelor of Media specialising in screen production or do a joint Media-Law degree, Media (Honours) or a Bachelor in Media and Cultural Studies. The website is reasonably detailed and very easy to use, although the links to the 'academic programs' of each degree don't work. However you can get to these through the online handbook where there are very good course descriptions. There are equipment listings and full staff member details. Each quarter the department produces *SCAN*, an online "journal of media arts culture" which incorporates a refereed journal, a magazine and online gallery, each with new media art contributions.

School of Media, Film and Theatre, University of New South Wales

Location: Level 3, Webster Building, Anzac Parade, Kensington, Sydney, NSW, 2052.

Phone: 02 9385 4856

Email: mft@unsw.edu.au

Website: media.arts.unsw.edu.au/index.html

Subject areas: New media technologies, media studies, media production, television, video production, web technologies and a wide range of film subjects.

Qualifications: Bachelor of Arts (majoring in Film Studies); Bachelor of Arts (Media and Communications). Joint degree options with Law and Science also available. Postgraduate degrees by coursework and research.

Fees: HECS places available for Australian students.

Facilities: The site has a link to the UNSW Technical Resources Centre website which has comprehensive listings of facilities and equipment. The range of equipment is not huge and includes video equipment only.

Teachers: The school features many well-known senior academics, including new media artists Ross Harley and Alyssa Rothwell.

Graduates: No mention of alumni activities on the website. A gallery page features recent work by students in digital animation.

Comments: In 2005, the long-established School of Theatre, Film and Dance merged with the School of Media and Communications at UNSW, becoming the School of Media, Film and Theatre. This has allowed the school to bring together the strong theoretical leanings of the film department and the more practically-orientated training of the media department, although the

new website still stresses the school's theoretical approach to media and film rather than links to industry and vocational training. This is particularly the case in the film-related courses. The school's website is reasonably easy to navigate and has complete subject listings and brief subject description. There are complete staff listing, most with biographies.

Sydney College of the Arts, University of Sydney

Location: Kirkbride buildings, Balmain Rd, Rozelle, NSW, 2039

Locked Bag 15, Rozelle, 2039

Phone: 02 9351 1000

Email: enquiries@sca.usyd.edu.au

Website: www.usyd.edu.au/sca

Subject areas: Concepts and technologies of digital video and sound, film, multimedia and web art.

Qualifications: Bachelor of Visual Arts (Electronic and Temporal Arts); Bachelor of Visual Arts (Digital Visualisation); Master of Studio Arts; Master of Multimedia Design; Master of Film and Digital Image; Master of Visual Arts and PhD by research

Fees: HECS places available for Australian students.

Facilities: These include a computer lab with multimedia and web art production facilities, 3D design and animation, digital image and video postproduction, video, film and sound production equipment.

Teachers: Media Arts staff include well-known artists working experimentally in film, video and photomedia (Mahalya Middlemist, Geoffrey Weary, John Conomos, Marilyn Fairskye) and new media artist Josephine Stars. The website has a full listing of staff by discipline with biographies both short and detailed.

Graduates: There are some testimonials from graduates.

Comments: Two new media electives are being offered in the Bachelor of Visual Arts through the Media Arts 'studio': Electronic and Temporal Art, and Digital Visualisation. There is only basic information here about the electives with a little more in the downloadable brochure, but nothing regarding Digital Visualisation. There are 6 staff in Media Arts and they are all practising artists, most with impressive CVs. Overall the website is not very informative, but links to the work of research students gives some idea of what students can expect.

University of Technology, Sydney, Faculty of Humanities and Social Sciences

Location: Level 2, Building 3 (Bon Marche Building), No.1 Broadway, Ultimo, NSW, 2007

PO Box 123, Broadway, NSW 2007

Phone: 02 9514 2300

Email: hss.studentcentre@uts.edu.au

Website: www.hss.uts.edu.au/

Subject areas: Film, video, multimedia, sound, radio, performance and installation.

Qualifications: Bachelor of Arts in Communication (Media Arts and Production); Graduate Certificate in New Media; Graduate Diploma in Media Arts and Production; Master of Media Arts and Production

Fees: HECS places available for Australian students completing undergraduate degrees. Fees for postgraduate courses vary depending on subjects taken.

Facilities: There is a detailed description of postproduction facilities but no specific information on production equipment.

