

Degree requirements 2015–2020

Master's Degree in Lighting Design (120 credits)

Contents:

Students of the master's degree programme in lighting design have more extensive opportunities than in the bachelor's degree programme to make individual choices, to experiment and specialize in a certain field. The programme deepens the students' artistic vision, thinking and skills, through which they develop into proactive artists and visual experts in different professional groups, projects and artwork concepts – also at the international level. Their competence may be showcased in e.g. the field of performing arts, in interaction with different types of art or as independent light art. Master's degree studies support students in discovering their own uniqueness as artists in relation to the traditions of the field and their current cultural operating environment. They also prepare students for articulating this understanding in both speaking and writing. The programme strengthens students' professional identity and attitude, as well as their ability to grasp production preconditions when working. Studies deepen students' expertise and provide them with a good foundation for developing their field of art and pursuing post-graduate studies.

The degree consists of the following study units:

- *Compulsory studies*
- *Master's degree thesis project*
- *Individual studies*
- *Elective studies*

Learning outcomes:

Students who have completed a master's degree in lighting design:

- are able to expand their knowledge of the nature of performing arts, cultural phenomena and theory, to acquire information and to process it critically and analytically
- are able to deepen their understanding of composition, performance procedures and planning processes in production
- master outlining tools, computer-aided visual expression, technical drawing and video and lighting technologies, and are capable of keeping their competence up to date
- are able to utilize and adopt various technological tools in order to achieve their artistic goals
- possess the organizational and leadership skills needed in the work and are able to operate ethically and safely in their own working environment

- are able to critically evaluate their own artistic qualities in speaking and writing
- are able to independently develop their own artistic expression, thinking and working methods
- recognize their own professional strengths and take responsibility for developing related skills
- are able to set professional goals for the future and to develop their field of art further
- are interested in the international professional field and able to evaluate their own competence within it
- are capable of the theoretical thinking, information acquisition and written expression necessary for further study.

MASTER'S DEGREE IN THEATRE AND DRAMA, 120 credits

Structure of master's degree in lighting design, 2015–2020

		I	II
T-VÄM100	COMPULSORY STUDIES	18–20	
T-VÄM101	Introduction to master's degree studies	2	
T-VM102-03	Personal guidance	1	1
T-VÄM104-05	Seminar	1	1
T-VM106-07	Aesthetics of light I and II	5	5
T-VÄM108-09	Thesis project seminar	2	2
T-VÄM200	INDIVIDUAL STUDIES	70–72	
T-VÄM300	ELECTIVE STUDIES, at least 10 credits		
	Productions, rehearsals and assisting		
	Advanced studies in lighting design		
T-VÄM400	THESIS PROJECT	30	
T-VÄM401	Thesis project		
T-VÄM402	Maturity examination		
	In total	60	60

T-VÄM100 COMPULSORY STUDIES

Learning outcomes:

Students are capable of analyzing performances, artworks, and their own professional development and competence both orally and in writing, from a research-based outlook.

T-VÄM101 Introduction to master's degree studies, 2 credits

Learning outcomes:

Students become acquainted with other MA students and contemplate the character and meaning of their MA studies to themselves. They possess the necessary information about the content of studies and how they progress and are carried out, their own competence goals and evaluations. They are able to prepare a personal study plan that will lead to them becoming professionals in the arts. They are able to reflect on and evaluate the teaching and their own learning process.

This study unit is mandatory for students arriving from outside the Theatre Academy.

T-VM102-03 Personal guidance

1 credit / study year

Learning outcomes

Students are able to independently chart their study path and prepare a personal study plan PSP (HOPS in Finnish) that supports their development into lighting design experts. Students discuss and agree on their plan together with the professor of the master's degree programme.

T-VÄM104-05 Seminar

1 credit / study year

Learning outcomes:

Students are able to use appropriate tools to present their own learning and artistic work. Students are able to understand the artistic thinking of other artists, to focus on essential questions and develop their skills of discussion and argumentation.

T-VM106 Aesthetics of light I, 5 credits

Learning outcomes:

Students understand the theoretical premises and philosophical questions that underpin the arts and how they are interpreted and judged. They are able to review the different styles and expressions of lighting design from the perspective of aesthetics and are capable of evaluating and analyzing the use of light as part of a complete work of art, and as independent art. Students are able to utilize the basic terminology of aesthetics in assignments of evaluating light, as well as in presentations and discussions.

T-VM107 Aesthetics of light II, 5 credits

Learning outcomes:

Students are able to perceive the structure of their own lighting design and methods of creative work. They deepen their personal thinking about light as well as develop their skills to write analytically.

T-VÄM108-09 Thesis seminar for Master's degree in theatre and drama

2 credits / study year

Learning outcomes:

Students are able to

- prepare a thesis project plan
- look for reference material and relate critically to different texts and other material
- master the formal principles of writing a thesis (e.g. providing references and sources)
- understand the ethical dimensions of the thesis project
- acknowledge the strengths and development areas of their own written expression.

