Goldsmiths, University of London

MA/MFA in Computational Arts

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1. INTRODUCTION

The Computational Arts MA/MFA at Goldsmiths is a hands-on program for the next generation of digital artists to develop practical skills in the fields of creative coding, physical computing and computational arts. Students from all backgrounds are encouraged to be inventive, multidisciplinary and ambitious as they find themselves programming computers, building robots and designing generative systems. The computational arts field has grown dramatically in recent years and our students are at the forefront of this cultural change, making art by controlling complex computational technology in creative ways.

2. WHAT DO WE TEACH?

In the first two terms students learn the fundamentals of programming and are led through a series of lectures, intensive hands-on workshops and individual or group projects in order to sharpen their technical skills. Through topics such as generative art, computer vision, genetic programming, machine learning, physical computing, they receive highly specialised training in creative computing in a collaborative and stimulating environment. They are exposed to real world scenarios, such as interactive public installations, robotics, computational sculptures, games and more.

Since, computational artworks don't necessarily involve computers and screens, students are encouraged to produce works across a diverse range of media. Supported by studio technicians in state-of-the-art facilities, they are producing works using tools such as 3D printers, laser cutters, CNC mills and other fabrication technologies.

Figure 1: Class of 2017 student, Amy Cartwright, a dancer by training, performing in the degree show with machine vision robots she constructed and programmed.

Students also engage in theory seminars relating to contemporary issues in Culture, Art, Science and Technology and during the summer months they participate in seminars, crit sessions and workshops ensuring that they produce high-quality work as part of their September exhibition.

2.1 Programme entry requirements

We welcome applications from anyone interested in a demanding programme that encourages a critical attitude towards artistic creation, modern traditions, historical antecedents and new developments in art, design, technology and science.

You do not need to know how to code. The course caters for both people with and without coding experience.

3. FURTHER INFORMATION

Programme page: <http://doc.gold.ac.uk/comparts>

Programme blog: <http://doc.gold.ac.uk/compartsb>

Contact <mailto:theo@gold.ac.uk> for more information.