Teachers: Brief accounts of staff members' research profile interests and profiles are provided. Staff include prominent new media artists and theorists Megan Heyward, Annemarie Chandler, Norie Neumark and Chris Caines.

Graduates: There is a Graduate Profiles page with interviewed graduates, mostly in film and television, including one working in multimedia production and another in website management.

Comments: Bachelor of Arts in Communication offers a number of specialisations including Media Arts and Production. The website states: "Students study the history, contemporary issues and theory of media and culture while developing advanced technical and conceptual skills in film, video, new media and sound." The school teaches new media as part the broader audiovisual media field, providing training in sound and video, as well as 'new media' subjects such as Interactive Content. There are subject breakdowns on the website but they are quite difficult to find, and the site is generally clunky, hard to navigate and surprisingly un-dynamic for such a well-known media school.

University of Western Sydney, Electronic Arts, School of Contemporary Arts

Location: Z and O Buildings, Kingswood/Penrith Campus sites, NSW

Locked Bag 1797, Penrith South DC, NSW 1797

Phone: 02 9852 5544

Email: s.sheehy@uws.edu.au (School Administrative Coordinator)

Website: www.uws.edu.au/about/acadorg/caess/sca

Subject areas: Sonic art, video art, virtual and cyber art, 3D imaging, digital video, interactive media, internet art, music technology, 3D audio and virtual reality.

Qualifications: Bachelor of Electronic Arts

Fees: : HECS places available for Australian students.

Facilities: Summarised as 3 multi-track-recording studios with 5.1 surround monitoring; plus 2 multi-station computer labs with the latest recording, editing, sequencing and sound synthesis applications.

Teachers: The website has a full list of staff by department, but no biographical information is included. There are a number of well known researchers and practitioners on the staff including sound artist Garth Paine, sound art curator Caleb Stuart, and electronic artists David Haines and Joyce Hinterding

Graduates: No information.

Comments: The school offers a number of specialised degrees, including a Bachelor of Electronic Arts. The application process includes an interview and portfolio presentation. The course aims to develop participants' creative potential while providing technical training in contemporary media technologies. The website reads in part: "By focusing on the new and emerging media of the twenty-first century, the Bachelor of Electronic Arts allows you to develop your own creative potential in making and appreciating innovative electronic art in a contemporary technologised environment." As well as visual screen-based arts, the school has a music/audio component allowing students to work in sound art. The site has a very clean design and is easy to use, but is mostly quite general in terms of content. There are links to the online UWS Handbook which offers detailed subject breakdowns.

VICTORIA

Deakin University, School of Communication and Creative Media

Location: Melbourne Campus, 221 Burwood Highway, Burwood, VIC 3125

Phone: 03 9251 7353

Email: arts-head-scca@deakin.edu.au/arts/scca/index/php

Website: www.deakin.edu.au

Subject areas: Media theory, animation, digital media and culture, film and video production, photography, multimedia design

Qualifications: Bachelor of Contemporary Arts-Media Arts

Fees: HECS places available for Australian students.

Facilities: Some general details on the website, but no specific lists.

Teachers: The alphabetical staff lists are poorly designed, with many entries incomplete and no grouping according to course, making it difficult to ascertain the strength of staffing. Experimental film and digital media artist Dirk de Bruyn is listed, but without any profile.

Graduates: No information on Media Arts graduates.

Comments: Deakin's School of Communications and Creative Media offers a Bachelor of Contemporary Arts-Media Arts in which students can major in Film and Video, or Animation and Digital Culture (currently listed as "subject to approval"). Collaboration across artforms is integral to the course structure which emphasises both theory and practice, aiming to give students the skills to enter a range of fields such as TV and film production, journalism, and media research. The site offers a breakdown of courses, which includes detailed descriptions of each subject. The site is not dynamic.

Monash University, Department of Multimedia and Digital Arts

Location: Art and Design Building, 900 Dandenong Rd Caulfield East, VIC 3145

Phone: 03 9903 2072

Email: design@artdes.monash.edu.au

Website: www.artdes.monash.edu.au/multimedia/index.html

Subject areas: Digital imaging, web design, interactive media, animation, virtual spaces, and digital video.

Qualifications: Bachelor of Multimedia and Digital Arts; Bachelor of Multimedia Design; Master of Multimedia; Master of Multimedia Design

Fees: HECS places available for Australian students.

Facilities: Digital media facilities including software for digital imaging, web design, interactive media, animation, virtual spaces, facilities for digital video, and video and photomedia studios.

