

International Master's Programmes



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ESTONIAN
ACADEMY OF ARTS
Architecture Design Art Research
Established 1914

An Island of Freedom

It is possible to become a good artist without an art school diploma, but it is more sensible to get an education and easier for society to trust an expert or skilled practitioner. A Master's degree does not automatically make someone's art or ideas better, but it does provide greater scope for creative development.

For over 100 years, the Estonian Academy of Arts has served as the national leader in art and design, and through the work of its students and alumni has created the look of Estonia. In our current time of cross-cultural exchange, EAA seeks to share our specialised knowledge — from Blacksmithing to Animation to Urban Studies and more — with eager learners from beyond our borders. And we hope to likewise be enriched by the breadth of experiences and cultures that international students bring with them.

One of EAA's primary aims is to be an island of freedom in a world where those whose brains are limited by standard measures try to measure our immeasurable work. In a world ruled by Excel tables, as long as art manages to fulfil its role as a centre of resistance there is still hope. To this end, EAA encourages innovation and experimentation. Have an idea? *Try it!* You'll find there's refreshing lack of red tape here. Those who study at EAA soon discover a wide spectrum of possibilities.

We invite you to join us.



Mart Kalm
Rector
Estonian Academy of Arts

Postgraduate Studies in English

EAA offers four Master's programmes taught in English: Animation, Urban Studies, Interior Architecture, Interaction Design, and Design and Crafts. (Within Design and Crafts, students choose a specialisation: ceramics, glass art and design, jewellery and blacksmithing, textile design, leather art and design or fashion design.) All programmes are two years (120 ECTS). EAA encourages innovation and experimentation, and students are able to take modules and workshops outside of their specialisations. In addition, there is a joint Master's programme in Design and Engineering offered with Tallinn University of Technology.

The Estonian Academy of Arts (EAA) is the only public university in Estonia offering higher education in fine arts, design, architecture, media, visual studies, art culture, cultural heritage and conservation. As an active study and research institution, it is the leading national centre of innovation in visual culture.

The 1,200 students currently enrolled at the Estonian Academy of Arts are taught by 83 professors, associate professors, teachers and lecturers from Estonia and abroad. Additionally, 38 workshop managers are on hand to assist students. Studies take place in small groups. The Estonian Academy of Arts prides itself on the low student to professor ratio, which creates a more personal, one-on-one approach to instruction.



Additional Information

Studio spaces are available for individual and group projects. In addition, the Academy offers a variety of equipped workshops and labs:

- 3D lab
- Woodworking shop
- Jewellery and metal workshops
- Ceramics workshops
- Glass workshops
- Stained glass and mural workshop
- HULA fashion lab
- Bindery workshop
- Sewing workshop
- Printing room
- Weaving workshop
- Knitting and tapestry workshop
- Animation lab
- Decoration workshop
- Puppet film studio
- Black-and-white lab
- Colour lab
- Photo studio
- Digital lab
- Printer room
- Lithography and intaglio workshop
- Typography and relief printing workshop
- Canvas workshop
- Plastic casting room
- Modelling studio
- Model workshop
- Blackbox

