



Loughborough
University



**IN THE UK FOR
ART AND DESIGN**
THE TIMES AND SUNDAY
TIMES GOOD UNIVERSITY
GUIDE 2021



**1ST IN THE UK
FOR FASHION
AND TEXTILES**
THE GUARDIAN
UNIVERSITY GUIDE 2021

Creative Arts

Postgraduate programmes



**IN THE WORLD
FOR ART AND
DESIGN**
QS WORLD UNIVERSITY
RANKINGS BY SUBJECT
2020





Why choose Creative Arts at Loughborough University?

There are many ways in which students can benefit from joining our School of Design and Creative Arts.

Programmes are taught by experienced academic staff, many of whom are at the forefront of research at national and international level.

Our world-class facilities cater for a broad range of digital and analogue projects, providing artistic freedom and a high-quality learning experience to all students.

The School also boasts excellent, long-standing relationships with a huge variety of industry employers and not-for-profit organisations to enhance future employability. There is a unique sense of community spirit within the School that stimulates personal development, allowing students to embrace their creative potential in a fully inclusive environment.

Professor Cees de Bont

Dean of the School of Design and Creative Arts



Contents

Why choose Creative Arts at Loughborough University?	01
Your learning experience	02
Facilities	02
Our International community	04
Research and enterprise	06
Graphic Design and Visualisation MA	08
Storytelling MA	10
Storytelling PG Cert	12
Theatre MA	14
Research opportunities	16

Your learning experience

Loughborough University Creative Arts has an impressive reputation for teaching and research excellence in the fields of visual and performing arts.

Creative Arts is a thriving research community with a proven record for both creative and scholarly outputs of international excellence.

Our research takes place both through individual scholarship and in collaboration with research partners in the UK and across the world. We investigate new directions in both the creation and the analysis of a wide range of cultural forms.

We are also committed to knowledge transfer and knowledge exchange projects and we use our research strengths to form links with the creative industries, to develop the entrepreneurial side of our activities, and to foster a range of productive and effective knowledge transfer partnerships.

Facilities

Students have full access to a range of outstanding learning and teaching facilities, including newly refurbished study areas, state-of-the-art audio-visual and lighting equipment, a theatre, music rooms and a variety of spaces for seminars and small group activities. Five creative hubs form the heart of creativity and production at Loughborough. These are:

- Creative Digital Technologies and Photography
- Print, Dye, Weave, Stitch and Embroidery
- Wood, Metal, Plastics and Laser
- Painting and Printmaking
- Ceramics and Mouldmaking





Our international community

The School of Design and Creative Arts has a strong and growing international postgraduate community with students from several nations represented from around the world.

Both international and domestic students alike are strongly supported throughout their studies by personal tutors within a thriving student community.

We aim to offer both staff and students a high-quality international experience in the world of art and design, by developing a global community within the School of Design and Creative Arts, encompassing an international educational experience, internationally renowned research and enterprise engagement.

Our programmes are taught by outstanding academics from across the world, covering over 70 nationalities, meaning that our postgraduate students benefit from a diverse and multicultural teaching experience. Our academics are specialists in their field, who are enthusiastic about their subjects, and are at the forefront of current research.

Furthermore, the University has consistently scored highly for teaching quality in all External Subject reviews and national league tables, including being awarded "Gold", the top accolade in the national Teaching Excellence Framework (TEF). The Gold award "recognises institutions that deliver consistently outstanding teaching, learning and outcomes for its students and is of the highest quality found in the UK".

Research and enterprise

Research and Enterprise are very active and successful functions in the school, providing exciting collaborative opportunities for our students and researchers to connect with industry, charities, governments, and research councils.

Our thriving research community has a proven record for creative and scholarly outputs of international excellence and impact. The School's research strengths lie in Experience Design, Responsible Design, Design for Digital Fabrication, Safety, Human Factors, Graphic Design, Applied Storytelling and Sculpture & Heritage across Design and Art. Opportunities to develop research in these areas are supported by our academic experts and research teams. All teaching in the School is research-led and ensures that students' practice is underpinned by rigorous world-leading research.