Teachers: Staff of 2 listed on website (you can search by name or department), but no profiles.

Leading new media artist Troy Innocent is a Senior Lecturer in Multimedia and Digital Arts although he is not listed on the Staff Profiles page, but can be found by using the search facility.

Graduates: The website has current student profiles from disciplines offered by the Art & Design department, including one postgraduate in multimedia.

Comments: Monash claims to have been the first university in Melbourne to "establish multimedia as a stand alone degree course." The department offers 2 undergraduate courses: a Bachelor of Multimedia and Digital Arts (offered jointly by the Faculty of Information Technology and the Faculty of Art and Design) and a Bachelor of Design (Multimedia Design). The first is "suited to students seeking careers in the multimedia development industry", while the second course has a strong design focus. The website stresses the vocational and industry focus of both degrees rather than placing any emphasis on developing students' arts practice. The website is fairly easy to navigate, but light on details.

RMIT University School of Art

Location: Building 2, Level B, Room 4, 124 La Trobe St, Melbourne, VIC; GPO Box 2476V, Melbourne, VIC 3001

Phone: 03 9925 2215

Email: michelle.strange@rmit.edu.au (Michelle Strange, Administration Manager)

Website: www.rmit.edu.au/art

Subject areas: Traditional and non-traditional animation techniques; video art; narrative and the moving image; collaborative and inter-disciplinary practices; non-linear structures such as games, web art, and new media installations; sound art, immersive environments, studio recording, midi construction and sound design.

Qualifications: Bachelor of Arts (Fine Art); Bachelor of Arts (Media Arts); Bachelor of Arts (Sound Art); Master of Fine Art; Doctor of Fine Art; Master of Arts (by research); PhD (by research)

Fees: HECS places available for Australian students.

Facilities: No details on the website.

Teachers: On the Media Arts page you can access profiles of 3 of the 4 staff members: leading media artists Ian Haig, Martine Corompt and Dominic Redfern. The Sound Art staff include Phil Samartzis and Darrin Verhagen (no profiles).

Graduates: No information other than the Media Arts page mention that "Several recent graduates have been commissioned by SBS for the *World Tales* series and current undergraduates co-ordinate MOV, a student collective providing opportunities to exhibit work outside the university."

Comments: RMIT's School of Art offers a Bachelor of Arts (Fine Art) in which students can major in Media Arts or Sound taught by leading practitioners. Courses include games design, web art, new media installations and a range of sound practices in a mix of theory, historical perspective and practical training. The website is not easily navigated and information difficult to locate, although a link to the Course Handbook takes you to detailed subject breakdowns and descriptions.

RMIT University School of Creative Media

Location: Level 2, Building 94, 23-27 Cardigan St, Carlton South, VIC

Phone: 03 9925 4815

Email: admissions@rmit.edu.au

Website: www.rmit.edu.au/creativemedia

Subject areas: Digital design, imaging, 3D imaging and animation, time-based authoring (animation and video) and interactive authoring, web authoring, maths and physics for artists, programming principles, game graphics.

Qualifications: Bachelor of Arts (Digital Art); Bachelor of Arts (Games Graphics Design); Bachelor of Arts (Games Graphics Programming); Bachelor of Arts (Multimedia); Bachelor of Arts (Multimedia Systems); TAFE: Diploma of Arts (Multimedia); Master of Arts (Animation and Interactive Media); PhD of Arts (Animation and Interactive Media); Master of Creative Media (by coursework)

Fees: HECS places available for Australian students.

Facilities: No details on the website.

Teachers: No apparent staff list. School staff include new media artist Mark Lycette.

Graduates: The site claims successful careers and high demand for graduates but offers no details. Online galleries illustrate work of graduating students although not all works are operative.

Comments: The School of Creative Media offers a range of courses in Digital Media which appear mostly vocationally oriented. The degrees in games design, for example, include subjects on maths and computer programming. The school also offers a broad range of post-graduate degrees in various aspects of digital media. The site is not particularly well set out and lacks some important information. The facilities link, for example, has interactive 360 degree views of various computer labs etc, but no inventory of the actual equipment available to students. There are also no staff details. The site does convey the immense range of courses offered by the school.

