ART & SCIENCE (2024)

iTMO

120 credits

Professional training

Mandatory courses

- History of Art & Science
- Conceptions and Methods of Modern Science
- Exhibition Design
- Theories of Contemporary Art
- Practices of Art & Science
- Contemporary Art
- Working with Materials in Art
- Digital Tools in Artistic Practice
- Exploratory Programming
- Methodology of Artistic Research
- Text in Artistic Practice

1, 2, 3 semesters   **39 credits**

Elective specializations/modules/courses

- Specialization "Robotic and Interactive Art"
  - Artistic Studio IV
  - Interactive Interfaces
  - Introduction to Robotic
  - Human-Machine Interaction: History, Philosophy, Theory
  - Robotic Art Practices

- Specialization "Digital Worlds"
  - Use of Unity in Artistic Practice
  - Theory of Digital Art
  - Artistic Studio III
  - Basics of Game Design
  - VR in Artistic Practice
  - AI in Art
  - Architecture of Virtual

- Specialization "Bioart, Biodesign and Living Materials"
  - Hybrid Ecologies
  - Bioart: Fundamentals
  - Biodesign and Living Materials
  - Artistic Studio I
  - Bioart: Advanced
  - Open Source Science Hardware

2, 3 semesters   **21 credits**

60 credits

Fundamental training

- Thinking
- Entrepreneurship
- Creative Technologies
- Foreign Language
- Applied Artificial Intelligence
- Soft Skills

1, 2, 3, 4 semesters

21 credits

Practical training

- Final Exhibition
- Semester Exhibition
- Research Seminar
- Pre-Graduation Internship
- Preparation for Thesis Defense and Thesis Defense

1, 2, 3, 4 semesters

42 credits