

SCHOOL OF ART & DESIGN

POSTGRADUATE COURSES

MA GRAPHIC DESIGN
MA BRANDING AND IDENTITY
MA ILLUSTRATION
MA GRAPHIC DESIGN THEORY AND PRACTICE
MA ANIMATION
MA PHOTOGRAPHY
MA COMMERCIAL PHOTOGRAPHY

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WELCOME

TO VISUAL COMMUNICATION AT NTU

We live and work in a rapidly changing world, where visual communication is in a constant state of flux and evolution. Some of the careers and pathways that you may aspire to have not yet been invented.

Maybe you know your anticipated trajectory – a typographer, a fashion photographer, an experimental animator, a moving image designer, or an all-round visual communicator. Although you'll be taught in one of our seven specialist courses, we encourage and inspire you to share your learning and knowledge across our community of Masters students; to cross-pollinate ideas, and create beautiful hybrids.

You will be taught by some of the friendliest, brightest and most talented staff I have had the privilege to work alongside. Their practice, research, industrial experience and connectivity is overwhelming. They will teach you to play, experiment and take risks, as they guide you towards your own creative fulfilment.

I would like to welcome you to the School of Art & Design and the department of Visual Communication, and challenge you to prepare yourself for building a better future.

Lei Cox
Head of Department, Visual Communication





WORK BY MA GRAPHIC DESIGN STUDENT, KARLA NOVAK (TOP) AND MA GRAPHIC DESIGN THEORY AND PRACTICE STUDENT, KENTON MILLS (BOTTOM)

FACT FILE

Course length

One year full-time (45 weeks)

Start date

September

Study location

City Campus, Waverley building

Fees and funding

Visit www.ntu.ac.uk/pgfees-art for our latest fee information. Turn to page 54 for information about funding and scholarship options.

Entry requirements

See course web page for full details.

THE COURSE

Our MA Graphic Design course is designed to create accomplished designers and thinkers, whose practice is shaped by innovation in a discipline that is at the forefront of global communication.

Central to the course is an intensive practice-led enquiry, which will take the shape of a major project that you will create. Through visual exploration, contextual research and reflection, you will gain a deeper understanding of this exciting discipline.

At the start of the course you'll work on short projects which are aimed at challenging conventions and giving you the intellectual grounding that you need for your MA project. You'll then focus on a subject of your choice and through research, development and testing, create a bespoke design project which truly represents your own specific interests as a designer. You'll research and develop a professional journal that explores and explains current thought and practice in your specialist subject area. You'll also benefit from working alongside other Masters students from Branding and Identity, Design and Illustration, providing you with the opportunity to collaborate.

KEY FEATURES

- Develop a project tailored to your own personal interests and career aspirations.
- Engage with industry by undertaking short internships and studio visits.
- Work in our dedicated Art & Design postgraduate studio.
- Benefit from regular lectures from leading figures in the design industry.
- Attend workshops such as Locating your Practice as a Graphic Designer, Typography and Branding and Ideation for designers in addition to technical workshops.
- Opt for an additional advanced research module if you're thinking of progressing to PhD or Professional Doctorate study.

WORK BY AMANDA MITCHELL



MODULES

You can opt to complete this module as either 180 credit points, or as 160 credit points with an additional module in Advanced Art and Design Research worth 20 credit points.

Graphic Design

(180 credit points or 160 credit points)

Phase One: Creative Research and Development

You'll work on a self-negotiated Masters project proposal, and on short design briefs or national design competition briefs. You'll establish good practice in Masters learning methods, and develop sound approaches to creative research and design development.

Group tutorials with your appointed supervisor will give you an opportunity to present your work in progress and to receive feedback and advice on the development of your set projects and Masters project proposal.

With support from your supervisor and fellow students, you'll research and develop your Masters project, ready for review and presentation at the end of the phase. To complement your project work, you'll also set personal learning aims in a journal of professional practice. In this journal, you'll record your research into current and future trends in your specialism. You'll also be given set topics to explore in the wider context of research and development methodologies, techniques and processes in the creative industries. These topics and tasks may require illustrated case studies, the presentation of trend data, analysis of industry reports, and of emerging influences, materials or technologies.

Phase Two: Creative Development and Testing

In this phase you'll continue to develop your negotiated MA project. You'll take an experimental approach, stretching the boundaries of your existing thought and practice to explore originality and innovation. You'll examine future trends and emerging thought in your subject area, and combine research findings with imagination to propose new thought and practice.

You'll conduct regular testing of the interim stages of project development, using appropriate methods of research and evaluation. Group tutorials with your appointed supervisor will provide an opportunity for you to present your work in progress, receive feedback, and set goals.

If you opt for the 180 credit point version of this module, you'll continue to keep a journal of professional practice. You'll use it to record your personal learning aims, and as a focus for learning across the broader context of your area of specialist study.

Phase Three: Design for Production and Media

You'll complete your Masters project and investigate and apply methods of production which, where practical, align with professional practice.

You'll use suitable industry-standard software and select, reference and specify appropriate materials. You'll continue to attend group tutorials, presenting work in progress and receiving feedback and advice on the further development of your project.

In your journal of professional practice, you'll show and reference advanced knowledge of commercial processes, production and media commonly used for the design and distribution of graphic design media. Final outcomes must include background material that shows the development of your project work, including sketchbooks, screen shots, and other supporting visual items.

Optional research module

(20 credit points)

Advanced Art and Design Research

This module will expose you to a range of different research methods across diverse practice-led research projects and research-led practices within Art and Design. If you are interested in pursuing your practice in the form of a PhD, this module will prepare you for further study.



NYGILIA MCCLAIN, USA

Nygilia is a basketball scholar and has also published her own book, *Song of Jade*.

“This story had been in my mind since 2015 and studying at NTU was a great opportunity for me to bring it to life. I wanted to target Millennials and decided to revolve the plot around the effects of divorce and separation on adolescents and young adults. I am proud to say I have finished the first book of the series.

“I enjoy being around open-minded passionate artists. I’ve met some pretty cool people and formed some great friendships. It’s a diverse community, and even though I am the only American, I feel right at home.

“I chose to study at NTU because it offered me the opportunity to work on my own project. If you’re looking for a platform to accomplish something you have always wanted to do or advance your skills, NTU is the place to do it. I wrote, illustrated and branded my own book, a dream NTU helped me to fulfil.

“My postgraduate experience has helped me to form industry connections – one of the most important things to do when it comes to your career. I now have more people in my professional network. During the course I also had the opportunity to complete an internship.”

HOW YOU'LL LEARN

Teaching and learning experiences will include:

- lectures
- individual and group tutorials
- seminars
- workshops
- live projects and competition briefs
- independent studio practice
- self-directed research.

Specific workshops may include:

- Locating Your Practice as a Graphic Designer
- Typography
- Branding and Ideation for Designers
- technical workshops.

Study trips will inspire and inform your projects. Recent visits have included the Manchester Design Conference, as well as the First Tuesday and RAW Print industry networking events in Nottingham. You'll also have the opportunity to go on a study trip to a design capital – such as Berlin or New York – where you'll visit internationally renowned design studios.

ASSESSMENT

Assessment is 100% by coursework and involves:

- project proposal
- set project research and development
- professional journal
- practical work
- verbal and visual presentations
- the planning and design of a display of your work.

CONNECTIONS WITH INDUSTRY

We'll support and encourage you to undertake short internships and studio visits to engage with industry. You'll also have the opportunity to enter industry competitions and take on live projects.

Recent examples have included:

- RSA competition briefs
- Creative Conscience competitions – focused on ethically conscious design
- collaborative projects with galleries such as Nottingham Contemporary.

You'll benefit from guest lectures from visiting professionals who will cover a wide range of creative and professional practice. Recent guests have come from companies such as:

- Baxter and Bailey
- Landor Brand consulting and Design
- Chrissie Levett from Creative Conscience Awards
- social media consultant, Debbiedoodah.

You'll also benefit from design graduates returning to give guest lectures through our Graphic Design Symposium. Recent visiting alumni include Reece Hines, brand strategist for Blup, and Stuart Watson, creative director of Nomad.

You'll have the opportunity to learn entrepreneurship skills through business development courses (such as The Hive's HeadStart programme), and attend events held by industry experts and organisations. You will keep a professional journal, which you will develop throughout the course to become an in-depth examination of current professional theory and practice in your specialist subject area.

You will also attend work-related learning sessions on topics such as self-promotion and marketing, interview skills, and CV and portfolio building.

CAREER PROSPECTS

This course will equip you with strong creative and problem-solving skills. Our graduates become valuable members of professional teams working together on a range of visual communication projects, involving all kinds of cross-discipline collaborations.

Our graduates often pursue careers in digital and printed media for advertising, branding, marketing and promotion, and a diverse range of publications.

Recent graduates roles and destinations include:

- digital marketing designer, Highlight
- graphic designer, MYDM
- graphic designer, Games Workshop.

Others have:

- set up their own businesses, in the UK and abroad
- progressed on to further study at PhD level
- found work within related areas in the design sector
- returned to their previous occupations with a new focus.



SAM PLANE, UK

“I chose to study MA Graphic Design as I had a great experience studying at NTU as an undergraduate and wanted to study for an additional year to really refine what I had learnt. The staff are all really friendly and there’s a great community vibe throughout the University.

“I’m focused on user experience and digital design, so I’ve been able to spend a year concentrating on my research and technical skills. The course is built entirely around you and what you want out of it. Aside from the project work, there are also opportunities to present your outcomes and progress, network with professionals in the industry, and undertake internships. I believe these extra-curricular aspects of the course are just as vital in securing you that competitive advantage.

“The course has helped me to drastically improve my confidence and I now feel prepared take the step in my career. Everything I learned throughout my undergraduate studies has been refined and I’ve also developed new skills.”

FIND OUT MORE

Visit www.ntu.ac.uk/graphic to find out more about this course.



FACT FILE

Course length

One year full-time (45 weeks)

Start date

September

Study location

City Campus, Bonington building

Fees and funding

Visit www.ntu.ac.uk/pgfees-art for our latest fee information. Turn to page 54 for information about funding and scholarship options.

Entry requirements

See course web page for full details.

THE COURSE

Brand creation is about attitude. It's about creating and sustaining trust and giving purpose. It means delivering on promises and being relevant. The best and most successful brands are completely coherent. Every aspect of what they do reinforces who they are.

Our Branding and Identity course offers you the opportunity to investigate one of the most dynamic, powerful and influential areas of professional graphic design. We believe that storytelling and conceptual thinking is at the heart of good branding.

As part of this course you will produce highly considered research and enquiry into the strategies and overarching narratives that underpin this branch of design.

Our aim is to challenge and support you to become a creative thinker, who has learned to plan and create brands that will speak with power and persuasion.

At the start of the course you will work on short project briefs which will give you the opportunity to locate your own practice within the context of branding. These briefs aim to inspire and challenge your preconceived ideas about specific design conventions associated with the discipline. You'll then focus on a subject of your choice through the research, development, testing and production of a single, in-depth project.

We see the inherent value of creative collaboration. With this in mind you will work alongside other Masters students from graphic design and branding backgrounds in our vibrant MA studio space.