T-VÄM200 INDIVIDUAL STUDIES

Learning outcomes:

From the master's degree programme in lighting design as well as the course selection offered by other academies or universities, students are able to select study units that support their own development. Students are able to deepen their artistic and research perspectives, expand their professional know-how and develop the conceptual and theoretical thinking of their own work.

Students will add a total of 70-72 study credits' worth of individual studies to their master's degree studies in lighting design. Students will themselves assemble their individual studies from the master's degree programme in lighting design, other degree programmes and study units of the Theatre Academy, study units from other domestic and international universities or from studies offered elsewhere within the University of the Arts Helsinki. The individual studies arranged within the master's degree programme in lighting design vary from one year to the next.

It is also possible to add the following to the individual studies: productions agreed beforehand in personal consultation with the professor (PSP discussion, in Finnish HOPS), assignments of assisting domestic or international professionals in lighting design, as well as practice periods at home or abroad.

Study units may include e.g.:

T-VM205 Lighting design in a movement-based artwork, 10 credits

Learning outcomes:

Students are familiar with the basics of group dynamics and understand the aims and possibilities of collegial work. They are equal participants in the processes of the working group. Students are able to implement the lighting design of an artistic project in creative, interactive cooperation with other students of the arts. They are able to work with determination and focus in the artistic working group as well as perceive the different parts of an artwork and its structural environment of production and content. The study unit is implemented in cooperation with the master's degree programmes in sound, scenography, costume design and choreography.

T-VÄM01 Dance, video, media, 6 credits

Learning outcomes:

Students are familiar with the traditions of the dance movie and "dancing for the camera" type videos. They are also familiar with the structure, production and technical basics of making videos, and have acquainted themselves with the adaptation and application of video and virtual technologies in movement-based artwork.

T-XM203 Mediated performance design, 8 credits

Learning outcomes:

Students are able to approach the concept of technology from different perspectives; as the possible starting premise of an artwork, as an aesthetic part and as content. During this study period, students learn to utilize different technological tools and their essential features, as part of a group making a small performance/demo.

T-XM202 The big stage, 8 credits

Learning outcomes:

Students discover the demands and possibilities of the big stage through their own individual training. They are able to work creatively as part of a complex apparatus, utilizing the technical possibilities while at the same time taking into consideration the limitations and restrictions inherent in a repertoire theatre. Students are able to communicate well with the artistic working group and the technical staff.

T-VÄM206 Interactive performance technology, 5 credits

Learning outcomes:

Students recognize the possibilities of light, sound, image and space to work as elements of an interactive performance. Students are able to use different kinds of interactive performance technology tools.

T-VM207 Entertainment production design, 8 credits

Learning outcomes:

Students are familiar with festival and performance stage structures, their components and variations. Students are able to design a festival stage that is appropriate to a range of different performers as well as cost-effective. Students are able to take into account the most common technical demands and safety aspects. Students are able to use a visualization programme as a design tool in the preliminary planning of moving lights, and to produce sketches and presentation material. Students are able to adapt computer-aided light modelling to their own design work, and to evaluate the virtual plan in relation to the event as it was actually realized.

T-VM208 Modelling and pre-designing moving lights, 5 credits

Learning outcomes:

Students are able to use a visualization programme in the preliminary programming of lights, as well as to produce sketches and presentation material. Students are able to apply computer-aided light modelling in their own design work, and get to evaluate the virtual plan in contrast to the realized event.

T-VM209 Moving light masterclass, 3 credits

Learning outcomes:

Students master the smooth programming and preliminary design of moving lights. Students are able to use moving lights with the help of WYSIWYG models as well as adapt more specialized programming more deeply.

T-VM210 Light as a form of visual art, 8 credits

Learning outcomes:

Students are able to perceive light as an artwork outside of the performance context. They understand the ways in which the tool, too, is part of the contents of an artwork, and are able to perceive how an artwork is formed, and different ways of presentation when it comes to fine art and art installation contexts. Students are able to plan and implement an artwork that utilizes light as well as present their idea for an artwork through sketches.

T-VM211 Architectural lighting, 6 credits

Learning outcomes:

Students are able to also adapt lighting design outside the scenic arts, in event-type architectural lighting. They know special design features and how to visualize and present these, and are also able to identify any demands placed by equipment that will be in long-term use, external conditions and possible vandalism. They are able to take into account permission procedures or limitations, as well as the scheduling of project management and planning.

T-VM212 Exhibition and museum lighting, 4 credits

Learning outcomes:

Students are able to design lighting that supports the architecture of an exhibition, is visually intact and serves both the objects featured and the overall impression. They are familiar with phenomena relating to night vision, the harmful effects of light, object safety, the demands that object conservation places on light and the kind of equipment that best suits the conditions. They master the special features of project management in a museum environment.