Master of Arts in Design and Crafts

www.artun.ee/masters

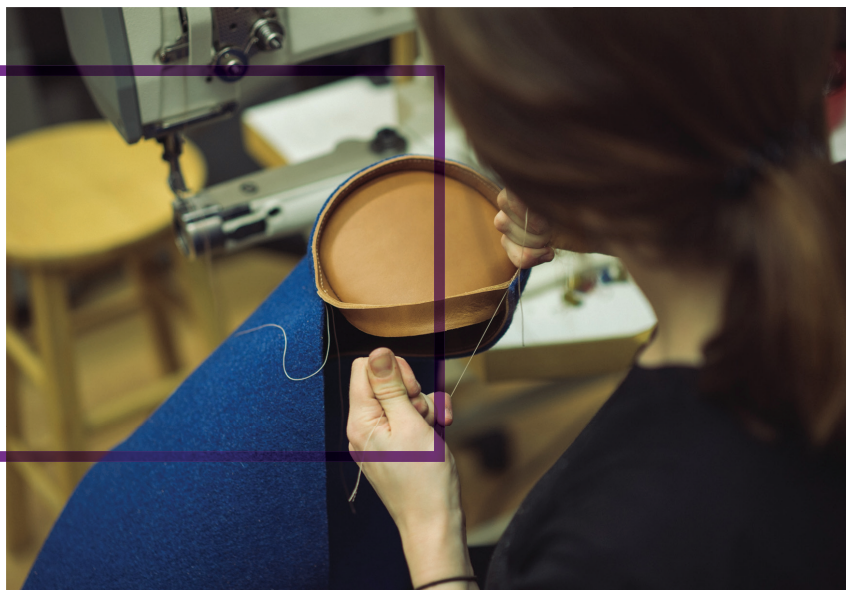


The two-year Design and Crafts MA programme prepares students for professional practice and helps them identify their own positions as artists — within their communities, society, design field, global economy, natural environment and other contexts. The programme provides students with as many real-world, hands-on situations as possible by giving them access to practising professionals and diverse opportunities. The programme also develops and changes with the students. With each new group, we start with roundtable discussions to find out what you actually want. *What experiences do you value? What is the focus of your interests? What are your professional dreams?*

The students enter a common programme but also select a specialisation: ceramics, glass art and design, jewellery and blacksmithing, textile design, leather art and design or fashion design. Students who commence studies in the Design and Crafts programme will remain closely connected with their chosen discipline. Regardless of the specialisation, the MA programme focuses on collaboration. This includes group tasks that cross disciplines, where students with different backgrounds and study experience work together. A significant part of the coursework takes the form of workshops (supervised by international lecturers), which aim to break routine and provide inspiration.

Design and Crafts specialisations

- ceramics
- glass art and design
- jewellery and blacksmithing
- textile design
- leather art and design
- fashion design



Material-based design and craft disciplines have a unique outlook and philosophy, and the Estonian Academy of Arts is one of the few places in the world where it is possible to study in some of these fields at the MA level. Each MA graduate should be the best in the world in something — whether this be in producing an ingenious product, having a unique artistic position or demonstrating in-depth, materials-based research.

The Design and Crafts MA programme is also an ideal entry point for international students wishing to continue their studies in the EAA doctoral programme.

Tuition per year

1,500€

Admission requirements

- Application (submitted through Dream Apply between March 1st and May 1st)
- 50€ application fee
- Bachelor's degree
- Official transcript of records (translated into Estonian, English or Russian and attested)
- Proof of English proficiency: FCE or CAE C, IELTS 5.5, TOEFL ITP 510 and iBT 70
- Copy of the data page of your passport or ID card
- CV
- A relevant portfolio (for your chosen specialisation)
- Essay about your Master's thesis project or vision



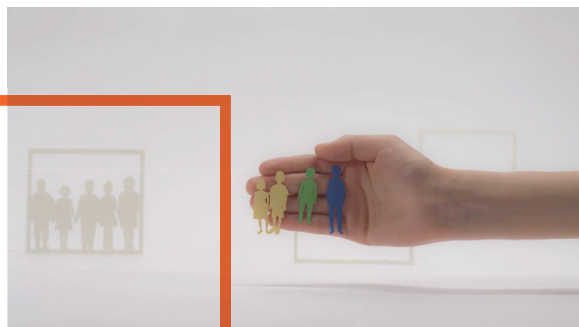
Reet Aus is a graduate of the Estonian Academy of Arts' fashion design programme. In her work as a designer, she began to see that fast fashion is a wasteful industry. In 2002, she began practising upcycling in her fashion line and in her work as a costume designer for theatre and film. Her doctoral thesis — *Trash to Trend: Using Upcycling in Fashion Design* — presents the possibilities of implementing upcycling within the fashion industry and mass production. This led to creating a community platform for upcycling designers called *Trash to Trend* and her own upcycled line called *Upmade*, which uses on average 70% less water and 88% less energy compared to regular manufacturing. Reet is also a senior researcher in sustainable design at the Academy and is actively involved in introducing future designers to sustainable methods.

The Department of Animation was established at the Estonian Academy of Arts in 2006 and offers a two-year MA in Animation. The main goal of the programme is to successfully educate creators of animated films, providing them with theoretical knowledge and practical skills. The further aim is to contribute to the global development of animation as an art form.

Animation is a thriving medium and developing at a greater pace than ever before. Animation has become part of mass culture, and one of its principal forms. Animation can be seen in digital screen graphics, computer games, music videos, films, etc. The basis for any film – including animated film – is the story. The greatest problem in the film world is the lack of good stories. In most of the world's animation schools, students are not taught the art of good story writing. This is something that sets the Academy's Department of Animation apart. We place an emphasis on the story and creating film scripts.