KEY FEATURES

- Develop a project tailored to your own personal interests and career aspirations.
- Engage with industry by undertaking short internships and studio visits.
- Work in our dedicated Art & Design postgraduate studio.
- Benefit from regular lectures from leading figures in the design industry.
- Attend workshops covering typography, visual language, branding, storyboarding and life drawing sessions.
- Opt for an additional advanced research module if you're thinking of progressing on to PhD or Professional Doctorate study.

MODULES

You can opt to complete this module as either 180 credit points, or as 160 credit points with an additional module in Advanced Art and Design Research worth 20 credit points.

Branding and Identity

(180 credit points or 160 credit points)

This module is taught in three phases.

Phase One: Creative Research and Development

You'll work on a self-negotiated Masters project proposal, and on short design briefs or national design competition briefs. You'll establish good practice in Masters learning methods, and develop sound approaches to creative research and design development.

Group tutorials with your appointed supervisor will give you an opportunity to present your work in progress and to receive feedback and advice on the development of your set projects and Masters project proposal.

With support from your supervisor and fellow students, you'll research and develop your Masters project, ready for review and presentation at the end of the phase. To complement your project work, you'll also set personal learning aims in a journal of professional practice. In this journal, you'll record your research into current and future trends in your specialism. You'll also be given set topics to explore in the wider context of research and development methodologies, techniques and processes in the creative industries. These topics and tasks may require illustrated case studies, the presentation of trend data, analysis of industry reports, and of emerging influences, materials or technologies.

Phase Two: Creative Development and Testing

In this phase you'll continue to develop your negotiated MA project. You'll take an experimental approach, stretching the boundaries of your existing thought and practice to explore originality and innovation.

You'll examine future trends and emerging thought in your subject area, and combine research findings with imagination to propose new thought and practice. You'll conduct regular testing of the interim stages of project development, using appropriate methods of research and evaluation.

If you opt for the 180 credit point version of this module you'll continue to keep a journal of professional practice. You'll use it to record your personal learning aims, and as a focus for learning across the broader context of your area of specialist study.

Phase Three: Design for Production and Media

You'll complete your Masters project and investigate and apply methods of production which, where practical, align with professional practice.

You'll use suitable industry-standard software and select, reference and specify appropriate materials. You'll continue to attend group tutorials, presenting work in progress and receiving feedback and advice on the further development of your project.

In your journal of professional practice, you'll be expected to show and reference advanced knowledge of commercial processes, production and media commonly used for the design and distribution of branding and identity media. You'll also keep a record of your project feedback. Final outcomes must include background material that shows the development of your project work, including sketchbooks, screen shots, and other visual support items.

Optional research module

(20 credit points)

Advanced Art and Design Research

This module will expose you to a range of different research methods across diverse practice-led research projects and research-led practices within Art and Design. If you are interested in pursuing your practice in the form of a PhD, this module will prepare you for further study.



SHAHINA AHMED, INDIA

“I love being able to experiment with different media, materials, and processes. I’ve used the laser cutter, CNC waterjet, foiling machine, spray booth, embossing press, and screen printing studios. Having these facilities and the wonderful support staff available enabled me to translate my ideas into finished outcomes.

“My design problem was born out of an intense dislike for shopping. You go to a store, and there are so many options, it’s overwhelming. On the off-chance you find something you like, it doesn’t fit properly, or you like everything but the colour, and so on. Initially, the idea was to create a bespoke brand, but as I researched further and learnt more about fast fashion and slow fashion, the idea and brand concept evolved.

“The brand I created – Apna – is a personalised slow fashion brand that aims to establish a personal connection between the buyer and the maker, to bring the world a bit closer together.

“The tutors are amazing. They are genuinely interested in our projects, and go out of their way to help us. They constantly push us to try new things, and are incredibly supportive throughout.

“The course has forced me to grow both personally and professionally. By attending events and talking to designers, I have become more comfortable with speaking in public and more confident in my design abilities.”

MA BRANDING AND IDENTITY

HOW YOU'LL LEARN

Teaching and learning experiences will include:

- lectures
- individual and group tutorials
- seminars
- workshops
- live projects and competition briefs
- independent studio practice
- self-directed research.

Specific workshops may include:

- Locating Your Practice as a Graphic Designer
- Branding: Storytelling in Design
- Branding and Ideation for Designers
- Type as Language
- technical workshops.

Study trips will inspire and inform your projects. Recent visits have included the Manchester Design Conference, and the First Tuesday monthly networking event in Nottingham.

You'll also have the opportunity to go on a study trip to design capitals like Berlin or New York, where you'll visit internationally renowned design studios.

ASSESSMENT

Assessment is 100% by coursework and involves:

- project proposal
- set project research and development
- professional journal
- practical work
- verbal and visual presentations
- the planning and design of a display of your work.



CONNECTIONS WITH INDUSTRY

We'll support and encourage you to undertake short internships and studio visits to engage with industry. You'll also have the opportunity to enter industry competitions and take on live projects.

Recent examples have included:

- RSA competition briefs
- Creative Conscience competitions – focused on ethically conscious design
- collaborative projects with galleries such as Nottingham Contemporary.

You'll benefit from guest lectures from visiting professionals who will cover a wide range of creative and professional practice. Recent guests have come from companies such as:

- Baxter and Bailey
- Landor Brand consulting and Design
- Chrissie Levett from Creative Conscience Awards
- social media consultant, Debbiedoodah.

You'll also benefit from design graduates returning to give guest lectures through our Graphic Design Symposium. Recent visiting alumni include Reece Hines, brand strategist for Blup, and Stuart Watson, creative director of Nomad.

You'll have the opportunity to learn entrepreneurship skills through business development courses (such as The Hive's HeadStart programme), and attend events held by industry experts and organisations. You will keep a professional journal, which you will develop throughout the course to become an in-depth examination of current professional theory and practice in your specialist subject area.

You will also attend work-related learning sessions on topics such as self-promotion and marketing, interview skills, and CV and portfolio building.

CAREER PROSPECTS

This course will equip you with strong creative and problem-solving skills. Our graduates become valuable members of professional teams working together on a range of visual communication projects, involving all kinds of cross-discipline collaborations.

Our graduates often pursue careers in digital and printed media for advertising, branding, marketing and promotion, and a diverse range of publications.

Recent graduates roles and destinations include:

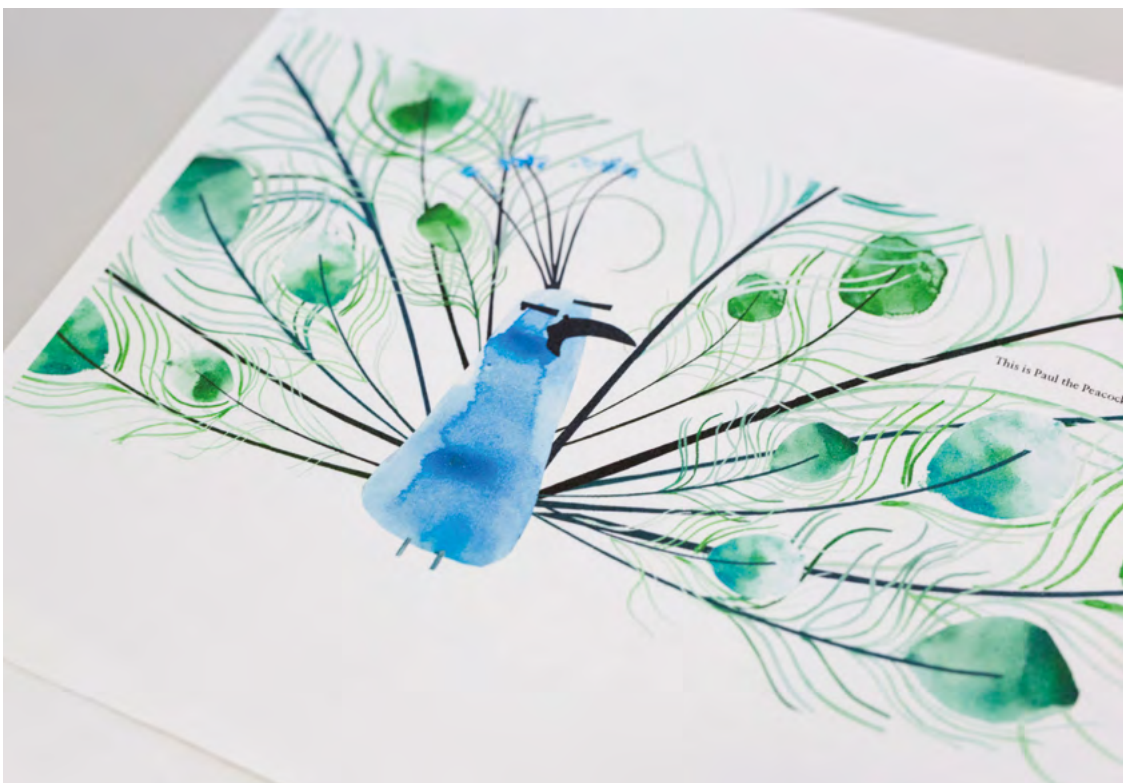
- environmental visual designer, Horizon Design
- graphic designer, Cyprus University of Technology
- junior designer, WELEDA UK.

Others have:

- set up their own business, in the UK and abroad
- progressed to further study at PhD level
- found work within related careers in the design sector
- returned to their previous occupations with a new focus.

FIND OUT MORE

Visit www.ntu.ac.uk/branding to find out more about this course.



FACT FILE

Course length

One year full-time (45 weeks)

Start date

September

Study location

City Campus, Bonington building

Fees and funding

Visit www.ntu.ac.uk/pgfees-art for our latest fee information. Turn to page 54 for information about funding and scholarship options.

Entry requirements

See course web page for full details.

THE COURSE

Our Masters in Illustration is designed to create accomplished visual thinkers whose practice is shaped by current dialogue and innovative thinking in this exciting and progressive discipline.

You will begin the course by defining your own visual identity as an illustrator through research, observation and experimentation. From this initial visual exploration you will define your master project, a large body of work that will allow you to focus on your own particular visual preoccupations and professional aspirations. You will be given the opportunity to explore areas of illustration such as children's books, graphic novels, editorial illustration, illustration for branding and experimental illustration. Whichever route you decide to take with your project, you will be encouraged to take creative risks by pushing your work in new and exciting directions.

The MA in Illustration is designed to support you in developing an entrepreneurial approach to your practice and we hope that – like many before you – you will use the MA as a springboard for your illustrative career. You will do this by creating a professional journal that you will use to actively build your professional persona. In this journal you will critically reflect on the current thought and practice of illustration as a discipline.

We see the inherent value of creative collaboration. With this in mind, you will work alongside other Masters students from graphic design and branding backgrounds, in our vibrant MA studio space.

