BA (Hons) Visual Arts with specialization in Painting
BA (Hons) Visual Arts with specialization in Printmaking
BA (Hons) Visual Arts with specialization in Sculpture
BA (Hons) Visual Arts with specialization in Visual Culture Theory
(3 years Full Time) - GI353

1. CONTEXT AND OBJECTIVES

The MGI School of Fine Arts (SFA) is one of the rare art schools in the Indian Ocean region: with four large, well-equipped studios, and computer labs, as well as a dedicated gallery space. The SFA has been running high demand courses in Fine Arts for more than three decades.

The objectives of this programme are to, firstly, enable the students to develop a sound mastery of image production using traditional mediums (drawing, painting, sculpture, printmaking), as well as in conjunction with new media (digital photography, video, etc). Secondly, critical thinking and independent learning abilities, are developed in conjunction with proper (visual) communication skills, teamwork, management and leadership skills essential in the creative industry sectors. This is complemented with the acquisition of a deep and wide cultural understanding and aesthetic appreciation of art throughout history. Finally, the students are expected to comprehend the responsibilities of artists particularly in terms of ethics and as contributors to sustainable development objectives.

Competencies and Career Opportunities

The overall aim of the programme is to train the contemporary generation of visual artists by imparting the skill and competencies relevant to the pursuance of a career in the visual arts locally and internationally. The new programme is scheduled over a period of three years. After the first year, the student is expected to acquire basic skills in the various art mediums and an overall perspective of the history of art. At the end of the second year, the student will have acquired intermediate knowledge and skills in the visual arts including an internship that enable them to align their studies with career goal, personal aspirations and actual labour demand. After completion of the third year, students will have obtained a comprehensive skillset based on their areas of specialisation: Painting, Printmaking, Sculpture or Visual Culture Theory. However, the running of a specialisation will be subject to availability of resources and critical mass of students which is normally 7. The maximum of students per specialisation varies from 8 to 12)

Career opportunities exist in the creative industries in the form of independent visual artist: painter, sculptor, printmaker, illustrator and cartoonist; interdisciplinary artist, art-entrepreneur, crafts-person, curator, art critic, etc; and in the educational sector as art educator; in the management sector as art organiser and art administrator.

2. LEARNING OUTCOMES

At the end of the 3 years' programme the graduates should be able to:

- Apply the technical and conceptual abilities to work as an independent visual artist;
- Apply behaviours such as curiosity initiative and persistence that will help him/her engage with the world in productive ways;
- Apply skills and techniques to generate novel ideas of value to solve problems;
- Create independent or collaborative works to achieve stated objectives;
- Develop new ideas and design context for artistic production.

3. TEACHING AND LEARNING METHODS

Modules will be taught in a blended mode, partly online and face-to-face in a studio set up. A substantial amount of the practical classes will be carried out face-to-face in the art studios (drawing, painting, sculpture, printmaking) as well as in the computer labs. Therefore, the emphasis is self-learning in an art studio context, as a prelude to a career as studio artist. New technologies will enable students to produce different and varied types of artworks and will become another medium in their repertoire of tools that responds to the changes in the art practiced today.

4. ENTRY REQUIREMENTS

• General Requirements

In accordance with General Entry Requirements for admission for Undergraduate Degrees.

• Programme (Specific) Requirements

Art and Design at 'A' level.

5. PROGRAMME DURATION

	Minimum	Maximum
Degree	3	5

6. MINIMUM (LCCS) CREDITS REQUIRED FOR DEGREE AWARD:

- For each Academic Year: As per University Regulations

Year I 60 LCCS Credits Year II 66 LCCS Credits Year III 66 LCCS Credits

For Degree Award: 192 LCCS credits

	Core Modules	Dissertation/ Research Project	Electives	Total LCCS credits
Degree	180	12		192
Diploma	126			126
Certificate	60			60

- Exit points: (optional)

The student can exit the programme with a Diploma or Certificate, as follows: -

- Students may exit with a Diploma in Visual Arts after having earned 126 LCCS credits.
- Students may exit with a Certificate in Visual Art after having earned 60 LCCS credits.

7. ASSESSMENT AND DEADLINES

7.1 Examinations:

Practical modules: 50% Theory modules: 60%

The practical examination may consist of a portfolio of works under exceptional circumstances.