Swinburne University of Technology, Department of Life & Social Sciences: Media & Communications/Multimedia

Location: Hawthorn Campus, PO Box 218, John St, Hawthorn VIC 3122; AS Bldg, Rm 202, cnr Burwood Rd & Sespells Lane, Hawthorn

Phone: 9214 8859

Email: lssinfo@swin.edu.au

Website: www.swin.edu.au/lss/media

Subject areas: Graphics, animation, text, audio and video technologies for production of interactive applications such as websites, 3D visualisations and animations, films and computer games. Courses cover telecommunications; literary theory and new media; media arts; radio production and criticism; web and multimedia authoring; television studies; cyberculture; film criticism; multimedia; and convergent communications.

Qualifications: Bachelor of Arts (Media & Communication); Graduate Certificate of Arts (Applied Media); Graduate Diploma of Arts (Applied Media); Master of Arts (Applied Media); Bachelor of Multimedia (Media Studies), stand-alone or in combination with Bachelor of Science or Engineering; Graduate Certificate of Multimedia; Graduate Diploma of Multimedia; Master of Multimedia; Master of Multimedia Technology

Fees: HECS places available to Australian students for undergraduate courses.

Facilities: No information on the website.

Teachers: The website contains a full staff list, but it is not linked to profiles. To find detailed profiles use the search facility. Staff include leading new media arts figures Darren Tofts, Esther Milne, Lisa Gye

Graduates: No information.

Comments: The department says that it provides students "with a broad and practical approach to media studies, preparing you to work in both the media and multimedia industries." There is a strong emphasis on studying the social impact and political economy of new media as well as developing "hands-on skills in web-publishing, radio production and workplace experience", with an interdisciplinary approach to multimedia. A Bachelor of Arts in Games and Interactivity will be introduced in 2006.

University of Melbourne, School of Creative Arts: Department of Media Arts

Location: Arts Centre, University of Melbourne, Cnr. Swanston and Grattan Sts, Carlton, VIC, 3010

Phone: 03 8344 8389

Email: sca-info@unimelb.edu.au

Website: www.sca.unimelb.edu.au/ma/index.html

Subject areas: Theory and practical subjects in film, video, sound, radio, photography and new media, media arts theory, computer animation, digital imaging and a variety of fine arts subjects.

Qualifications: Bachelor of Creative Arts (Visual Media and Media Arts); Diploma in Creative Arts; Post-graduate degrees by coursework and research.

Fees: HECS places available to Australian students for undergraduate courses.

Facilities: Television studio, digital sound, image and video edit facilities and a multimedia lab, and Super 8 and 16mm discount film stock.

Teachers: The department includes new media practitioners but without providing profiles except where an individual's URL is provided.

Graduates: No information.

Comments: Subjects and staff are shared across the Media Arts and Visual Media departments for students undertaking a Bachelor of Arts majoring in either area. The website states that "a holistic approach to a study of the media" is made available with students having "many opportunities to create projects across art forms." There seems to be an even balance between theory and practice, both in courses and staffing. Although of limited design and short on some key information, the website is easy to use and includes a handy 'on-line resource book' that summarises courses, presentation requirements, facilities, equipment loans, local production companies and services etc.

Victoria University, School of Communication, Culture and Languages

Location: St Albans Campus, McKechnie Street, St Albans

Phone: 03 9919 2136

Email: see website

Website: www.vu.edu.au

Subject Areas: Computing, cyberculture studies, video art, the digital image, aesthetics and art criticism.

Qualifications: Bachelor of Arts (Multimedia); Bachelor of Arts (Honours) Computer Mediated Art and Multimedia

Fees: HECS places available to Australian students for undergraduate courses.

Facilities: None found on site.

Teachers: Link not working.

Graduates: No information.

Comments: The school sees a graduate as "gaining employment as a professional visual artist, graphic designer, computer animator, digital artist, web designer and digital designer...especially in media services, promotions, education and training, business and marketing." The course combines theory with the development of practical skills. The Honours degree has a larger theoretical component, instruction in appropriate research methodologies, and "a product-based, supervised, creative individual research project." The course handbook is available online.

QUEENSLAND

Bond University, Centre for Film and TV

Location: Cnr Cottesloe and University Drives, Robina, QLD 4229

Phone: 07 5595 4092

Email: FITVcontact@bond.edu.au

Website: www.bond.edu.au/hss/film/index.htm

Subject areas: Interactive media: digital effects, computer animation, CD-ROM and DVD authoring as components of Film and Television subjects.