KEY FEATURES

- Create a project tailored to your own personal illustrative interests and career aspirations.
- Engage with industry by undertaking networking opportunities, short internships and studio visits.
- Work in our professional MA studio space alongside other creatives.
- Benefit from regular lectures from leading figures in the illustration and design industries.
- Attend workshops covering Visual Identity, Visual Sequence for Children's Books and Graphic Novels, Ideation for Editorial Illustration, Branding, Typography and Life Drawing sessions.
- Opt for an additional advanced research module if you're thinking of progressing to PhD or Professional Doctorate study.

MODULES

You can opt to complete this module as either 180 credit points, or as 160 credit points with an additional module in Advanced Art and Design Research worth 20 credit points.

Illustration

(180 credit points or 160 credit points)

This module is taught in three phases.

Phase One: Creative Research and Development

During this phase you'll work on a self-negotiated Masters project proposal, and on short Illustration briefs. These short projects have been specifically designed to give you the knowledge and grounding with which to launch into your MA project. You'll establish good practice in design and illustration research methods and you will engage with observation and visual experimentation with the aim of developing the conceptual underpinnings for your project.

Group tutorials with your appointed supervisor will give you an opportunity to present your work in progress and to receive feedback and advice to further develop your set projects and project proposal. You'll also attend presentations, workshops and seminars on topics relevant to the theory and practice of illustration and design research. With support from your supervisor and fellow students, you'll research and develop your Masters project, ready for review and presentation at the end of the phase.

To complement your project work, you'll also set personal learning aims in a journal of professional practice. In this professional journal, you'll record your research into current and future trends in the discipline. You will critically reflect on this research and discuss how you can apply this to your own practice as an illustrator.

Phase Two: Creative Development and Testing

In phase two you will build on initial research and fully engage with your MA project. You'll take an experimental approach, stretching the boundaries of your existing thought and practice to explore illustration in new and original ways. This exploration will include visual experimentation, ideation, research of specific



WORK BY NICHOLAI IVANOV

media relevant to your chosen audience, professional contextual research and evaluation of your work through primary research. These key areas are designed to help you develop the foundations of an innovative and fresh response to the project you set for yourself in phase one, and to start to build a professional network.

Group tutorials with your appointed supervisor will provide an opportunity for you to present your work in progress, receive feedback, and set goals. If you opt for the 180 credit point version of this module you'll continue to keep a professional journal. You'll use it to record your personal learning aims, and as a focus for learning across the broader context of your area of specialist study.

Also in this phase, you'll be encouraged to enhance your employability profile by engaging in field and primary research, making connections with professionals, and arranging short internships or visits.

Phase Three: Design for Production and Media

In phase three you will realise your Masters project through the media that you have chosen to work with. You will craft your outcome using analogue and digital techniques creating finished artwork that is of a professional standard, effectively communicating your research and ideas. In the past students have pushed the boundaries, creating illustrative outcomes that have been both 2D and 3D. These have included children's books, animations, editorial illustrative outcomes, book covers, posters, merchandise, illustrated ceramics etc. You will exhibit these in the MA show and in your professional portfolio. You'll continue to attend group tutorials, presenting work in progress and receiving feedback and advice to further develop your project.

In your journal of professional practice, you'll be expected to show and reference advanced knowledge of the commercial processes, production and media commonly used for the design and distribution of illustration media. You'll also keep a record of your project feedback. Final outcomes must include background material that shows the development of your project work, including sketchbooks, screen shots, and other visual support items.

Optional research module

(20 credit points)

Advanced Art and Design Research

This module will expose you to a range of different research methods across diverse practice-led research projects and research-led practices within Art and Design. If you are interested in pursuing your practice in the form of a PhD, this module will prepare you for further study.

HOW YOU'LL LEARN

Teaching and learning experiences will include:

- lectures
- individual and group tutorials
- seminars
- workshops
- live projects and competition briefs
- independent studio practice
- self-directed research.

Specific workshops may include:

- Visual identity for Illustrators
- Sequential Illustration
- Children's Book Design
- Graphic Novels: an Introduction
- Typography
- Editorial Illustration Ideation.

Study trips will inspire and inform your projects. Recent visits have included the Manchester Design Conference, and the First Tuesday and Raw Print industry networking events in Nottingham.

You'll also have the opportunity to go on a study trip to design capitals like Berlin or New York, where you'll visit internationally renowned design studios.

ASSESSMENT

Assessment is 100% by coursework and involves:

- a project proposal
- set project research and development
- a professional journal
- practical work
- verbal and visual presentations
- the planning and design of a display of your work.



CHARLOTTE SOUTHALL, UK

“What I’ve most enjoyed about the course is the amount of freedom you have with your work. The tutors really encourage you to explore and investigate many different creative mediums, styles, and methods.

“I also enjoy using the creative facilities such as screen-printing and laser-cutting. The staff are more than willing to take the time to make sure you understand how processes work, and what amazing outcomes you can achieve. Without this help, I couldn’t have completed my project!

“The art and design community within the School of Art & Design and Nottingham is inspiring. With

so many creative things happening in Nottingham I want to live here after I graduate. Most events and talks that I have attended in the city were recommended by my tutors and friends. These have been a great way to explore Nottingham.

“The friends I have made come from far and wide, like Egypt, New York and Bulgaria. I have found that the different backgrounds, cultures and creative experiences they have shared with me throughout the year have really influenced my style and thinking.

“The tutors supported me throughout my entire creative learning process. They teach you to be in charge of your own creative work, it really boosted my sense of initiative.”

CONNECTIONS WITH INDUSTRY

We'll support and encourage you to undertake short internships and studio visits to engage with industry. You'll also have the opportunity to enter industry competitions and take on live projects.

Recent examples have included:

- RSA competition briefs
- Creative Conscience competitions – focused on ethically conscious design
- collaborative projects with galleries such as Nottingham Contemporary
- Stratford Literary Festival and Salariya Children's Picture Book Prize
- The Macmillan Prize for Illustration.

You'll benefit from guest lectures from visiting professionals who will cover a wide range of creative and professional practice. Recent guests have come from companies such as:

- Alexis Deacon, children's book author and illustrator
- Roderick Mills, artist and illustrator
- Chrissie Levett, from Creative Conscience Awards
- social media entrepreneur, Debbiedoodah.

You'll also benefit from design graduates returning to give guest lectures through our Graphic Design Symposium. Recent visiting alumni include Reece Hines, brand strategist for Blup, and Stuart Watson, creative director of Nomad.

You'll have the opportunity to learn entrepreneurship skills through business development courses (such as The Hive's HeadStart programme), and attend events held by industry experts and organisations. You will keep a professional journal, which you will develop throughout the course to become an in-depth examination of current professional theory and practice in your specialist subject area.

You will also attend work-related learning sessions on topics such as self-promotion and marketing, interview skills, and CV and portfolio building.

CAREER PROSPECTS

This course will equip you with strong creative and problem-solving skills. Our graduates become valuable members of professional teams working together on a range of visual communication projects, involving all kinds of cross-discipline collaborations.

Our graduates often pursue careers in digital and printed media for advertising, branding, marketing and promotion, and a diverse range of publications.

Recent graduates roles and destinations include:

- freelance illustrator and designer
- graphic designer, Dot Dash Design
- intern designer and illustrator, The Future Melting Pot.

Others have:

- set up their own businesses, in the UK and abroad
- progressed to further study at PhD level
- found work within related careers in the design sector
- returned to their previous occupations with a new focus.



SKETCHBOOK WORK BY FRAUKE SCHYROKI

FIND OUT MORE

Visit www.ntu.ac.uk/illustration to find out more about this course.



MA

GRAPHIC DESIGN THEORY AND PRACTICE

FACT FILE

Course length

Two years part-time (90 weeks)

Timetable

Visit www.ntu.ac.uk/gdtheorypractice for information on how this course is timetabled.

Start date

September

Study location

City Campus, Waverley building

Fees and funding

Visit www.ntu.ac.uk/pgfees-art for our latest fee information. Turn to page 54 for information about funding and scholarship options.

Entry requirements

See course web page for full details.

THE COURSE

This course allows you to develop your professional and educational profile, alongside employment or other commitments. With a similar curriculum to our full-time MA Graphic Design / Illustration / Branding degrees, this part-time course offers a more flexible engagement for students, in order to suit your individual needs.

Depending on your interests, you can study a range of specialist topics including graphics, illustration, branding and identity, and digital interactive media. You can choose to either propose and develop your own practical project, or opt to research and write a dissertation based on a topic of your choice.

Our MA Graphic Design Theory and Practice degree is ideal if you:

- want to continue your design education alongside employment
- are a professional who wants to develop new skills and knowledge in your design practice
- are someone who wants to follow a more academic career as a researcher, writer, commentator or educator.

KEY FEATURES

- Have the support and flexibility to study a Masters course around other commitments, including employment.
- Develop a project tailored to your own personal interests and career aspirations.
- Choose to develop a practical project, or research and write a dissertation.
- Enjoy the opportunity to study across the broad subject of graphic design, choosing specialist topics such as illustration, branding, and digital interactive media.
- Be allocated a personal supervisor, who will provide continuity throughout the development of your work.
- Take part in group tutorials and development workshops.
- Opt for an additional advanced research module if you're thinking of progressing on to PhD or Professional Doctorate study.

WHAT YOU'LL STUDY

MODULES

You can opt to complete this module as either 180 credit points, or as 160 credit points with an additional module in Advanced Art and Design Research worth 20 credit points.

Graphic Design Theory and Practice (180 credit points or 160 credit points)

This module is taught in three phases.

Phase One: Creative Research and Development

You'll work on a self-negotiated project proposal and, if you've opted for a practical project, short design briefs set by your supervisors. Group tutorials will give you an opportunity to present your work in progress and to receive feedback and advice to further develop your set projects, and your project proposal. These short projects have been specifically designed to give you the knowledge and grounding with which to launch into your MA project. You'll establish good practice in design and illustration research methods. You'll also have the opportunity to attend presentations, workshops and seminars on topics relevant to professional theory and practice in design.

With support from your supervisor and fellow students, you'll research and develop your Masters project, ready for review and presentation at the end of the phase.

If you're producing a practical project, you'll set personal learning aims in a journal of professional practice. In this journal, you'll record your research into current and future trends in your specialism.

Phase Two: Creative Development and Testing

You'll take an experimental approach, stretching the boundaries of your existing thought and practice to explore originality and innovation. You'll examine future trends and emerging thought in your subject area, and combine research findings with imagination to propose new thought and practice. You'll also conduct regular testing of the interim stages of project development, using appropriate methods of research and evaluation.

Group tutorials with your appointed supervisor will provide an opportunity for you to present your work in progress, receive feedback, and set goals.

If you're writing a dissertation, you'll aim to produce a fully developed structure for this, including an outline of key arguments and research findings, and proposals for illustration, design, and distribution. You'll discuss and develop your ideas about the final form of your dissertation, and consider all kinds of media and design. You'll also be presenting ideas on how best to exhibit your work.

If you've chosen a practical project, you'll keep a journal of professional practice, where you'll record your personal learning aims. You'll then use these aims as a focus for learning across the broader context of your specialist study area. You'll also be encouraged to enhance your employability profile by engaging in field and primary research, making connections with professionals, and arranging short internships or visits.