Master of Arts in Animation





After completing a BA in Interactive Design at the Vilnius College of Construction and Design, **Urtė Budinaitė** wanted to study animation. She was accepted into two universities in the UK, but was torn because she didn't know any of the names of the teachers. Then she happened to learn about the animation programme at the Estonian Academy of Arts.

"The classes were amazing. I learned how to tell stories, how to analyse films (not only animation), write scripts. I was fascinated by the teachers. They were professionals, not pedagogues. The programme made me an animation film director. My life has been tied to animation ever since. I also gained a huge circle of contacts, wonderful people I met during the course and after. I always tell people they should study animation in the Master's programme at EAA if they want to be animation directors."

After graduating in 2010, Urtė was immediately hired as an animation and multimedia lecturer at the Vilnius College of Construction and Design, and also taught an animation course for children in a Vilnius' art school. Her debut animation film received Lithuania's *Silver Crane* award for Best Animated Film in 2012 and she became a member of the Lithuanian Film Academy. She currently lives in Århus, Denmark with her husband, Johan. They have a stop-motion animation studio called *WiredFly*, and this year they'll premiere a co-directed puppet film. Urtė became a member of the Danish Animation Union and is developing her first full-length animation film, in addition to commissioned animations.



Programme features

- The studies are conducted as lectures, seminars and master classes, as well as individual and tutorial classes. Generally, tutorial classes make up 60% to 70% of the curriculum. Other classes are divided between practical and independent work.
- Studies are conducted in cooperation with almost all the schools of higher education in Tallinn, Estonia. The students actively participate in lectures at the Baltic Film and Media School (BFM) and Tallinn University. Cooperation also takes place with the Estonian Animation Union and Estonia's larger studios.
- The department's instructors and lecturers are active artists and specialists in their field, whose work is regularly presented at international events.

Upon completion of the MA in Animation programme, students have acquired in-depth theoretical and practical animation skills. The students can specialise in specific animation techniques and create individual postgraduate projects in the appropriate technique. This is an international programme, and instruction is conducted in English. After graduation, the students are qualified to realise themselves as animated film creators and as professionals in their field, to teach in their field or be involved in creative industries. Students who have completed the postgraduate programme are also qualified to continue their studies and pursue a doctoral degree.

Tuition per year

2,300€

Admission requirements

- Application (submitted through Dream Apply between March 1st and May 1st)
- 50€ application fee
- Bachelor's degree
- Official transcript of records (translated into Estonian, English or Russian and notarised)
- Proof of English proficiency: FCE or CAE C, IELTS 5.5, TOEFL ITP 510 and iBT 70
- Copy of the data page of your passport or ID card
- CV
- A relevant portfolio
- Essay about your Master's thesis project or vision
- Interview



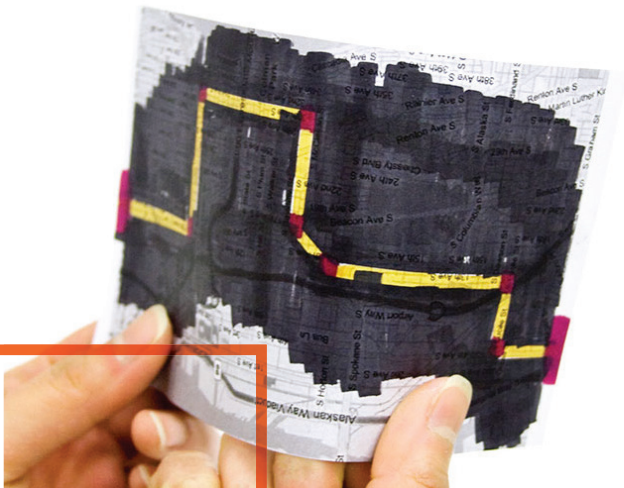
Master of Arts in Interaction Design

Interaction Design is a rapidly developing creative field. The ongoing evolution of smart consumer technology has increased the need for well-designed intuitive user interfaces and experiences. Be it a mobile app, a digital display on a household machine, the front-end of a web-based service or a complex system involving different digital and physical experiences, interaction design is an essential part of it. Interaction designers aim to make users' encounters with sophisticated information and machinery as simple and pleasant as possible.

Our programme focuses on human-centered design. User research, analysis and testing form the foundation of the curriculum. Theoretical studies are built around practical design projects based on real briefs by companies from Estonia and abroad. User-based, agile design and product/service development methods ensure the sound outcome of the projects.