T-VM213 Visual performance, 3 credits

Learning outcomes:

Students are familiar with the perspectives and phenomena of performance art from a visual viewpoint, and are able to perceive cross-disciplinary artistic possibilities of expression and working methods in relation to performing arts.

T-VM214 Digital visual media production for performing arts, 5 credits

Learning outcomes:

Students master the basics of animation tools and animation. Students are able to produce computer-generated video material as part of the images projected on stage.

T-VM215 Performing with visual media, 5 credits

Learning outcomes:

Students are able to use and adapt live cameras and recorded image material to the stage. Students understand the basics of storytelling on film in a stage context, film storytelling at the performance event as well as the impact of camera work on the design of performance production.

T-VM216 Post Abstract Expressionist Light, 3 credits

Learning outcomes:

Following the workshop, students perceive more deeply the connection between light and material, understand light in more varied ways and develop their interpretation and pictorial expression.

T-VM217 Light – colour – space, 3 credits

Learning outcomes:

Students are able to proportion the impact of light, colour and space and use colour observations as part of their own work. Students are able to discover alternative working methods, reviewing the colours and light of a space from different perspectives.

T-VM218 Digital modelling and drawing, 6 credits

Learning outcomes:

Students know how to work efficiently with 3D modelling programmes. Students are able to produce credible simulations of lit stage images on the computer.

T-VM219 PANI projection, 3 credits

Learning outcomes:

Students are able to design and produce large image projections that are rich in expression. Students deepen their competence in relation to large-scale slide projection.

T-VM220 Sketching of light, 3 credits

Learning outcomes:

Students are able to make observations on the different degrees of light, reflections and forms of spaces and objects. They practice hand-eye coordination while drawing and are able to depict the quality of light as well as its impact on different material and spaces.

T-VM221 Designer-based performance concept, 5 credits

Learning outcomes:

Students are familiar with design-based artworks and perceive in these various aesthetic premises, technologies, working processes and cooperation models. They are able to locate the idea for an artwork as it reflects their own artistic thinking and to develop, on this basis, a presentation format structure of the form, content and material of the artwork as well as of the working methods used to implement it.

T-VÄM201 Practical training abroad, 4–30 credits

Learning outcomes:

Students are able to analyse their own professional competence and identity against their experiences abroad, recognize differences in performing arts cultures, training, the roles and assignments of different professional groups, production planning and implementation. Students know how to adapt their own professional competence to international productions and to identify areas where they need to develop. They are able to network and create preconditions for working in a foreign culture. The practice period abroad may consist of studies at a foreign university or on-the-job training.

T-VÄM202 Practical training in Finland, 6–16 credits

Learning outcomes:

Students are able to independently work in artistic professional working groups. They are familiar with practical working methods and the roles and assignments of different professional groups, and are able to design and realize a production. They are able to independently adapt lighting design skills at performing arts institutions, and are familiar with their working practices.

T-VÄM203 Optional production, 6–16 credits

Learning outcomes:

The optional production enables students to independently create lighting design in such productions, artworks, working groups or working environments from which they only have little or no previous experience.

T-VM204 Knowledge of performing arts, 1–10 credits

Learning outcomes:

Students are familiar with the literature on art aesthetics, theory and practices. They are able to deepen their own artistic thinking and learn independent methods of working and acquiring information.

T-VÄM300 ELECTIVE STUDIES, at least 10 credits

Learning outcomes:

Students are capable of expanding their competence according to their personal interests. They identify areas significant to their own artistic qualities and thus deepen their knowledge and skills in lighting design and related fields.

In addition to joint studies offered by the University of the Arts Helsinki, students may also choose elective studies from among the university's mobility studies and from universities covered by the Flexible Study Rights agreement (JOO). Students are themselves responsible for arranging their elective studies following negotiations with the professor of the master's degree programme.

T-VÄM400 THESIS PROJECT

T-VÄM401 Thesis project, 30 credits

The thesis project of the master's degree is

- *an artistic work that includes a written section, or*
- *a written thesis.*

Learning outcomes:

Students are able to summarize the essential aspects of their work and present these clearly.

Artistic work including a written section:

Students are capable of independent artistic work and also to function as part of an artistic working group. They are able to come up with professional solutions to various design challenges, as well as to document and analyze their own artistic work process. Students are able to situate their art within the field of performing arts, and to perceive the connections between their solution and various artworks, makers or directions.

Production classification A

Learning outcomes of the written thesis:

Students are able to formulate a research question on which the thesis is built, as well as narrow down their subject. They are capable of academic thinking and argumentation, are well versed in the subject area of their chosen field and master the necessary research methods and principles of academic writing.

T-VÄM402 Maturity examination

Before the thesis can be approved, students need to complete a written maturity examination that shows in-depth knowledge of the field of the thesis, as well as proficiency in either Finnish or Swedish.