Collaborations with industry are part of the School's enterprise initiatives strengthening connections with leading businesses and adding to the student experience. These relationships provide industry with unique opportunities to work with emerging talent and offers our students the chance to work and interact with business including placement and job opportunities, industry set briefs, industry visits and talks as well as enterprise awards, events, and competitions.

Our business-university collaborations ensure that we are at the forefront of industry development as well as harnessing key relationships to connect fresh talent and innovation with expertise and new opportunities.





Graphic Design and Visualisation

MA

Full-time length: 1 year

Part-time length: 2 years

Entry requirements

An honours degree (2:1 or above) or equivalent international qualification in an art and design discipline or closely related subject. Additional entry requirements apply. For more details please see lboro.ac.uk/international-pg-entry

Fees: UK/EU: £9,700 International: £19,950

The Graphic Design and Visualisation MA is a unique course offering the opportunity to study a very broad range of graphic pathways, including packaging, product branding, illustration and animation as well as projects that explore and build links between graphics and the fine arts, architecture, the environment and emerging technologies.

This is a very popular MA and application is highly competitive. Successful students are taught in a progressive, research-intensive environment, and will gain a first-hand understanding of the relationship between design and research by working alongside research and academic staff. Students come from diverse backgrounds and cultures and this diversity promotes an exciting exchange of ideas.

Each student is encouraged to develop a research project, enabling you to shape the direction of your practice and academic inquiries. A personal supervisor is assigned to guide you for the whole academic year, alongside the modular courses. Throughout the year, tuition is supplemented with lessons in specialist studios and in some of the most popular industry-standard software, helping students develop their skill-sets. The fruits of tuition and personal studies culminate in a Degree Show and Dissertation. In the past, student projects have included, for example, advertising campaigns, book making, virtual reality posters, video, animation and user interface design.

You will have full access to a range of learning and teaching facilities, including newly refurbished study areas, state-of-the-art audiovisual equipment, a theatre, music rooms and a variety of offices for seminars and small group activities. These inspiring spaces will enable you to explore numerous creative possibilities and produce work of an industry standard.

Modules

Modules studied may include: Design and Research; Exploring Materials Processes and Techniques; Practice and Enterprise; Interdisciplinary Project; Research Methodologies in Art and Design; Final Project.

How you will be assessed

Assessment is continuous and based on an appraisal of practice, written material, related research, and professional and entrepreneurial skills in relation to the final project outcome(s).

How you will study

You will study through a range of seminars, lectures, tutorials, independent study, group work, practical sessions, field trips, supervision, and workshops.

Career prospects

Graduate destination data is not yet available for this programme. However, this degree is suitable for those interested in working in all graphic design related fields.

“This course is the perfect place for practitioners of graphics who are seeking independence in their learning, so that they may discover the limits of their practice and skill and then exceed them.”

Omeiza

MA Graphic Design and Visualisation student



Storytelling

MA

Full-time length: 1 year

Part-time length: Up to 3 years

Entry requirements

A 2:1 honours degree (or equivalent international qualification) in any subject or, by agreement, equivalent professional experience/qualifications. For more details please see lboro.ac.uk/international-pg-entry

Fees: UK/EU: £9,700 International: £19,950

This is an innovative new MA degree which takes storytelling as a creative practice, with the storytelling practitioner at its core.

The focus of our MA Storytelling degree is on Applied Storytelling, which is the use and application of storytelling within contexts of community-building, personal and professional development, and policy formation. It builds on our international reputation for research in Applied Storytelling relating to areas of health, the environment, education and social justice and offers students the opportunity to develop as storytelling practitioners and work alongside researchers on existing projects in the UK and overseas.

Modules

Modules studied may include: Storytelling and the Digital; Developing Professional Practice; Thinking About Storytelling; and a Major Project or Dissertation.

How you will be assessed

You will be assessed through a mixture of essays, presentations, project portfolios and a major project/dissertation.

How you will study

You will study via a blend of lectures, seminars, workshops, independent and group work.

