

Field of study **Arts, Literature and
Languages**

Training available in

Initial training

Continuing education

Recognition of prior learning

How to apply :

<https://www.univ-gustave-eiffel.fr/en/formation/applications-and-enrolment/applications>

Course venue :

Campus Marne la Vallée - Noisy le Grand - Bâtiment Alexandra-
David-Néel 2 allée du promontoire 93160 Noisy-le-Grand
Campus Marne la Vallée - Champs sur Marne - Bâtiment
Copernic : 5 Boulevard Descartes, 77420 Champs-sur-Marne

Calendar :

Classes and exams take place between 1 September to 15 July.
Work placements (optional) can be undertaken outside of class
periods.

Contacts :

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Academic coordinator

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More information :

For further details :

<https://www.univ-gustave-eiffel.fr/international/etudiants-internationaux>

Service Information,

Orientation et Insertion Professionnelle (SIO-IP) :

sio@univ-eiffel.fr / Tel : +33 1 60 95 76 76



Master's degree Arts, Humanities and Civilisations Digital Arts and Visual Culture



UFR de Lettres, Arts, Création, Technologies (LACT)

Master's degree M1 M2

TO GET THERE

Available for students undertaking a recognition of prior experience (VAE), initial training and vocational training. Mainly aimed at graduates of a Licence degree in visual arts (arts and design).

ACQUIRED SKILLS

Classes in this course provide students with key knowledge relating to the history and evolution of digital art, as well as the ability to analyse the intricate connections between art, culture and theory.

The course is structured around students writing a thesis and creating artistic projects. Students have the option of combining their writing work with creative work, in the aim of generating new knowledge through the development of their artistic practice.

Each semester, multiple classes are dedicated to creating these projects and acquiring the skills needed to model and animate 3D objects, as well as creating virtual environments and interactive systems using programming languages. Other classes are directly related to the work of intellectual reflection and writing. They take the form of seminars and methodology classes given each semester.

YOUR FUTURE CAREER

Graduates of the Master's can pursue a PhD, if they wish to work as a university professor and/or researcher.

Students also have the chance to receive training in professions connected to digital creation, specifically how to design and create interactive systems using digital technology.

BENEFITS OF THE PROGRAM

The Master's in Digital Arts and Visual Culture combines research and creation. It provides students with solid knowledge in the field of visual arts, combining theoretical and practical classes, in connection with the evolution of digital art and visual culture. It also allows students to develop their artistic practice and combine it with a reflexive writing practice. Students can also undertake work placements, giving them the opportunity to refine their career objectives over time.

More information



PROGRAM

SEMESTER 1

Compétences transversales 1
Approches culturelles ALC 1 (ECTS:2)
Méthodologie générale 1 (ECTS:2)
Anglais de spécialité 1 (ECTS:2)
Approfondir ses connaissances disciplinaires 1
Séminaire arts et études visuelles 1 (ECTS:5)
Arts numériques 1 (ECTS:5)
Méthodologie disciplinaire 1 (ECTS:2)
Développer sa pratique artistique 1
Projet arts numériques 1 (ECTS:6)
Modélisation 3D (ECTS:6)

SEMESTER 2

Compétences transversales 2
Approches culturelles ALC 2 (ECTS:2)
Méthodologie générale 2 (ECTS:2)
Anglais de spécialité 2 (ECTS:2)
Approfondir ses connaissances disciplinaires 2
Séminaire arts et études visuelles 2 (ECTS:3)
Arts numériques 2 (ECTS:3)
Méthodologie disciplinaire 2 (ECTS:2)
Développer sa pratique artistique 2
Projet arts numériques 2 (ECTS:3)
Animation 3D (ECTS:3)
Technologies RA & RV (ECTS:2)
Rédiger un mémoire
Mémoire obligatoire et stage facultatif (ECTS:8)

SEMESTER 3

Compétences transversales 3
Common Courses 1 (ECTS:3)
Anglais de spécialité 3 (ECTS:2)
Approfondir ses connaissances disciplinaires 3
Séminaire arts et études visuelles 3 (ECTS:5)
Arts numériques 3 (ECTS:5)
Méthodologie disciplinaire 3 (ECTS:2)
Humanités numériques (ECTS:3)
Développer sa pratique artistique 3
Projet arts numériques 3 (ECTS:4)
Modélisation 3D (ECTS:4)
Construire son projet professionnel
Projet professionnel (ECTS:2)

SEMESTER 4

Compétences transversales 4
Approches culturelles ALC 4 (ECTS:3)
Anglais de spécialité 4 (ECTS:2)
Approfondir ses connaissances disciplinaires 4
Séminaire arts et études visuelles 4 (ECTS:5)
Digital Art and Visual Culture (ECTS:5)
Méthodologie disciplinaire 4 (ECTS:2)
Développer sa pratique artistique 4
Projet arts numériques 4 (ECTS:5)
Rédiger et soutenir un mémoire
Mémoire obligatoire et stage facultatif (ECTS:8)