If you opt for the 160 credit point version of this module, you won't be required to complete a journal of professional practice. Instead, you'll undertake reflective practice as part of the 20 credit point Advanced Art and Design Research module.



Phase Three: Design for Production and Media

You'll complete your Masters project and investigate and apply methods of production which, where practical, align with professional practice.

If you're writing a dissertation, you'll be expected to produce finished outcomes that extend the scope of academic or critical discourses on the subject of graphic design.

In support of your practical project, your journal of professional practice should show and reference advanced knowledge of commercial processes, production and media commonly used for the design and distribution of graphic media. You'll also keep a record of your project feedback.

You'll continue to attend group tutorials, presenting work in progress and receiving feedback and advice to further develop your project. Final designed outcomes must include background material that shows the development of your project work, such as sketchbooks, screen shots, and other visual support items.

Optional research module (20 credit points)

Advanced Art and Design Research

This module will expose you to a range of different research methods across diverse practice-led research projects and research-led practices within Art and Design. If you are interested in pursuing your practice in the form of a PhD, this module will prepare you for further study.



MATTHEW BUNN, UK

"I chose MA Graphic Design Theory and Practice because I wanted to explore written investigations within a particular area and progress into an academic role at a university. It may also lead to PhD study. Because it's part-time, I can fit my course around other commitments.

"I enjoy researching in a structured capacity. I'm a professional photographer and I run a foundation degree in photographic practice. I wanted to marry the two together. My thesis is asking whether there is a declining quality in sporting imagery. I am investigating into the effects of the digital revolution.

"The library is fantastic and the staff are so helpful. I think Nottingham has a great creative underbelly, and I would recommend it for many reasons. The city has everything I need but it's a lot smaller than London, where I'm from. It has many great things to see and do."

HOW YOU'LL LEARN

Teaching and learning experiences will include:

- lectures
- individual and group tutorials
- seminars
- workshops
- live projects and competition briefs
- independent studio practice
- self-directed research.

Specific workshops may include:

- Locating Your Practice as a Graphic Designer
- Typography
- Branding and Ideation for Designers
- technical workshops.

Study trips will inspire and inform your projects.

Recent visits have included the Manchester Design Conference, as well as the First Tuesday and RAW Print industry networking events in Nottingham. You'll also have the opportunity to go on a study trip to a design capital – such as Berlin or New York – where you'll visit internationally renowned design studios.

ASSESSMENT

Assessment is 100% by coursework. If you choose the coursework pathway it will include:

- a portfolio of work including research and development
- a project proposal
- a professional journal
- a verbal and visual presentation of project outcomes.

If you choose the dissertation pathway, it will include:

- a Masters dissertation project proposal
- a fully annotated dissertation structure
- a 15,000 word dissertation, illustrated and fully referenced
- a verbal and visual presentation that includes one exhibition piece, based on the theme of your final dissertation.

CONNECTIONS WITH INDUSTRY

We'll encourage you to undertake short internships and studio visits to engage with industry. You'll also have the opportunity to enter industry competitions and take on live projects.

Recent examples have included:

- RSA competition briefs
- Creative Conscience competitions – focused on ethically conscious design
- collaborative projects with galleries such as Nottingham Contemporary.

You'll benefit from guest lectures from visiting professionals who will cover a wide range of creative and professional practice. Recent guests have come from companies such as:

- Baxter and Bailey
- Landor Brand consulting and Design
- Chrissie Levett from Creative Conscience Awards
- social media consultant, Debbiedoodah.

You'll also benefit from design graduates returning to give guest lectures through our Graphic Design Symposium. Recent visiting alumni include Reece Hines, brand strategist for Blup, and Stuart Watson, creative director of Nomad.

You'll have the opportunity to learn entrepreneurship skills through business development courses (such as The Hive's HeadStart programme), and attend events held by industry experts and organisations. You will keep a professional journal, which you will develop throughout the course to become an in-depth examination of current professional theory and practice in your specialist subject area.

You will also attend work-related learning sessions on topics such as self-promotion and marketing, interview skills, and CV and portfolio building.



ESTABLISHED AUTHOR AND ILLUSTRATOR, ALEXIS DEACON OUTSIDE THE WAVERLEY BUILDING FOLLOWING AN INSPIRING GUEST LECTURE

CAREER PROSPECTS

This course will equip you with strong creative and problem-solving skills. Our graduates become valuable members of professional teams working together on a range of visual communication projects, involving all kinds of cross-discipline collaborations.

Our graduates often pursue careers in education, digital and printed media for advertising, branding, marketing and promotion, and a diverse range of publications.

FIND OUT MORE

Visit www.ntu.ac.uk/gdtheorypractice to find out more about this course.



THE WAVERLEY BUILDING

You'll be based in the Waverley building – a beautifully restored listed building with real design heritage, and the original home of the Nottingham School of Art. Our City Campus is right in the heart of Nottingham city centre.

Facilities and equipment include:

- a dedicated postgraduate studio – a vibrant professional space where you will work alongside other MA designers and illustrators
- Mac suites equipped with software including Adobe Creative Suite Master Collection and CINEMA 4D
- studios dedicated to print, interactive media and moving image.

You'll also have access to specialist resources across the School of Art & Design and wider University, including:

- laser cutting and engraving equipment
- a digital print facility
- a print room, for hand screen, transfer and collograph printing
- camera stores
- photography studios
- embroidery, weave and knitwear facilities
- a leather and metal embossing press
- library resources relevant to the study of visual design, arts and culture
- academic journals and databases for visual research
- access to subscriptions such as WGSN and Mintel
- Boningtons Art Shop
- Bonington Gallery
- Café Bonington.

WHO'LL TEACH YOU

You'll be taught by a variety of academic staff for different aspects of your course, including personal tutors, technicians, and lecturers. Here are just a few members of our team:



Dr Sarah McConnell
Module Leader, MA Illustration

Dr Sarah McConnell is a published author-illustrator with 18 years of experience. Her clients include Hodder Children's Books, Harper Collins US, Orchard Books, Gullane, Oxford University Press and Scholastic. Her books have been translated into ten different languages and have been featured on BBC television. She has extensive experience teaching higher education and adult education courses and now leads MA Illustration at NTU. Sarah has completed doctoral research in the area of children's book illustration looking at how illustrators create the illusion of movement within the picturebook medium. She has also produced international papers on the subject and recently completed a book chapter for the prestigious Wiley Blackwell Companion Guide to Illustration.



Trevor Wilson
Module Leader, MA Branding and Identity

Trevor is an alumni of NTU, who moved to London after graduation. After working for several large and small design consultancies, he decided to freelance before setting up his own practice. He has mainly specialised in designing for print, branding, editorial and publishing. His clients have included those in the arts, historic buildings, corporate and not-for-profit organisations. He began lecturing at NTU in 2008, and – since moving to Nottingham in 2017 – he has now taken a permanent part-time lecturing position tutoring both undergraduate and postgraduate students.



Chris Brown
Module Leader, MA Graphic Design and MA Graphic Design Theory and Practice

Chris also supervises and teaches students on our MA Illustration and MA Branding and Identity

courses. He has been involved with the MA Graphic Design course for over ten years, providing theoretical lectures and practical workshops based upon his own doctoral research into design semantics. He has delivered conference papers upon this research both in the UK and internationally. As a keen photographer, his current research interests are in the area of digital glitch photography.



Hugh Hamilton
Principal Lecturer

Hugh continues to work as a photographer with a variety of clients that have included the Saudi International Bank, GMB Union and EDF. He has extensive teaching experience within Visual Communication, latterly teaching MA Photography and MA Commercial Photography, and he has now returned to working within Graphic Design. His use of photography is to investigate the politics of rural representation interrogating photographically the construction of masculinity within that paradigm. He has presented his research at various international conferences as well as experimenting with self-publication and social media.



WORK BY ELLEN DE BRITO-MORRIS (TOP); WORK BY LAUREN STEELE (BOTTOM)



FACT FILE

Course length

One year full-time (45 weeks)

Start date

September

Study location

City Campus, Waverley building

Fees and funding

Visit www.ntu.ac.uk/pgfees-art for our latest fee information. Turn to page 54 for information about funding and scholarship options.

Entry requirements

See course web page for full details.

THE COURSE

Explore animation production, concepts and context on this dynamic and contemporary postgraduate degree. As an MA Animation student, you'll have the opportunity to choose from a wide range of topics to study, including:

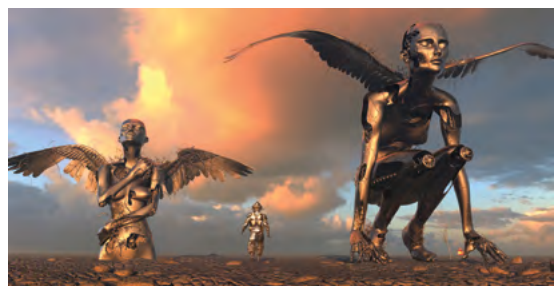
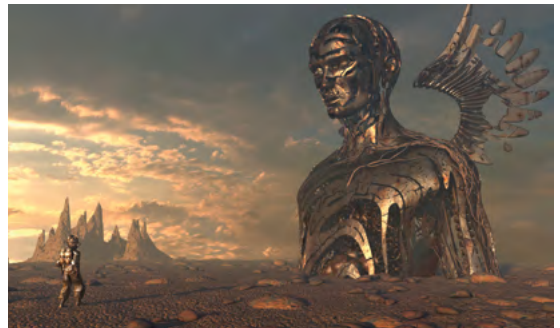
- storyboard and pre-visualisation artistry
- character design
- environment and prop design
- 2D and 3D animation
- stop-motion and experimental animation.

The main focus of the course will be on the exploration and refinement of your skills. Develop content specific to your research area, as well as attending contextual lectures in which you'll investigate global animation history, theory and practice. This course will prepare you for a career in a commercial production studio, in games production or feature animation. Additionally, you may choose to work in visual effects production or as an independent filmmaker.

KEY FEATURES

- Develop a project tailored to your own personal interests and career aspirations.
- Attend lectures held by industry professionals from leading animation studios.
- Visit animation festivals in the UK and Europe.
- Take advantage of our extensive industry links.
- Exhibit your work at New Designers in London.
- Opt for an additional research module if you're thinking of progressing to PhD or Professional Doctorate study.
- Work with fellow students, practitioners and academic staff from different cultures and backgrounds.

WORK BY ROB SZCZERBA



MODULES

You can opt to complete this module as either 180 credit points, or as 160 credit points with an additional module in Advanced Art and Design Research worth 20 credit points.

Animation

(180 credit points or 160 credit points)

The main delivery of content is in the first two terms, where the focus is on skills development and research. In the third term, you'll complete a self-negotiated Masters project.

Phase One and Phase Two

Focus on the self-evaluation of animation production skills, identifying areas for exploration and development. There will be a series of workshops, introducing you to production processes. The themes will include:

- 2D digital animation
- 3D animation
- 3D modelling
- stop-motion animation
- character design
- storyboarding.

You won't be expected to have prior knowledge or experience of the subject being taught – the workshops are designed as an introduction to skill sets, so you can choose which workshops to attend. Take this opportunity to explore a new subject or strengthen existing skills through a combination of instruction and self-directed study.