Career prospects

This programme is aimed at anyone interested in working within the following sectors: arts; health; environmental humanities; policy; community and social work; international development; heritage, culture, and museums; formal and non-formal education; and communications.

“This exciting new programme is an opportunity to study in, and contribute to, a world-leading research environment in Applied Storytelling.”

Prof Michael Wilson
Professor of Drama and Head of Creative Arts



Storytelling

Distance Learning

PG Certificate

Part-time length: 2 semesters (1 year)

Entry requirements

You should have, or expect to achieve, a 2:1 honours degree (or equivalent international qualification) in a relevant subject. Relevant professional experience will also be considered. For more details please see lboro.ac.uk/international-pg-entry

Fees: UK/EU: see website

International: see website

Like the MA Storytelling, the PG Certificate takes storytelling as a creative practice, with the storytelling practitioner at its core. It also focuses on Applied Storytelling – that is the use and application of storytelling within contexts of community-building, personal and professional development, and policy formation.

It builds on our international reputation for research in Applied Storytelling relating to areas of health, the environment, education and social justice and offers students the opportunity to develop as storytelling practitioners and work alongside researchers on existing projects in the UK and overseas.

The PG Certificate consists of a selection of modules from the MA programme, but now made available through online/remote delivery, making the PG Certificate ideal for students who, for whatever reason, may be unable to relocate to Loughborough at the present time, or to commit to full-time postgraduate study, but would value a postgraduate award as part of their continuing professional development, achieved through a part-time route.

Students who successfully complete the PG Certificate will be eligible to transfer onto the MA programme, if they so wish, and complete the additional credits to graduate with a master's qualification.

Modules

Modules studied are: Research Methods in Storytelling; Storytelling and the Digital; Developing Professional Practice; Thinking About Storytelling.

How you will be assessed

You will be assessed through a mixed-methods approach, including via practical assessments, presentations, and essays.

How you will study

You will study via a blend of lectures, seminars, practical sessions, independent and group work. These will be delivered online so attendance on the Loughborough campus is not required.

Career prospects

This programme is suitable for anyone interested in working in the creative industries, for example as a practitioner, administrator or scholar in the UK or global arts sectors.

“Working on Applied Storytelling has been a transformative experience, professionally and personally.”

Dr Antonia Liguori
Lecturer in Applied Storytelling



Theatre

MA

Full-time length: 1 year

Part-time length: Up to 3 years

Entry requirements

You should have, or expect to achieve, a 2:1 honours degree (or equivalent international qualification) in a relevant subject. Relevant professional experience will also be considered. For more details please see lboro.ac.uk/international-pg-entry

Fees: UK/EU: £9,700 International: £19,950

Our MA Theatre programme offers students the opportunity to develop valuable professional practice experience. Perfect for anyone looking for a postgraduate degree in theatre, this programme is actively interdisciplinary and combines practice-based enquiry with scholarly study.

It encourages creative collaboration between postgraduate students across the School of Design and Creative Arts, enabling them to produce dynamic and innovative performance and theatre together.

The programme is concerned with preparing students for careers in the creative industries, by providing opportunities to undertake placements, learn about arts management, gain work experience and/or participate in prestigious research projects.

Modules

Modules studied may include: Research Methods and Practice; Developing Professional Practice; Arts Management; Storytelling and the Digital; Interdisciplinary Project; Performance in Heritage and Education; Performance Writing; Thinking about Storytelling; Major Project/ Dissertation.

How you will be assessed

You will be assessed through a mixed-methods approach, including via practical assessments, performances, presentations, and essays.

How you will study

You will study via a blend of seminars, practical sessions, independent and group work.

Career prospects

This programme is suitable for anyone interested in working in the creative industries, for example as a practitioner, administrator or scholar in the UK or global arts sectors.

“MA Theatre is an opportunity to extend your skills and experiences and translate your undergraduate studies into professional working practice.”

Dr Catherine Rees
Programme Director and Senior Lecture in Drama

Research opportunities

PhD

Full-time length: 3 years

Part-time length: 6 years

Entry requirements

An honours degree (2:1 or above) or equivalent international qualification in a related subject. For more details please see lboro.ac.uk/international-pg-entry

Fees: UK/EU: see website International: £18,100

Based within the School of Design and Creative Arts, Loughborough University Creative Arts comprises the disciplines of Drama, Fine Art, Graphic Communication, Illustration and Textiles.