Qualifications: Bachelor of Film and Television; Bachelor of Arts (Film and Television); Bachelor of Arts (Interactive Media); Bachelor of Communication (Film and Television); Bachelor of Communication (Interactive Media); Postgraduate Diploma in Film and Television; Masters of Film and Television

Fees: HECS places available to Australian students for undergraduate courses.

Facilities: There is a fairly detailed list of equipment and facilities on the website, but it's hard to find. See "Prospective Students" tab on the centre's home page.

Teachers: A complete list of academics and their biographies: see "Teaching Fellows and Visiting Professionals."

Graduates: No specific information beyond places of employment.

Comments: The interactive media courses are part of a program offering "training in a mix of the technical, artistic and business skills needed by anyone seeking a career in the film, television or related media industries...it provides a balance of theory and practice, with particular emphasis on the practical competencies required in the workplace." However, degrees can be majored in interactive media. The website is fairly basic and has a 'business' air about it-the school's links to the Gold Coast-based commercial film industry are heavily stressed. There are subject breakdowns for each course, but the subject descriptors are fairly brief.

Griffith University, Griffith Film School

Location: Nathan Campus, Kessels Rd, Nathan, QLD, 4111

Phone: 07 3875 3112

Email: enquiry@griffith.edu.au

Website: www.gu.edu.au/faculty/qca/

Subject areas: Digital media: traditional and computer animation skills, 3D puppet animation, experimental media; studio hardware

Qualifications: Bachelor of Film and Screen Media; Bachelor of Animation; Bachelor of Digital

Media Production; Graduate Certificate in Media Production; Graduate Diploma in Media Production; Master of Arts in Media Production

Fees: HECS places available to Australian students for undergraduate courses.

Facilities: No details on the website. There is a technical services page with downloads on software, equipment use, contacts (including some Griffith graduates) and off-campus resources.

Teachers: Department lists are provided with very brief biographies. Of the 4 staff in Digital Media only one, Bernadette Flynn appears to specialise in digital media, the others have been involved in documentary direction and screenplay writing.

Graduates: The "Student Profile" page for Digital Media only features current students making films.

Comments: Griffith Film School at Griffith University's Queensland College of Art was founded in 2004, although the college had been producing films for many years. The school offers a broad range of Bachelor and Masters degrees in areas such as film, animation and media production. Although there is a Digital Media Department, the focus is not on new media art but primarily on film (including animation) and television. The website is unwieldy and short on detailed information.

AUSTRALIAN CAPITAL TERRITORY

Australian National University, Centre for New Media Arts

Location: Peter Karmel Building 121, Childers St, Acton, ACT 0200

Phone: 02 6125 5640

Email: cnma@anu.edu.au

Website: www.anu.edu.au/newmedia

Subject areas: Computer music, digital video, interactive digital media and cinema, anthropology of media, new media performance, 3D animation (Maya), VJing, motion graphics, virtual reality, computer games, digital media fusion.

Qualifications: Bachelor of Arts (Digital Arts); Bachelor of Arts (New Media Arts); Master of New Media Arts (coursework); Masters and PhD by research

Fees: HECS places available for Australian undergraduates.

Facilities: A list accompanying each course descriptor details equipment which includes computers with editing and special effects software, a green screen room, editing stations, sound mixing/foley studios, lighting equipment and 2 sound studios.

Teachers: The website contains a complete staff listing, most with biographical details. Staff includes composer and computer controlled instrument expert Alistair Riddell.

Graduates: The alumni page profiles a number of recent graduates but does not indicate where they are now employed. There are detailed profiles of current postgraduate candidates and their research subjects.

Comments: ANU's Centre for New Media Arts offers a range of courses specifically focussed on key aspects of electronic art practice: digital video, animation, computer music and interactive digital media. CNMA sees itself as providing "a unique environment in Australia for the artistic use of computers and a focus on interdisciplinary education for artists interested in exploring the potential of new technologies and new media." The website is light on in terms of detailed information with only general comments on course content. There are links to the ANU Handbook online which has details on course contact hours, a brief course description and some reading lists. However, the brisk, attractive website is easy to navigate and sells the school as a unique and dynamic institution.

University of Canberra, School of Creative Communication

Location: Building 9, Level C, Division of Communication and Education, University of Canberra ACT 2601

Phone: 02 6201 2972

Email: Margaret.Russell@canberra.edu.au

Website: www.ce.canberra.edu.au/cc/

Subject: On-line and off-line interactive forms (web sites, CD-ROMs, DVDs), digital motion graphics, online video, television, music video, media representation and analysis.

