

**SCHOOL OF LITERARY ARTS**

# MASTER OF ARTS IN CREATIVE ARTS



## DURATION

2 Years

## ACCREDITATION

HEA/ZAQA

## ZQF

Level 9

## MODE OF DELIVERY

Virtual / Blended

## INTRODUCTION

This progressive and responsive master's degree programme is designed for driven, independent-minded creative arts students who wish to pursue their unique research interest and art-making practice in a theoretical, research-based, or practice-focused modality.

Students engage in independent study and undergo the research process guided by a supervisor who shares their area of interest. The programme culminates in a dissertation and, depending on the study, a body of creative work.

You are encouraged to identify a topic that interests you, but our supervisors have also selected a range of study topics for you to choose from. If you are interested in one of these research topics, please indicate this in your application.

## ADMISSION CRITERIA

- **A 4-year BA degree (or equivalent) with a major in one of the field specialisations of the MA in Creative Arts, with a minimum pass of 60%.**

## FIELDS OF SPECIALISATION

### Include but are not limited to:

- Digital Arts
- Contemporary Arts
- Music
- Creative Education
- Literary Arts
- Applied Design
- Performing Arts
- Technology



## POSSIBLE RESEARCH TOPICS

**You are encouraged to choose a topic that interests you, but our supervisors have also identified study topics you can select from. If you are interested in one of these research topics, please indicate this in your application.**

- Documentary filmmaking.
- Memory/archive/autobiography/personal archive.
- Politics of representation in film/TV/media.
- Film and video editing (including the theoretical and artistic concerns that accompany the craft).
- Character archetypes in African mythology and their portrayal in art, illustration, literature, or animation.
- The narrative structure of rituals: identifying and circumscribing the non-Western narrative structure and exploring it as a possible structure for African animated film.
- Creating an 'African identity' in the design of animation productions from the continent.
- Nationalism, and national identity in African visual and material cultures: photography; architecture and the built environment (e.g. civic buildings); monuments; museums; print and popular culture; and the creative arts (including public art). Possible theoretical / methodological approaches: post-colonial and decolonial theory; content / discourse analysis; archival / historical approaches; museology; semiotics; practice-led research; ethnography; narratology and myth.
- Representations and misrepresentations of gender, sexual identity and the erotic in African visual and material cultures, including (where possible or appropriate) queer/feminist interventions into heteronormative / patriarchal narratives in creative practices, including, e.g., photography. Possible theoretical / methodological approaches: queer and feminist theory; content / discourse analysis; archival/historical approaches; semiotics; psychoanalysis; practice-led research; ethnography; narratology and myth.
- The Anthropocene, post-humanism, human-animal relationships, environmentalism, and green/eco-design in African visual and material cultures, including the creative arts: branding, graphic design, visual art, the built environment et cetera. Possible theoretical/methodological approaches: theories of the posthuman and the Anthropocene, including ecology; content/discourse analysis; archival/historical approaches; semiotics; practice-led research; ethnography; narratology and myth.
- Humour/ clowning in performance.
- Failure as a performance strategy.
- Memory and live performance.
- Women as performers in African theatre.
- Narrative in theatre making "writing the self" as a theatre-making strategy.
- Illustration: comics, animation, etc.
- Co-design, participatory design, jamming, sensory methods.
- Mobile media: content analysis, qualitative methods.
- Reimagining African tacit and material knowledge - A contemporary approach aiming for global appeal (making, artefact: modernise; innovate; functional art; deconstruct, analyse, tradition; investigate, furniture design, jewellery design, set design, graphic design, product design).
- The cinematic choreography of space to enhance ritual/experience - Creating an embodied experience through architecture / space planning / urban interventions / curating path. (Architectural device, threshold, sequence, acoustics, sound, visual, impact, texture, tactile, spatial connections, visual connections, focal point, film, curation, path. Intersection of ritual and space).
- Unearthing narrative depth - In search of the origins of site-specific rituals / -artefacts / -traditions / spaces.
- African art history.
- Modern and contemporary African art.
- African futurism / Afrofuturism.
- African modernism.
- Post-colonial studies and the geopolitics of knowledge production (who produces knowledge about Africa, for which audience/s).