Attend lectures and seminars discussing themes such as:

- acting and performance for animation
- design and conceptual development in animation
- aesthetics
- current trends and techniques in independent animation production
- production planning.

There will also be contextual lectures and seminars discussing research and the development of research methodologies, media theory, and the innovations and technological advances in animation production.

During this time, you'll be required to develop your self-negotiated project proposal, outlining the focus of your body of work and the intended outcome. Having developed the project proposal in consultation with your tutor, you'll produce a schedule or production timeline. You'll be required to discuss and describe the concepts underlying your project in tutorials and through writing a journal.

Support for the development of your work in progress will be offered weekly, beginning in Term Two. You'll receive peer feedback in group tutorials, and individual feedback from one-to-one contact with your tutor. Throughout the year, you'll have the chance to attend workshops to develop your project and personal skills with support from our technical staff.

Phase Three

Term Three focuses on the completion of your self-negotiated Masters project and research into potential career opportunities. You'll receive career guidance from tutors who'll support you in selecting and editing your work into a reel, and in the preparation of materials including a CV, a cover letter, and an online portfolio. There will be opportunities to present your work to visiting industry professionals, who may also provide career guidance. At the end of the module, all of your work from the year will be submitted for assessment. Only the grade from this summative assessment will count as your final grade for the course.

Optional research module

(20 credit points)

Advanced Art and Design Research

This module will expose you to a range of different research methods across diverse practice-led research projects and research-led practices within Art and Design. If you are interested in pursuing your practice in the form of a PhD, this module will prepare you for further study.

HOW YOU'LL LEARN

Teaching and learning experiences will include:

- lectures
- tutorials
- seminars
- inductions
- workshops
- study visits
- e-learning
- self-directed research
- independent studio practice.

ASSESSMENT

Assessment is 100% by coursework and involves:

- a verbal presentation that articulates and summarises your project
- a completed project proposal
- outcomes from experimentation and self-directed study
- a reflective journal informed by your research and practice
- a professionally produced portfolio
- professional development materials (e.g. an edited reel, CV, cover letter)
- an employability report
- the outcome of your personal project.

CONNECTIONS WITH INDUSTRY

You'll be encouraged and supported to undertake internships and attend events held by the School's Employability team and other organisations. You'll also be encouraged to undertake research into animation production companies and associated industries.

You'll benefit from talks given by visiting professionals, which will cover a wide range of creative and professional practice.

Prestigious guest lecturers may include the likes of:

- Nexus Studios
- Aardman Animation
- Finger Industries
- Jellyfish Pictures
- Astley Baker Studio
- Entertainment One.

Additionally, you'll have the opportunity to network with industry professionals during trips to both national and international animation festivals.

In the second and third term, there will be advice and support to help you prepare career materials, including editing your strongest visual work into a reel, compiling a CV and cover letter, interview practice, and producing an online portfolio resource (such as a website).

We'll invite you to submit your work to be considered for exhibition at New Designers, a prestigious graduate design show in London, and other subject and student-run initiatives at the University and across Nottingham.

CAREER PROSPECTS

The course promotes industry research and networking to establish relationships with relevant animation companies. Students will leave with a body of work that reflects their skills and currency to potential employers.

This course leads to a wide range of potential careers that include storyboard artist; character designer; environment and prop designer; pre-visualisation artist; CG modeller; 2D and 3D animator; stop-motion animator; and experimental animator.

You also have the opportunity to enter into a diverse industry including feature and television production, advertising, games production and independent production, through to more peripheral digital media industries such as architectural pre-visualisation.

Some graduates also use this course to support careers in teaching, lecturing and journalism, or to progress on to MPhil or PhD study.

OUR FACILITIES AND EQUIPMENT



You'll be based in the Waverley building – a beautifully restored listed building with real design heritage, and the original home of the Nottingham School of Art. Our City Campus is right in the heart of Nottingham city centre.

Facilities and equipment include:

- a dedicated postgraduate studio, with space to work in a rich creative and collaborative community alongside other animation and design students
- a PC suite with industry-standard WACOM Cintiq drawing screens
- industry-standard software, including TV Paint, Maya, ZBrush, Dragon Frame, CelAction 2D, and the Adobe suite
- film, green screen and motion capture studios.

You'll also have access to specialist resources across the School of Art & Design and wider University, including:

- laser cutting and engraving equipment
- a digital print facility
- a print room, for hand screen, transfer and collograph printing
- camera stores
- photography studios
- embroidery, weave and knitwear facilities
- a leather and metal embossing press
- library resources relevant to the study of visual design, arts and culture
- academic journals and databases for visual research
- access to subscriptions such as WGSN and Mintel
- Boningtons Art Shop
- Bonington Gallery
- Café Bonington.

FIND OUT MORE

Visit www.ntu.ac.uk/maanimation to find out more about this course.

WHO'LL TEACH YOU

You'll be taught by a variety of academic staff for different aspects of your course, including personal tutors, technicians, and lecturers. Here are just a few members of our team:



Debra Moorshead
Course Leader

After graduating from the Royal College of Art, Debra worked as a freelance animator in London. She was the animator in residence at the Museum of the Moving Image in partnership with Channel 4, where she developed a short film proposal. Following the residency, Channel 4 commissioned the film *el Caminante* – for which she received her second BAFTA nomination, alongside her RCA graduation film *Touch*. Debra joined NTU's animation team in September 2016, having taught at Kingston University, the Kent Institute of Art & Design, and most recently for 17 years at Savannah College of Art and Design in Georgia, USA.



Dr Bill Balaskas
Associate Professor

Bill Balaskas is the research coordinator in the Visual Communication area. His works have been widely exhibited internationally, in more than 130 solo and group exhibitions. In March 2018, he was selected as one of the four winners of the European Investment Bank Institute's Artist Awards. Bill's works address ideologically charged subjects, with a particular focus on economic issues and their socio-political implications. Furthermore, Bill is an editor for the *Leonardo Electronic Almanac* (the MIT Press). He holds a PhD and an MA from the Royal College of Art.



Dr Jemma Gilboy
Senior Lecturer

Jemma teaches modules on theory and aesthetics of animation and film, and on global animation history. Her own research focuses on meme theory and its application to relationships among the fans, authors and producers of *The Simpsons* and other animated texts, as well as to productive memetic activity by fans. She holds a BFA in Film Production, a BA (Hons) in Film Studies (Regina), a MScRes in Film Studies (Edinburgh), and a PhD in Film Studies (Hull), and is known to have a *Simpsons* analogy for everything.



IMAGE BY ADAM DEAKIN

FACT FILE

Course length

One year full-time (45 weeks)
Two years part-time (90 weeks)

Start date

September

Study location

City Campus, Bonington building

Fees and funding

Visit www.ntu.ac.uk/pgfees-art for our latest fee information. Turn to page 54 for information about funding and scholarship options.

Entry requirements

See course web page for full details.

THE COURSE

This practice-based course helps you to explore the creative and intellectual possibilities of photography through practice and research, supporting your development as an artist photographer. It takes a critical and discursive approach, with the expectation that you'll reflect and evaluate your practice in relation to contemporary photographic discourse and the wider contexts of image culture.

You will be supported in the use of traditional and digital production methods through a range of practical and technical workshops, and be encouraged to experiment across the boundaries of production technologies. You'll produce a project proposal known as a learning agreement through which you will establish your research objectives and practice ambition. You will develop a substantial body of work for public exhibition or publication that will enable your future independent and sustainable creative practice.

Our photography staff team offer a wide range of knowledge and expertise across a breadth of photographic practices and will support your learning and individual interests, through informative and responsive teaching.

KEY FEATURES

Develop a project tailored to your own personal interests and career aspirations.

- Have the opportunity to engage with and discuss the critical, historical and contextual frameworks surrounding your practice.
- Enjoy gallery visits to London and across the region.
- Benefit from optional study visits to photo festivals in the UK and Europe, such as Paris Photo and Photo London.
- Hear from visiting speakers – these have recently included Emma Bowkett, Francis Hodgson, Sarah Jones, Martin Parr, Joy Gregory, Simon Roberts, Simon Webb, and Sunil Gupta.
- Take advantage of our excellent industry links, including companies such as Mamiya Leaf, Phase One, Genesis Imaging, Wex Photographic, and Red Photographic.
- Benefit from our staffs' international links and contacts across Europe.
- Join the 75 years' worth of NTU graduates who have achieved success, won awards, or otherwise distinguished themselves in the field of photography.
- Opt for an additional advanced research module if you're thinking of progressing to PhD or Professional Doctorate study.

MODULES

You can opt to complete this module as either 180 credit points, or as 160 credit points with an additional module in Advanced Art and Design Research worth 20 credit points.

Photography

(180 credit points or 160 credit points)

Working with your allocated supervisor, and through discussion with your peers, you'll develop a learning agreement that outlines both your personal and project aims.

Tutorials will be used to invite debate and provide a platform to critique theory and practice. You will evaluate the development of your research, personal engagement and practice, and contribute to the critique of peer work. Tutorial discussions will be supported by a series of staff-led presentations that examine critical photographic debates reflecting current theoretical ideas and their relationship to the development of your practice. You will be able to attend optional trips to UK and European photo festivals, and participate in regional and national gallery visits.

Once per term, staff and students will participate in a collaborative forum to share ideas and develop a community of practice that will support the development of your final group exhibition.

Throughout the module, you will maintain a reflective journal in which you will record, analyse and critically evaluate your ideas in the development of your project. Research reading will be sustained through an annotated bibliography contained within the journal.

As part of the critical seminar series, you will produce a critical essay and a contextual essay that examines and evaluates an area of photographic practice pertinent to your developing project research.

Technical workshops will help you to develop your pre-existing photography skills. They will incorporate

traditional and digital production methods, and can include wet darkroom printing; studio lighting; alternative processes; RA4 colour printing; and high-end digital workflow, including Capture One, Lightroom, and the Adobe Suite.

During the final phase of the module, you will realise a substantial body of photographic work suitable for exhibition or publication as defined through your learning agreement and evidenced in your reflective journal.

This body of work will be assessed holistically at the end of the course. It will include a finalised learning agreement, a reflective journal, an artist's statement, and a final photographic show. This whole package will be supported by a presentation as part of your final assessment.

Optional research module

(20 credit points)

Advanced Art and Design Research

This module will expose you to a range of different research methods across diverse practice-led research projects and research-led practices within Art and Design. If you are interested in pursuing your practice in the form of a PhD, this module will prepare you for further study.

HOW YOU'LL LEARN

Teaching and learning experiences will include:

- tutorials
- subject-based workshops
- lectures
- assessments
- support in our photography facilities
- self-directed learning.

ASSESSMENT

Assessment is 100% by coursework and includes:

- a learning agreement
- a reflective journal
- a critical essay
- a contextual essay
- an annotated bibliography
- a body of photographic work.

CONNECTIONS WITH INDUSTRY

Alongside the Photography department and the University's Employability team, this course will help to prepare you for a career in photography.

You'll benefit from regular master classes from high-profile guest lecturers, from a diverse range of backgrounds. This is supported by industry visits from Phase One, Red Photographic and WEX Photographic.