Qualifications: Bachelor of Communication (Media/Multimedia Production); Master of New Media (primarily by coursework online)

Fees: HECS places available for Australian undergraduates.

Facilities: A basic listing: television and radio studios, audio recording facilities, digital video editing, new media labs.

Teachers: Detailed staff profiles, including prominent new media theorist Mitchell Whitelaw and leading new media artist Stephen Barrass

Graduates: Very limited information on "Student" page.

Comments: The school offers a Bachelor of Communication (Media/Multimedia Production) which covers both theory and practice. The website states that the school's "philosophy in teaching new media is to equip students with the ability to learn and adapt in a field where technology and practice is changing rapidly. We value creative production that is culturally literate, as well as technically and aesthetically sophisticated." The school's site is clean and easy to use, but contains only very general information. There are no details on graduates or subject breakdowns on the site, making it difficult to get a sense of what the new media course is actually like or the feel of the school.

WESTERN AUSTRALIA

Edith Cowan University, School of Contemporary Arts

Location: 2 Bradford St, Mt Lawley, WA, 6050

Phone: 08 9370 6819

Email: The website contains a form with which users can email enquiries.

Website: www.soca.ecu.edu.au/index2.html

Subject areas: installation, video and net art, composition and mise-en-scene in electronic art.

Qualifications: Bachelor of Visual Arts (Electronic Arts)

Fees: HECS places available for Australian undergraduates.

Facilities: Brief listing only.

Teachers: The Electronic Arts staff member is the well-known interdisciplinary artist Derek Kreckler who is joined by sessional staff. The Head of the School is performance artist Domenico de Clario.

Graduates: No information.

Comments: ECU's School of Contemporary Arts offers a Bachelor of Visual Arts with a major in Electronic Arts, which appears to be primarily focused on screen-based work. The site states that "students will be exposed to the use of a variety of technologies. Artists have always been at the forefront of technological development whether through invention or use of the latest devices, systems, controllers and presentation methods. The course has three strands: Installation, Video and Net Art." The website is basic, lacking detailed facilities listings or subject breakdowns, and the 'Student Galleries' are largely empty, although users can watch videos being streamed live elsewhere on the site. The school also offers a range of postgraduate degrees.

SOUTH AUSTRALIA

University of South Australia, South Australian School of Art

Location: City West Campus, Kaurna Building, Room K3-17, North Terrace (entrance via Fenn Place), Adelaide, SA 5000

Phone: 08 8302 0380

Email: hazel.ryder@unisa.edu.au (Administration Officer)

Website: www.unisa.edu.au/art/program/newmedia.asp

Subject areas: Computer imagery, installations, website design, CD-ROM production, 3D modelling and animation.

Qualifications: Bachelor of Visual Arts (New Media Arts); Masters of Visual Arts; PhD of Visual Arts; PhD by research

Fees: HECS places available for Australian undergraduates.

Facilities: No detailed listing on the website but mention of 28 Macintosh computers and 20 PCs equipped with the latest software for new media requirements.

Teachers: Two staff members are listed, only one with brief biographical information. The acting Head of the New Media Studio comes from a commercial design background.

Graduates: No new media artists on the impressive list of graduates.

Comments: The school offers a specialisation in New Media Arts as part of its Bachelor of Visual Arts. However, the new media section of the school appears to be quite small, with only 2 staff members listed and courses focused on computer skills. The New Media Arts student work page is described as "temporarily unavailable." Although there are no details about facilities, full subject listings are provided, with very brief descriptors.

Filmmaking Courses

See *RealTime 68* for an extensive listing of film schools.

SAE Institute/Computer Graphics Colleges/Qantm

Location: See website for colleges in Byron Bay, Adelaide, Brisbane, Melbourne, Perth and Sydney.

Phone: 1300 855 551

Email: infobyron@sae.edu

Website: www.sae.edu

Subject areas: Film: digital film production and post-production: including directing, producing, storyboarding, scriptwriting, camera, lighting, editing, compositing, business management, marketing, film financing, production timelines, 3D animation, motion capture technology; Multimedia: fundamentals, graphics, digital theory, web design, CD and DVD authoring, multimedia business, professional experience program.