7.2 Continuous Assessment:

Practical modules: 50% Theory modules: 40%

7.3 Submission Deadline for Dissertation/Research Project:

Students are required to submit an e-copy of their dissertation to their Project/Dissertation, Submission Forms and the Turnitin Receipt for the Final Report to their Project/Dissertation Supervisors through Google class at latest by midnight on the date specified otherwise in the Programme of Study or by Senate.

The Google class for the final dissertation submission will be created by the Project/Dissertation Supervisor.

The e-copy of the project/dissertation (main body i.e., Introduction up to the Conclusion or last chapter) should be uploaded on the Turnitin Platform, as a single PDF file in the appropriate class/assignment (final dissertation) provided by the Project/Dissertation Supervisor. In case a student is allocated a Part-Time Supervisor, the class must be created by the Programme/Project/Dissertation Coordinator.

The Supervisor should certify that the work was undertaken by the student (an email from the Supervisor will be acceptable to the Programme Coordinator).

Artworks, videos, photos should be authenticated through image verification platforms such as Truepic, Google Image and others.

Practice-based Research Portfolio BVA 3000Y(3)

This module is an independent practice-based research project undertaken by the student under the supervision of the Supervisor. The student is expected to produce 3 final artworks which are original and developed over the entire year. These artworks should be presented through a Vivavoce, a curated formal exhibition, a written text of 2500 words, together with a Portfolio showing the step-by-step development of the practical work. All above mentioned submissions should be uploaded on the Google classroom created by the Programme Coordinator.

7.4 Internships

This module consists of a 6 to 8 weeks practice-based opportunity to gain hands-on, real-world experience that will foster professional skills alongside creative practice, and can be undertaken flexibly at any time from the end of the second year.

Assessment: The student will be evaluated as follows:

- (i) On the feedback submitted by the Employer through the Evaluation Form (30 %)
- (ii) Documentation with photographs, videos and a report (1000 -1500 words) on his/her experience, challenges and opportunities in the cultural industry (40%)
- (iii) Viva Voce (30 %)

8. LIST OF MODULES

Module Code	Module Name	¹ L/T/P# ((Contact Hours)	Self – Study Hrs	Other Learning hrs	LCCS Credits
	CORE MODULES (YE.	ARLY AND SEMEST	TER)		
BVA 1012Y(1)	Painting I	100	120	140	12
BVA 1013Y(1)	Printmaking I	100	120	140	12
BVA 1014Y(1)	Sculpture I	100	120	140	12
BVA 1015Y(1)	Digital Media I	100	120	140	12
BVA 1017Y(1)	Art Theory I	60	120	180	12
BVA 2011Y(3)	Drawing I	100	120	140	12
BVA 2012Y(3)	Painting II – Creative Painting and Portraiture	100	120	140	12
BVA 2013Y(3)	Printmaking II – Serigraphy, Digital media and Intaglio Printing	100	120	140	12
BVA 2014Y(3)	Sculpture II	100	120	140	12
BVA 2017Y(3)	Visual Culture Theory II	60	120	180	12
BVA 2119S(3)	Photography and Video 1 ¹	50	60	70	6

Module Code	Module Name	¹ L/T/P# (Contact Hours)	Self – Study Hrs	Other Learning Hrs	LCCS Credits
BVA 3011Y(5)	Drawing II	100	120	140	12
BVA 3012Y(5)	Painting III –Experimental Studio	100	120	140	12
BVA 3013Y(5)	Printmaking III – Viscosity Printing and Experimental Studio	100	120	140	12
BVA 3014Y(5)	Sculpture III –Life Study and Experimental Studio	100	120	140	12
BVA 3017Y(5)	Visual Culture Theory III	60	120	180	12
BVA 3016Y(5)	Art Theory	60	120	180	12
BVA 3219S(5)	Photography and Video II ²	50	60	70	6
BVA 3118S(5)	Art Education ¹	30	60	90	6
BVA 3000Y(5)	Dissertation/Project	30 mins per student/24 week			12
BVA 3001S(5)	Internship				6

Note:

Contact Hours = L= Lectures, T=Tutorials, P# =Practical

9. PROGRAMME PLAN

Year 1 & Year II Common to all

Year I

Code	Module Name	Hrs/ Wk L/T/P#	Total Self- Study/Hrs	Other Learning Activities/ Hrs	LCCS Credits
BVA 1012Y(1)	Painting I	100	120	140	12
BVA 1013Y(1)	Printmaking I	100	120	140	12
BVA 1014Y(1)	Sculpture I	100	120	140	12
BVA 1015Y(1)	Digital Media I	100	120	140	12
BVA 1017Y(1)	Art Theory I	60	120	180	12
		Sub Total			60