We have also taken students to visit trade fairs at the National Exhibition Centre (NEC) and major photographic archives, both in the UK and mainland Europe.

You will be encouraged and supported to undertake work experience opportunities, to help enhance your understanding of the industry.

CAREER PROSPECTS

This course leads to a wide range of career opportunities within photography including freelance photographer; artist; curator; picture researcher; photojournalist; picture editor; gallery manager; and exhibitions coordinator.

Graduates also use this course to support careers in teaching, lecturing, and progression on to MPhil or PhD study.

Our aim is to produce highly employable graduates, and we are committed to offering experiences throughout the course that will enhance your understanding of the creative industries in which photographic practice is situated.

The University's Employability team can help to prepare you, offering a variety of activities including CV building, writing job applications, and preparing for interviews.

IMAGE BY TAN THANUDKIYT



FIND OUT MORE

Visit www.ntu.ac.uk/maphotography to find out more about this course.



WORK BY KATE TYACK





KATE TYACK, UK

Winner of the WEX Postgraduate award, presented at Free Range.

“I chose to study MA Photography at NTU because I knew it had a strong reputation. I had wanted to study at MA level for a few years, and once I had moved back to Nottingham I applied straight away.

“The course staff are a great source of advice, suggestions, opportunities and support. As a self-directed course they have guided and advised me, which has accelerated the progress of my personal project.

“The facilities are exceptional. Postgraduate courses start before undergraduate courses, which allowed us to familiarise ourselves with the spaces and equipment and benefit from the technical staffs’ full attention.

“Before enrolling onto the course, I felt I lacked the up to date knowledge of software, practices and legalities, such as copyright. I’ve learned where to go for particular advice, how to market myself, and everything involved in hosting an exhibition.

“I hope to progress as a fine art photographer and my MA project is something that will continue to evolve now that I have solid foundations in place and have been educated in the theory and history of my specialist area. Confidence is crucial as a motivational tool to push yourself. I have changed dramatically through my journey at NTU and I’m now on a path that was once only a dream.”



WORK BY SOPHIE PYKE

COMMERCIAL PHOTOGRAPHY

FACT FILE

Course length

One year full-time (45 weeks)

Start date

September

Study location

City Campus, Bonington building

Fees and funding

Visit www.ntu.ac.uk/pgfees-art for our latest fee information. Turn to page 54 for information about funding and scholarship options.

Entry requirements

See course web page for full details.

THE COURSE

This practice-based course is designed to develop the commercial, technical and creative skills to support a career within the commercial photographic industry. Your coursework will be comprised of a self-initiated project in relation to your individual subject interests, as well as live briefs set by staff. Collaborative projects will allow you to develop a substantial body of work, and enable you to embark upon your chosen area of commercial practice.

The course places a focus on employability and entrepreneurship, and is designed for you to undertake either a work placement or a live project with industry. This could take place in the UK or overseas.

Our Photography staff have expertise across a wide range of specialist photographic practices, and will support with you with flexible and responsive teaching and learning.

KEY FEATURES

- Develop a project tailored to your own personal interests and career aspirations.
- Choose to develop a specialised practice, for example fashion, advertising and editorial, or documentary photography.
- Undertake an industry work placement or live project, in the UK or overseas.
- Enjoy technical and production workshops to help develop your existing skills.
- Have the opportunity to exhibit your work publicly.
- Benefit from our staff's international links and contacts across Europe.
- Take advantage of our excellent industry links, including companies such as Phase One, Genesis Imaging, Profoto, Wex Photographic, and Red Photographic.
- Join the 75 years' worth of NTU graduates who have achieved success, won awards, or otherwise distinguished themselves in the field of photography.

MODULES

You can opt to complete this module as either 180 credit points, or as 160 credit points with an additional module in Advanced Art and Design Research worth 20 credit points.

Commercial Photography

(180 credit points or 160 credit points)

Working with your supervisor, you will develop a learning agreement to establish your project and develop the professional contexts that relate to the subject matter. You will keep a reflective journal that will record, analyse and evaluate your project development, and examine where your work may situate itself in contemporary photographic practice. The course places considerable emphasis on professional practice, and students will gain the practical knowledge and skills necessary to enter into the commercial field.

In Term One (September to December) you will examine photographic practice and the breadth of its commercial contexts to support the research and development of your project ambition.

Group tutorials provide a discursive platform where you will present and examine your own practice and the work of your peers. A seminar series will examine the dialogues surrounding contemporary commercial photography, and support the production of a contextual essay in the second term of the course. Technical and production workshops will help you to develop your existing photography skills, and support the development of your project.

During Terms One and Two, you will undertake an assessed work-based placement or a live work-based project. This should be relevant to the career ambitions identified through your learning agreement. You'll receive support from course staff and the University's Employability team to help you identify and secure an appropriate placement or live project. A practical seminar series that teaches students how to navigate the business and markets of contemporary photography complements the work-based placements, and runs across Terms One and Two. During this time your

learning will mainly be independent, supported by your academic tutor and access to learning resources.

In the final term, you will consolidate your learning through a body of photographic work, and an exhibition. Your work may be realised in the form of a portfolio, publication or other format as agreed with your tutor, suitable for public exhibition.

Your work should demonstrate evidence of contemporary context, theory and practice within commercial photography. It should also show a strong commitment to your chosen practice, demonstrating creativity, imagination, and innovation.

Assessment for this module is holistic and based on a number of components including a body of photographic work; a learning agreement; a reflective journal; a contextual essay; an annotated bibliography; an artist's statement; a written report on your placement or live project; and a verbal presentation.

Optional research module

(20 credit points)

Advanced Art and Design Research

This module will expose you to a range of different research methods across diverse practice-led research projects and research-led practices within Art and Design. If you are interested in pursuing your practice in the form of a PhD, this module will prepare you for further study.



MINEET THAKKAR, INDIA

“NTU is known as one of the best universities for international students in the UK, and is also reputed for their art and design courses. MA Commercial Photography is the perfect course for me because of all the interesting modules and facilities that it provides. I was certain that this course would help me to progress and get closer to achieving my goal.

“I completely utilised and enjoyed the art store facilities provided by the University, where I could borrow the equipment and get technical support whenever needed. Apart from that, I have enjoyed all the events organised by the University and the Students’ Union. It’s not all about your studies at NTU, as the University ensures a good work-life balance.

“As an international student, I had many questions. However, the tutors and other staff members are knowledgeable with a friendly and helping nature. They are proactive and always happy to support you and address any difficulties you may be facing.

“This is the right place to come for anybody who is interested in becoming a photographer. You’ll have the opportunity to learn and explore many aspects of the profession, the tutors and guest lectures have tons of experience, and they will help you to become the best you can be.”



IMAGE BY DOMINIC GRAHAM

HOW YOU'LL LEARN

Teaching and learning experiences will include:

- tutorials
- lectures
- workshops
- live projects
- work placements
- support in our photography facilities
- self-directed learning.

ASSESSMENT

Assessment is 100% by coursework and involves:

- a learning agreement
- a reflective journal
- a work-based learning report
- a verbal presentation
- a contextual essay
- an annotated bibliography
- a body of photographic work.

CONNECTIONS WITH INDUSTRY

The Photography department and the University's Employability team will help you to prepare for a career in commercial photography, alongside your course.

You'll benefit from masterclasses and workshops from high-profile guest practitioners from a diverse range of photographic backgrounds. This is supported by industry visits by companies like Phase One, Genesis Imaging, Profoto, and Wex Photography.

You'll have the opportunity to undertake a work-based placement as part of your course, or to work on a live project with industry.

CAREER PROSPECTS

Students from this course may become:

- freelance photographers
- photographic assistants
- digital specialists
- fashion, editorial and advertising photographers
- picture editors
- multiplatform photojournalists.

Our aim is to produce highly employable graduates, and we are committed to offering experiences throughout the course that will enhance your understanding of the photographic industry.

The University's Employability team can help to prepare you, offering a variety of activities including CV-building, writing job applications, preparing for interviews, and building your own personal brand.

FIND OUT MORE

Visit www.ntu.ac.uk/commercialphoto to find out more about this course.



EMMA MORGAN, UK

"I chose to study at NTU because it is the only university that offers a Commercial Photography course at postgraduate level. Not only this, but I completed the BA (Hons) Photography course here and I knew the teaching was incredible.

"I most enjoy the flexibility that you are given, enabling you to produce work that you really enjoy. Having the freedom to photograph whatever you want without a limiting criteria is great. I love that in term three we have the opportunity to complete a placement.

"There are a mixture of staff who specialise in different areas of photography – every staff member is very informative and I have learnt a lot from them all. All the staff are very supportive and always willing to help you if you are stuck or haven't got any ideas on what to photograph.

"The facilities are amazing. I have been able to hire cameras from the photo store, book studios for still life set-ups, use the Mac suites to edit my images and use both the black and white and colour darkroom to make my own prints. These are the best facilities I have ever seen and I visited 12 different universities! It makes me incredibly happy to have so many different facilities available as it makes creating my work easy.

"Studying MA Commercial Photography has been so valuable and I can't wait to graduate and find my dream job."

OUR FACILITIES AND EQUIPMENT

Our MA Photography and MA Commercial Photography students are based on our City Campus in the heart of Nottingham. Both Waverley and Bonington buildings are dedicated hubs for our art and design students.

The facilities and equipment available to you include:

- Mamiya Leaf / Phase One digital cameras and backs, with Capture One software for high-end digital capture
- Apple Mac editing suites with Adobe Creative Cloud software for both photography and moving image
- Epson 17 inch inkjet printers, dedicated to photography
- medium and large format film cameras including Mamiya, Hasselblad, Wista and Toyo
- a range of Canon and Nikon cameras
- a selection of 35mm film cameras including Canon, Leica, Nikon, Olympus, Pentax and Sony
- various HD video cameras
- Bowens and Profoto studio flash equipment
- a black and white darkroom for wet and dry printing, including De Vere 504 with Multigrade heads
- a colour suite with RA4 print processor and ten individual darkrooms equipped with either De Vere 203 or 504 colour enlargers
- a black and white print processing suite for small and deep tank processing
- three dedicated full-size studios with backgrounds and Profoto lighting.

You'll also have access to specialist resources across the School of Art & Design and wider University, including:

- 3D printing and laser cutting
- a print room for screen, lithograph, transfer and collograph printing
- library resources relevant for the study of visual design, arts and culture
- academic journals and databases for visual research
- Boningtons Art Shop
- Bonington Gallery
- Café Bonington.



YOU'RE GONNA NEED A BIGGER BOAT, JASON EVANS

BONINGTON GALLERY

Located within the School of Art & Design, Bonington Gallery works with practitioners and institutions from across Europe and beyond. Hosting an annual series of exhibitions, film nights, workshops and events, the Gallery plays an important role as a resource for students, offering a public gallery experience on their own doorstep.

Recent exhibitions have included:

- One Eye on the Road – festival and traveller culture since the 1980s
- Jason Evans: You're Gonna Need a Bigger Boat

VISIT US

Come and see our facilities for yourself at our next postgraduate open event.