Qualifications: Diploma of Screen (Digital Animation), Diploma of Screen (Digital Film Production), Bachelor of Arts (Digital Animation), Bachelor of Arts (Digital Film Production); Certificate II in Multimedia; Diploma of Multimedia, Bachelor of Digital Media, BA (Honours) in Multimedia Arts, Master of arts in Creative Media Practice (Honours and MA validated by Middlesex Uni, UK)

Fees: Range across colleges from \$10,000 to \$12,000 per year

Facilities: Digital film production and post-production facilities, blue and green screen studios, sound recording studios, Motion Captor, plasma screens for post-production, the most recent animation software, steady cam.

Teachers: No staff listed or profiled on websites.

Graduates: The alumni page lists mostly special effects professionals who have worked on films such as *The Millennium Man*, *Charlie and the Chocolate Factory*, and *Batman Begins*, but also graduates working extensively throughout the media industries around the world.

Comments: SAE Institute began as the School of Audio Engineering in Sydney in 1976. They now have colleges in 5 Australian cities (including Qantm and Computer Graphics Colleges) and 47 worldwide and offer courses in audio production, multimedia, animation and filmmaking. The Byron Bay college is the SAE International Headquarters and is the only one that offers the complete degree courses. It is also the only educational facility in Australia that has a STT Motion Captor system (the technology used to create Gollum in *Lord of the Rings*). The websites are straightforward and informative. In most cases you have to register online to receive detailed information about castings and schedules. Subjects and facilities differ across the colleges, but they appear to live up to the claim that they offer 'state-of-the-art' resources and an extensive range of courses from practical skilling right through to internationally recognised higher degrees.

North Melbourne Institute of Technology, Performing Arts Faculty

Location: Yarra Bend Rd., Fairfield, VIC, 3078

Phone: 03 9269 8933

Email: performingart@nmit.vic.edu.au

Website: www.nmit.vic.edu.au/courses/performingarts/default.html

Subject areas: Camera, sound, lighting, editing, supervising technical production, multi-camera shoots for television, pre-production, health and safety, legal and administrative issues, working with an editor, directing, scriptwriting, writing proposals.

Qualifications: Certificate IV in Screen; Advanced Diploma of Screen;

Fees: Maximum of \$819 per year

Facilities: 3 camera television studio, Avid Express, Final Cut Pro 3, sound recording booth, multimedia lab, digital video cameras, lights.

Teachers: None listed on the website.

Graduates: None listed.

Comments: These courses are aimed at providing students with the skills to work in the television industry, with the specification that they are not aimed at students wanting a career in the film industry. The website is plain, easy to navigate and has a detailed list of facilities including pictures of editing suites and a virtual tour of the studio with a comprehensive description of its features. Entry to the course is by application, interview and a selection test, with preference given to those working in the industry or with prior experience.

Sydney International Film School

Location: 27 Rosebery Ave, Rosebery, NSW, 2018

Phone: 02 9663 3789

Email: info@sifs.com.au

Website: www.sifs.com.au

Subject areas: Basic film craft, camera, lighting, sound, editing, post-production, scriptwriting in collaboration, script conferencing, directing, pitching stories, cinematic language, music for film, working with actors, assistant directing, producing, casting, copyright, basic film law, festivals, pitching film projects, business and finance development, film theory, drama and documentary production.

Qualifications: Diploma in Screenwriting, Producing or Directing (2 yrs)

Fees: \$20,000 per year

Facilities: Film and video production equipment, Avid Express editing suites, sound editing and mixing rooms, film production studios, screening rooms, hair, make-up and wardrobe room, reference and resource library.

Teachers: The strong line-up includes Charlie Doane (producer, *Lennie Cahill Shoots Through*), Jeff MacDonald (on-set composer, *The Matrix*), Duncan Thompson (Artistic Director of Aurora, the NSW FTO's intensive feature film script development program) and guest tutors cinematographers Steve MacDonald and Tony Wilson.

Comments: Opening in 2005, this school is pitched as providing "industry savvy" courses that give graduates the tools to engage in the Australian and international film industries. With an emphasis on writing and cinematic storytelling, along with details of the business of filmmaking. The school's aim is to provide "a competitive edge for our graduates in a highly competitive industry." There is an emphasis on production (it is stated that you will graduate with "a professional showreel consisting of 6-8 short films and documentaries"). The admission process is complex and selective-initial contact with the school followed by an interview and enrolment form with selection criteria. If you have prior industry experience, you may be admitted into the second year of the course. The website looks good and is very informative including a detailed outline of courses which cover documentary, television drama and film screenwriting, directing and producing.