We welcome applications in any of the areas listed in this section. Prospective students are encouraged to explore the research activity of our staff and to contact them directly for advice before submitting an application. Our PhD programme allows for either a text-based research project, or for a practice-based one. The practice-based PhD requires an appropriate presentation of practice-based research and a text of up to 40,000 words; for the fully text-based PhD the word length is 80,000 maximum.

Usually PhD students have two supervisors. Both may come from Creative Arts or if appropriate, supervisors from this area may co-supervise with staff from other parts of the University.

Extended proposals and an interview are necessary before applicants are finally accepted. Applicants will normally be asked to supply a written proposal of 2,000 words outlining their projected research, and (in the case of practice-based proposals) images of work or other appropriate documentation.

When considering applying for a PhD, please bear in mind that the generally accepted definition of a doctorate is 'an original contribution to knowledge/theory'. The project proposal should, through the parameters of its aims and its questioning, be written with this in mind.



Our areas of research

The following list constitutes our main research groups:

Animation Academy

The Animation Academy is a centre for animation research, scholarship, practice and exhibition, embracing tradition and progress, education and industry, art and commerce. It is dedicated to excellence at a national and international level in all its activities.

Arts in the Public Sphere

Our Arts in the Public Sphere research group aims to explore the historical and contemporary relation between the artist as producer to a variety of public spheres, to investigate how contemporary social groups understand matters of 'public interest', and to assess how the idea of the 'common good' is approached and represented in the arts and humanities.

Drawing and Visualisation (TRACEY)

Since its inception in 1998, the Drawing and Visualisation research group's key aim has been to explore and examine drawing and visualisation research processes physically, cognitively, and critically.

Genders and Identities

The Genders and Identities group is a research theme that spreads across Schools, mainly between Creative Arts and the School of Social Sciences and Humanities. We take an inclusive, intersectional approach to [cultural] politics, including those of gender, sex, class, race, and ethnicity.

Sculpture Research Group

The Sculpture Research Group unites nationally and internationally important scholars and practitioners with interests in sculpture and three-dimensional objects,

including architecture, from the Middle Ages to the contemporary. We have received major awards from the UK Research Councils, from the Henry Moore Foundation, the Paul Mellon Foundation and the Leverhulme foundation and have won international commissions from the UK to Canada and China. We study some of the greatest ever sculptors and work with some of the most important of the present day. Our interests include 3D scanning and CAD design and we have pioneered the use of 3D and CAD re-creation for national and international Heritage Projects.

Storytelling Academy

The Storytelling Academy brings together our extensive research activity in Applied Storytelling, including performative and digital forms of storytelling. We have been engaged in over 25 projects throughout the UK, Europe, India, Kenya, Uganda, Colombia and the USA, funded through the UK Research Councils, the British Academy and the European Commission. Our work is interdisciplinary and collaborative in nature and focuses on how storytelling is a democratising practice that can help bring new voices and knowledge into public conversations around major global challenges in the areas of environment, health, education and social justice.

storytellingacademy.education

Textile Design

The Textile Design Research Group is committed to understanding and progressing textile design research and practice through both traditional and practice-led approaches, particularly within collaborative and interdisciplinary working contexts.

Theatre and Performance

The Theatre and Performance Research Group is concerned with research into all forms of performance, both historical and contemporary. Our research-active staff are currently involved in a variety of projects, both discipline-based and inter and multi-disciplinary.

**TOP
10** IN EVERY UK
UNIVERSITY
LEAGUE TABLE

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This brochure was written several months in advance of the academic year to which it applies (2021). Every effort has been made to ensure that the information contained within is accurate at the time of publishing, but updates (for example to course content) are likely to occur due to the time between publication and the course start date. It is therefore important to visit our online prospectus at www.lboro.ac.uk/study before applying to check for any updates, as this will be the most up-to-date repository of information.

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