Visit www.ntu.ac.uk/pgevents to see upcoming event dates and to reserve your place.



FIONA MACLAREN
COURSE LEADER,
MA PHOTOGRAPHY,
MA COMMERCIAL PHOTOGRAPHY

Fiona McLaren teaches theory and practice across the BA and MA photography programmes, and undertakes doctoral supervision.

Her research interests consider photography, sound and moving image in works that examine spatial perception and the understanding of space; the political construction of landscape; and critical narratives of identity and belonging.

She recently co-curated the exhibition *In Place of Architecture* and most recently published in *Northern Light: Landscape Photography and Evocations of the North*, Goldie, White eds., Verlag 2018.

“These courses provide the opportunity to explore the creative and intellectual possibilities of photography which you will be encouraged to question and evolve through your own practice-led research. Emphasis is placed on the importance of exhibition and publication and you will learn to situate your work within the diverse contexts of contemporary photography.

“Designed around the development of individual projects, teaching is focused on the particular needs and practice interests of students to shape a unique learning experience within a vibrant postgraduate community.”

OUR PHOTOGRAPHY ACADEMIC STAFF

You'll be taught by a variety of academic staff for different aspects of your course, including personal tutors, technicians, and lecturers.



Rhiannon Jones
Lecturer
MA Photography

Dr Rhiannon Jones has lectured in Visual Arts at NTU for the last eight years. She is a Nottingham-based practitioner and resident artist at Primary. She is director and co-founder of InDialogue, an International research organisation exploring the use of dialogue in practice.

She has exhibited in the UK and shown work in Belgium, Sweden, Italy, France, Denmark and USA. She has published several international papers stemming from her PhD – *The Art of Conversation*. She is a member of Cumulus (2012-present) and also presents at conferences internationally on issues of arts pedagogy and dialogic practice.



Martine Hamilton Knight
Module Leader
MA Commercial Photography

Martine Hamilton Knight is a well-established, award winning architectural photographer whose work is regularly featured internationally in architectural books and journals. Her work has been exhibited in multiple group and solo shows including a major exhibition in Ningbo, China, in 2009.

Awarded an honorary doctorate from the University of Nottingham in 2012 in recognition of her contribution to industry, she regularly lectures across the country for both photographic and architectural industry bodies, and is a global ambassador for Manfrotto.

STUDYING ART AND DESIGN MASTERS

AT NTU

We've been teaching art and design since 1843, making us one of the UK's most well-established, renowned and respected creative universities. Whether you're studying on our practical or theory-based courses, you'll have the opportunity to tailor your learning to suit your interests and career aspirations. Part-time options allow you to study around other commitments, for personal development and career progression.

Full-time Masters courses

- MA Animation
- MA Branding and Identity
- MA Commercial Photography
- MA Culture, Style and Fashion
- MA Fashion Communications
- MA Fashion Design
- MA Fashion Knitwear Design
- MA Fashion Marketing
- MFA Fine Art
- MA Graphic Design
- MA Illustration
- MA International Fashion Management
- MA Luxury Fashion Brand Management
- MA Photography
- MA Textile Design Innovation

Part-time Masters courses

- MA Culture, Style and Fashion
- MA Fashion Communications
- MA Fashion Marketing
- MA Fashion and Textile Design
- MFA Fine Art
- MA Graphic Design Theory and Practice
- MA International Fashion Management
- MA Luxury Fashion Brand Management
- MA Photography

Postgraduate Certificate courses

- PG Cert Creative Pattern Cutting (15 weeks)

Research courses

- Art and Design Professional Doctorate
- Art and Design PhD / MPhil



Research is an integral part of our School which drives innovation and underpins our teaching and learning. We foster a dynamic and stimulating research environment that enables and supports individual and collaborative research projects, benefitting the creative industries and the public. These activities make a real impact on cultural and societal issues.

Our community of artists, curators, designers, historians and practitioners have outstanding international strengths, collaborating with professional, industrial and commercial partnerships across the world.

Our culture encourages and supports high quality, innovative and imaginative research where postgraduate students have the opportunity to contribute to a range of cutting-edge projects through PhD or Masters study. This interdisciplinary work covers specialisms across fashion, textiles and knitwear design; fashion management, marketing and communication; visual communication; and the visual arts.

Here's a flavour of what we do:

Mapping the evolving female form in fashion

The Emotional Fit project led by Associate Professor Katherine Townsend, is a user-centred fashion design project focused on older women and their challenges with a clothing market aimed at younger consumers. This insight driven research synthesises fashion and textile design to highlight ways to deliver holistic clothing design models for this consumer group. Katherine curates research-focused exhibitions, is a PhD supervisor and teaches within the MA Fashion, Textiles and Knitwear Design department and MA Culture, Style and Fashion.

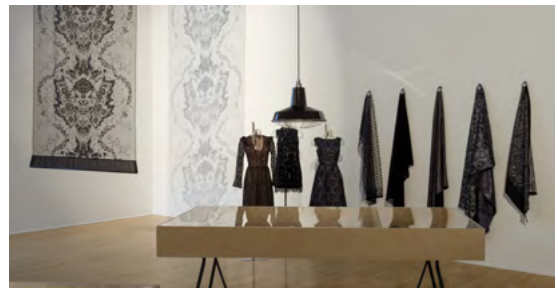
The fabric of the future

Professor Tilak Dias's work in advanced textiles involves the technology for embedding e-yarns into textiles. This technology is creating a new generation of smart textiles that enables clothing and other textile products to sense, monitor and record changes in the surroundings and respond appropriately. From this ground-breaking research Professor Tilak has created three spin-out companies. He is also a PhD supervisor

and teaches on MA Fashion, Textiles and Knitwear Design.

Imprints of culture

Associate Professor Eiluned Edwards teaches across the Fashion, Textiles and Knitwear masters courses and supervises PhD students. As an artist-designer, her research specialism focuses on textiles, dress, fashion and craft production in South Asia. Her recent work in India with block-printed textiles involved analysing processes, identifying regional variations and examining how this craft helped India create a global visual identity. She is currently working with the British Museum on a South Asian Islamic textiles exhibit for the Albukhary Foundation Gallery of the Islamic World.



LACE UNARCHIVED EXHIBITION, BONINGTON GALLERY

Unarchiving lace

In 2017, Dr Amanda Briggs-Goode collaborated with high-street fashion retailer Oasis, to design a collection of garments and accessories informed by the NTU's Lace archive. Her research focuses on lace and heritage and looks at how creative practitioners can use archives for contemporary design. Her work also involves the social context of lace design and the development of skills. She has recently curated an exhibition Lace Unarchived that includes work from the archive and from designers, artists and manufacturers of Nottingham Lace. Amanda teaches across the Fashion, Textiles and Knitwear Masters courses and is a PhD supervisor.

Retail landscapes of the future

Professor Anthony Kent's work focuses on retail, looking at brand image and identity in retail stores and the convergence of physical and virtual environments. His retail design research takes a distinctive global approach to place design, looking at visual and structural design as well as the role of marketing and design in communications. Professor Kent teaches across the MA Fashion Management, Marketing and Communication department, and is a PhD supervisor. He is currently working on a store project with the V&A Museum.

Shoe and tell

Dr Naomi Braithwaite teaches on the MA Fashion Management, Marketing and Communication courses, and is a PhD supervisor. Her research draws on her prior experience as a sales director in the luxury shoe industry. A recent project investigates youth cultural identity through shoes – looking at footwear choices of teenagers. It looks at the transition of identity, from childhood towards adulthood and explores the role of shoes in interpreting how teenagers negotiate identity through everyday life. Her current research collaboration is with the Hong Kong Design Institute (HKDI) examining the style choices of international students in Nottingham and Hong Kong, with a view to understanding students' perceptions towards climate change.

Capturing the legacy of Cambodia

Over the past ten years, Photography Lecturer and Photojournalist Charles Fox has been working in Cambodia for a range of both commercial and editorial clients, including *The Sunday Times Magazine*, *Washington Post*, *National Geographic*, *WIRED* and *TIME*. His long-term photography research project including work with UNICEF Cambodia, documents the legacy of conflict and colonialism in the country, looking at how the current day is impacted by the rulings and actions of the past, and is explored through visual practice.

Philosophical photography

Max Kandhola's approach to his photographic research work is philosophical, as he critically observes and questions the complexity and relationship of the human condition in connection to the politics of representation. As a fine art documentary photographer, his work deals with death and dying, faith, landscape, the diaspora, identity, and British boxing. Max exhibits his work across the world, supervises PhD students and teaches across both the BA and MA Photography courses.



PORTRAIT FROM THE NEW SERIES *UFP, ROTI KAPARA AUR MAKAAN* 2017.
© MAX KANDHOLA

The School's research is pivotal in developing a rich academic life for our successful graduates and leading-edge researchers. We continue to innovate, create and share.

To find out more visit www.ntu.ac.uk/research

YOUR STUDIES

COURSE FEES

Each of our postgraduate courses has an annual tuition fee. Please visit www.ntu.ac.uk/pgfees-art for the most up-to-date fee information for the course you're interested in.

SCHOLARSHIP

We're pleased to offer a number of scholarships worth up to half your tuition fee. These scholarships are available to students who have been made an offer of a place to study on an eligible postgraduate Masters course*. The scholarships will be available in the form of a tuition fee reduction.

We award these competitive scholarships to students who can demonstrate excellent achievement, passion and dedication to their studies.

*All full-time postgraduate taught courses in the School of Art & Design, with the exception of PG Cert Creative Pattern Cutting.

To apply, simply download and complete our application form – please be aware that there are deadlines that are associated with this scholarship. Applications received after the deadline will not be considered. Visit www.ntu.ac.uk/pgfunding to download an application form.

EXTERNAL SOURCES OF FUNDING

- Postgraduate loan: a loan from the UK government
- Professional and Career Development Loan: offered by participating banks
- Educational trusts and charities
- Sponsorship from your employer

Visit www.ntu.ac.uk/pgfunding to view in-depth information about the options available.

NTU ALUMNI LOYALTY SCHEME – 25% FEE DISCOUNT

If you're currently studying an undergraduate degree at NTU, or have recently graduated, we're happy to be able to offer a 25% discount on postgraduate course fees. This discount is currently available for those starting an eligible postgraduate taught, postgraduate research or professional course.

You don't need to apply for the discount. It will be automatically deducted from your fee before enrolment. Visit www.ntu.ac.uk/pgfees-art to check your eligibility.

DISCUSS YOUR FUNDING OPTIONS WITH US

Our Student Financial Support Services team can offer tailored advice about your funding options. You can meet them at our postgraduate open events or give them a call on **+44 (0)115 848 2494**.

HOW TO APPLY

Applications are open throughout the year, but we'd recommend that applications should be received by the end of July for entry in September.

Visit www.ntu.ac.uk/pgapply for a full breakdown of the application process, which we've summarized here:

1. Register as a new applicant and create your account

Visit www.ntu.ac.uk/apply to access our Applicant Portal.

2. Prepare your creative portfolio

All courses within our MA Visual Communication department require you to showcase at least 12 pieces of work in the form of a creative portfolio.