Year 2

Code	Module Name	Hrs/ Wk L/T/P#	Total Self- Study/Hrs	Other Learning Activities/ Hrs	LCCS Credits
BVA 2011Y(3)	Drawing I	100	120	140	12
BVA 2012Y(3)	Painting II – Creative Painting and Portraiture	100	120	140	12
BVA 2013Y(3)	Printmaking II – Serigraphy, Digital media and Intaglio Printing	100	120	140	12
BVA 2014Y(3)	Sculpture II	100	120	140	12
BVA 2017Y(3)	Visual Culture Theory II	60	120	180	12
BVA 2119S(3)	Photography and Video Art 1 ¹	50	60	70	6
				Sub-Total	66

Year 3 Specialisation in Painting

Code	Module Name	Hrs/ Wk L/T/P#	Total Self- Study/Hrs	Other Learning Activities/ Hrs	LCCS Credits
BVA 3011Y(5)	Drawing II	100	120	140	12
BVA 3012Y(5)	Painting III: Experimental studio	100	120	140	12
BVA 3017Y(5)	Visual Culture Theory III	60	120	180	12
BVA 3118S(5)	Art Education ¹	30	60	90	6
BVA 3219S(5)	Photography and Video II ²	50	60	70	6
BVA 3000Y(5)	Dissertation/Project	30 mins per student/24 week			12
BVA 3001S(5)	Internship				6
		Sub-Total			66
		Grand Total			192

Year 3 Specialisation in Printmaking

Code	Module Name	Hrs/ Wk L/T/P#	Total Self- Study/Hrs	Other Learning Activities/ Hrs	LCCS Credits
BVA 3011Y(5)	Drawing II	100	120	140	12
BVA3013Y(5)	Printmaking III – Viscosity Printing and Experimental Studio	100	120	140	12
BVA 3017Y(5)	Visual Culture Theory III	60	120	180	12
BVA 3118S(5)	Art Education ¹	30	60	90	6
BVA 3219S(5)	Photography and Video II ²	50	60	70	6
BVA 3000Y(5)	Dissertation/Project	30 mins per student/24 week			12
BVA 3001S(5)	Internship				6
		Sub-Total			66
		192			

Year 3 Specialisation in Sculpture

Code	Module Name	Hrs/ Wk L/T/P#	Total Self- Study/Hrs	Other Learning Activities/ Hrs	LCCS Credits	
BVA 3011Y(5)	Drawing II	100	120	140	12	
BVA3014Y(5)	Sculpture III Life Study and Experimental Studio	100	120	140	12	
BVA 3017Y(5)	Visual Culture Theory III	60	120	180	12	
BVA 3118S(5)	Art Education ¹	30	60	90	6	
BVA 3219S(5)	Photography and Video II ²	50	60	70	6	
BVA 3000Y(5)	Dissertation/Project	30 mins per student/24 week			12	
BVA 3001S(5)	Internship				6	
		Sub-Total			66	
	Grand Total					

Year 3 Specialisation in Visual Culture Theory

Code	Module Name	Hrs/ Wk L/T/P#	Total Self- Study/Hrs	Other Learning Activities/ Hrs	LCCS Credits
BVA 3011Y(5)	Drawing II	100	120	140	12
BVA 3016Y(5)	Art Theory	60	120	180	12
BVA 3017Y(5)	Visual Culture Theory III	60	120	180	12
BVA 3118S(5)	Art Education ¹	30	60	90	6
BVA 3219S(5)	Photography and Video II ²	50	60	70	6
BVA 3000Y(5)	Dissertation/Project	30 mins per student/24 week			12
BVA 3001S(5)	Internship				6
		Sub Total			66
		Grand Total			192

Note:

Modules carrying 6 LCCS credits will be examined at the end of respective semesters in which they are run.

* This Programme has been amended as follows: Years of Previous Revisions ()

15/11/24

¹Modules taught and examined in Semester 1;

²Modules taught and examined in Semester 2;

³Module(s) normally run in Year 2 Semester 1, subject to availability of resources,

⁴Modules normally ran in Year 2 Semester 2, subject to availability of resources.