The cooperation of our Master's programme with the department of Graphic Design lends a solid focus on the skills and tools of graphic user interface design — data visualisation, digital typography, visual design, motion graphics, GUI prototyping, etc.

Cooperation with the departments of Product Design, Interior Architecture and the programme of Design & Engineering expands the scope of the curriculum to tangible interaction and interactive spaces. Physical computing, wearable tech and virtual reality are covered by study projects.



The programme is taught by a team of **experienced mentors**:

Amid Moradganjeh is passionate about developing human-oriented approaches to advance design innovation. After finishing his Bachelor in Mechanical Engineering in Iran, Amid received an MA in Interaction Design from the Umeå Institute of Design in Sweden. He has previously worked at the global design and innovation firm IDEO, as well as for Google and Microsoft.

Tanel Kärp's special interest lies in non-profit and community-oriented projects. He studied graphic design at the Estonian Academy of Arts, and received an MA (with honours) in Design and Development of Virtual Environments from the University of Tartu in Estonia. Tanel is one of the creators of Hooandja (an Estonian crowdfunding platform) and the Let's Do It global garbage cleanup project.

Jaak Kaevats is an interaction designer exploring the implications and applications of emerging technologies. He has a BA in Graphic Design from the Estonian Academy of Arts, and completed an MA in Human-Computer Interaction at the Universität für KIG Linz in Austria.

In addition, numerous professionals from Estonian and international companies are supporting our programme by sharing their experience and mentoring the student projects.



Employment profiles for graduates

- Interaction designer
- Interface designer
- User experience designer
- Service designer
- Design manager
- Design team leader

Graduates of the Interaction Design Master's programme will be well equipped to run complex product/service development projects and to manage international multidisciplinary teams. We expect our students to have very different backgrounds. Previous experience in design and software development is helpful, but by no means necessary. During the first semester of the programme, a set of introductory courses helps students get acquainted with design, programming and entrepreneurship. We welcome everyone who has a serious interest in designing interactions, interfaces and user experiences. If you want to learn how to work as a specialist or a team leader in the field of interaction design, join our family of international students!

Tuition per year

3,000€

Admission requirements

- Application (submitted through Dream Apply between March 1st and May 1st)
- 50€ application fee
- Bachelor's degree
- Official transcript of records (translated into Estonian, English or Russian and notarised)
- Proof of English proficiency: FCE or CAE C, IELTS 5.5, TOEFL ITP 510 and iBT 70
- Copy of the data page of your passport or ID card
- CV
- Portfolio
- Motivational letter
- Interview

Master of Arts in Interior Architecture



The contemporary world is characterised by complexity and rapid change, affecting also the profession of interior architects. Our programme is based on the principle that a set of design skills, in the narrow sense of the term, is not sufficient for interior architects to be successful. They also need to understand the broader context and be able to adjust their solutions to changing situations.

Our curriculum is divided in two main segments:

- The first (so-called 'hi-tech') segment deals with the interaction between spaces and people, and the ways high technology and smart materials help improve that interaction.
- The second (so-called 'low-tech') segment is based on the notion that if we have good knowledge of our surrounding, broader contexts (such as climate, nature, economy and culture) and their interrelationship, rich imagination and primitive materials are all we need to create fresh, quality spaces.

During the first academic year, students participate in both segments to an equal extent. The second academic year is dedicated to the Master's project. For that, students will select one of the two segments — whichever better supports the topic of their project.

Tuition

Free

Admission requirements

- Application (submitted through Dream Apply between March 1st and May 1st)
- 50€ application fee
- Bachelor's degree in Interior Architecture or a related subject
- Official transcript of records (translated into Estonian, English or Russian and notarised)
- Proof of English proficiency: FCE or CAE C, IELTS 5.5, TOEFL ITP 510 and iBT 70
- Copy of the data page of your passport or ID card
- CV
- Portfolio
- Assignments (see below)
- Interview

Ahti Grünberg is a 2012 graduate of the MA in Interior Architecture and Furniture Design programme. He is one of the founders of *Derelict Furniture*, which creates unusual and original furniture from wood recovered from industrial scrap, old wood piles and abandoned cottages. EAA has a particular interest in upcycling design, and we have a Sustainable Design Research Centre because environmental awareness is an important aspect of contemporary design projects.



The overall objective of the Master's curriculum is to prepare an independent creative person who is able to create personalised three-dimensional environments, combining architecture, design, art and technology into a coherent whole and lead the implementation of their interior architecture projects.