Please visit the appropriate course page for detailed information about submitting a creative portfolio.

3. Submit your application

Ensure it includes all relevant information, uploads of required evidence, a strong personal statement, good references, your short report and your creative portfolio.

4. Track the progress of your application

Allow at least three weeks for a decision, ensuring you've added @ntu.ac.uk to your safe senders list. You can track the progress of your application through our Applicant Portal.

5. Check your offer

If you receive an offer from us, note whether it's conditional (i.e. with criteria still to be fulfilled) or unconditional.

6. Accept your offer within four weeks

Competition for places is high, so you'll have only four weeks from the date of your offer to accept. After eight weeks, your offer will be automatically withdrawn.

7. Meet the conditions of your offer (if you have any)

Upload all the documents required to meet the conditions of your offer using the My Documents section of the Applicant Portal, ensuring you keep the original copies safely to-hand.

REFERENCE GUIDELINES

References can be submitted in writing (signed, dated and on letter-headed paper, with the referee's relationship to you confirmed), or electronically (from an official school, college, university or work email address). Please note: it is your own responsibility to request and organise references.

ADVICE FOR NON-STANDARD APPLICANTS

We welcome submissions from applicants without prior qualifications. In this instance, you must have proven experience in industry, which demonstrates appropriate knowledge and skills at honours degree (undergraduate) level. This type of application will be discretionally considered with respect to the University's provision for 'accreditation for prior experiential learning'.

Contact our postgraduate enquiries team or visit us at an open event if you'd like further information – contact details can be found on page 58.

CREATIVE NOTTINGHAM

Nottingham is internationally recognised as a vibrant cultural and creative hub.

The city has a rich heritage in the fashion and textiles industry, and is well known for being at the centre of the world's lace industry in the 18th and 19th Centuries.

Be inspired by Nottingham's creative community of independent galleries, shops, cafes, pubs, bars and restaurants, as well as great places to see live music and theatre performances.

Here's just a handful of our local creative arts venues and spaces:

- Nottingham Contemporary gallery in the Lace Market
- Nottingham Castle Museum and Art Gallery
- New Art Exchange contemporary arts space
- Lakeside Arts
- Broadway Cinema and Cafebar
- Framework Knitters Museum
- The Theatre Royal and Royal Concert Hall
- Nottingham Playhouse.



MORE REASONS TO LOVE NOTTINGHAM

- The cost of living in Nottingham is lower than in other cities like London and Manchester.
- With two universities, the city is home to over 60,000 students.
- Our nightlife is recognised as some of the best in the UK, and has been awarded a Purple Flag Award for the eighth year in a row.
- Visit England named Nottingham the 'Home of English Sport'. Nottingham has two football stadiums, the National Watersports Centre, the world-famous Trent Bridge cricket ground, and the National Ice Centre.
- We have plenty of green spaces; from the Arboretum Park right on the doorstep of our City Campus, to Wollaton Hall and Deer Park, Attenborough Nature Reserve, and Sherwood Forest Country Park (legendary home of Robin Hood). Also, the beautiful Derbyshire Peak District is just an hour away.
- Nottingham has a national reputation for live music with a 10,000 capacity arena, the famous Rock City, and a host of intimate venues. In summer the city comes alive with Splendour Festival, and Download Festival at nearby Donington Park.
- Nottingham has some fantastic places to eat out, with cuisines from all over the world to suit all budgets and dietary requirements.

GETTING AROUND

With excellent bus, tram, taxi, coach and rail services, Nottingham is really easy to travel around, and well-positioned to travel to other destinations in the United Kingdom – London, Cambridge and Manchester are each approximately two hours away. We also have East Midlands Airport on our doorstep, with easy access to mainland Europe and a range of other international destinations.

FIND OUT MORE

Visit www.ntu.ac.uk/nottingham to learn more about the city, the cost of living, and the activities on offer here.

ACCOMMODATION

As a postgraduate student, we appreciate that you may have certain priorities in terms of the accommodation you require. We've set aside a proportion of some of our residences to cater specifically for our postgraduate community. We offer plenty of options to live with other postgraduate students, or to live by yourself. You can also rent privately, with a number of recognised organisations committed to maintaining the quality of Nottingham's student accommodation to the very highest standards.

DEDICATED FLATS FOR POSTGRADUATE AND MATURE STUDENTS

Many of our residences have a selection of flats which are reserved specifically for postgraduate or mature students. Our online accommodation guide includes a key, which will tell you if a residence has rooms suitable for you.

A STUDIO FLAT

We also offer some studio flats: self-contained rooms with a small kitchen and sitting area as well as a bed, desk and storage. Studios are available in Gill Street North on the City Campus, located close to all of the campus facilities and within a five to ten-minute walk of the town centre.

WHY NTU ACCOMMODATION?

- All our residences have excellent security for added piece of mind, including CCTV, secure entry systems and on-site – or on-call – security staff.
- Wi-Fi, heating, water and electricity bills are included in the cost of your rent.
- You'll benefit from a basic contents insurance which will cover a range of belongings.

APPLYING FOR NTU ACCOMMODATION

You can use our online booking system to specify your flat and room, to ensure you choose the right accommodation option for you.

Visit www.ntu.ac.uk/accommodation to access the online booking system. Please be aware that our on-campus residences are extremely popular, and therefore early booking is recommended.

PRIVATE SECTOR HOUSING

If you have a family, or you require a non-standard contract, you may prefer to live in private sector housing. We work closely with landlords to ensure our recommended houses offer a safe and secure alternative to halls. The University also has its own lettings agency, Trent Lets, which offers accommodation and advice.

Visit www.ntu.ac.uk/accommodation to browse our accommodation and view more information.



GETTING IN TOUCH

POSTGRADUATE OPEN EVENTS

Throughout the year, we run a series of open events for you to meet our academic staff, current students and see the facilities we have to offer. It's an opportunity to ask any questions you may have about our courses, finance options, accommodation and anything else you'd like to know.

Please visit www.ntu.ac.uk/pgevents to reserve your place at our next open event.

USEFUL CONTACTS

Postgraduate School of Art & Design enquiries

Telephone: +44 (0)115 848 6800

Email: art.pg-queries@ntu.ac.uk

Admissions Office

Telephone: +44 (0)115 848 4200

Email: applications@ntu.ac.uk

Doctoral School – postgraduate research degree enquiries

Telephone: +44 (0)115 848 2108

Email: doctoralschool@ntu.ac.uk

International office – postgraduate and undergraduate

Telephone: +44 (0)115 848 8175

Email: international@ntu.ac.uk

Open event enquiries

Telephone: +44 (0)115 848 8268

Email: opendayqueries@ntu.ac.uk

Accommodation

Telephone: +44 (0)115 848 2894

Email: accommodation@ntu.ac.uk

Fees and funding advice

Student Financial Support Service team

Telephone: +44 (0)115 848 2494

Email: financial.support@ntu.ac.uk

Main University switchboard

Telephone: +44 (0)115 941 8418

Postal address

School of Art & Design

Nottingham Trent University

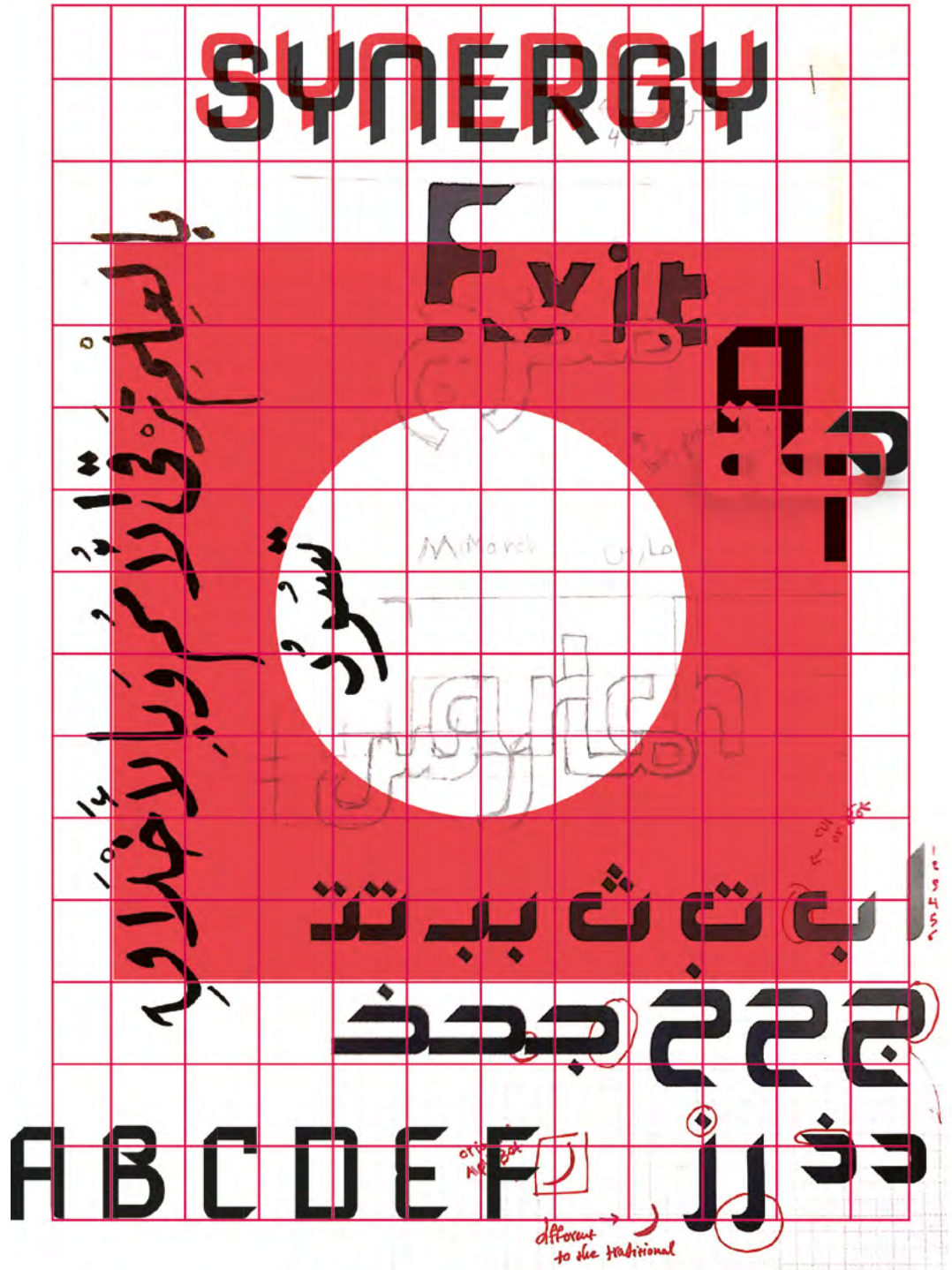
50 Shakespeare Street

Nottingham

NG1 4FQ

WORK BY CHARLOTTE SOUTHALL





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UK

Email: art.ug-queries@ntu.ac.uk

www.ntu.ac.uk/art



#NTUart

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