

## Postgraduate Studies in

# Audiovisual Media Arts

RISEBA Master studies programme in Audiovisual Media Arts boasts a rigorous, module-based, academic and practical training. The students may attain their M.A. degree by majoring either in the newly launched **MULTIMEDIA PERFORMING ARTS**, the only of its kind in the Baltic States, or majoring in **AUDIOVISUAL MEDIA ARTS**. The selection is made during the second year of studies.

The core of the programme fuses aesthetics and scientific research expanded across various disciplines: multimedia performance, contemporary dance, theatre, videoart performance, interactive stage design, sound landscape and installation, film production, cinematography, animation, visual effects and CG graphics, interactive 3D production, video installation, and intro to game development.

The programme cooperates with the Art Academy of Latvia, that offers additional courses in art theory during the first semester of studies. Students are also eligible for ERASMUS exchange program with TAMK University of Applied Sciences, the School of Art and Media (Finland), the Academy of Visual Arts, Design and Pop Culture, MINERVA (Netherlands), Edge Hill University, Department of Performing Arts (Great Britain), and The Danish National School of Performing Arts.

## Academic Degree awarded:

Master of Arts in Audiovisual Media Arts

## Duration of Studies:

24 months (4 times a week: Monday, Tuesday, Thursday 18:00-21:00, and on Saturday 9:30 to 11:30)

## Language of Instruction:

English

## Tuition Fee:

3000 EUR per year (can be paid in monthly installments; discounts are available)



## Structure of the Programme:

**Module 1:** Cinematography, New Media and Film Editing and Aesthetics, Screenwriting, Acoustic Arts, Visual Semiotics in Media Design, Audiovisual Performance and Animation Principles, Cross-Media Technology and Integration

**Module 2:** Producing and Fundraising Research Method, Distribution and Niche Targeting in Global Markets, Screenwriting, Acoustic Arts, Visual Semiotics in Media Design, Audiovisual Performance and Animation Principles, Cross-Media Technology and Integration, Intellectual Property and Legal Aspects in Creative Industries

**Module 3:** Process Art, Interactive Scenography, Professional Focus Group, Visual Thinking of Space

**Module 4:** Contemporary Dance Techniques, Contact Improvisation and Composition, Somatic Methods, Butoh and Body Identification, Voice and Body Movement, Techniques and Methods of Physical and Drama Theatre, Multimedia Contemporary Theatre and Dance, Conceptual Performance

**Module 5:** Game Theories and Technologies, Film Production Masterclass, Narratology, Perusal of Conceptual Vision, Motion Graphics and Design in Cinema 4D

**Module 6:** Interactive Cinema, Advanced Soundscapes, Photography, Animation and SFX, Acting for Cinema and Stage

## Master Thesis

Comprises two parts: practical component, Part A, and academic research, part B. Practical part: a substantial illustration of an audiovisual instance and/or audiovisual performance. Theoretical part: may or may not be linked to the practical part but still must satisfy all the requirements of a thorough research in the chosen area of audiovisual disciplines.