The curriculum provides skills to analyse critically, develop, and experiment with the different aspects of the creation of spatial environment and helps to develop a personal creative approach. It focuses on providing in-depth theoretical knowledge and practical skills necessary for qualified professional work with the aim of preparing the students with skills to create interior architecture projects independently.

In developing these skills, students will benefit from the unique context of Estonia: its harsh northern climate; extensive, unspoiled nature; its location on the border between the East and the West; its small size.

Assignments

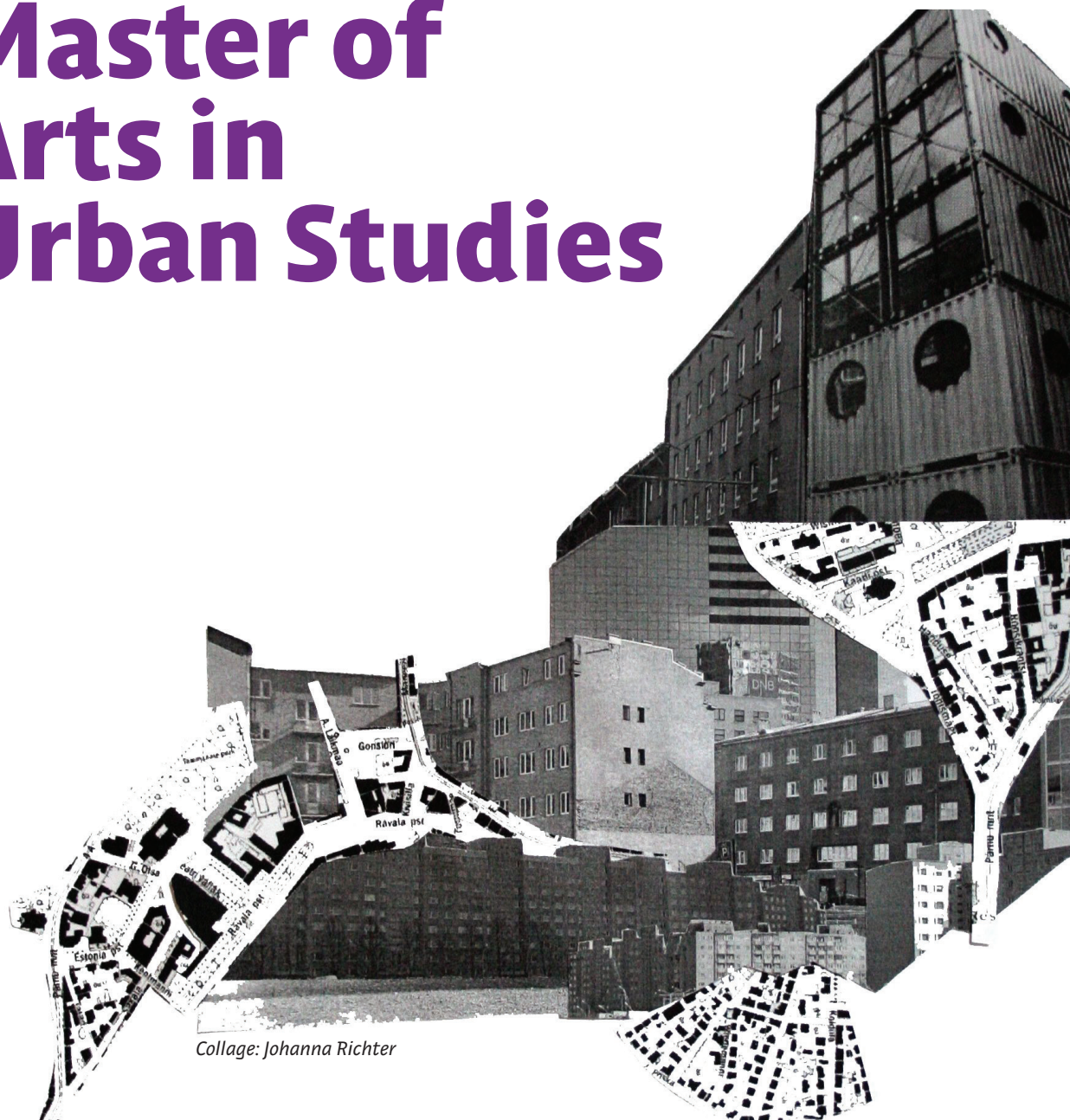
- Essay of possible MA thesis topics (2 to 3 topics, max 1500 characters, pdf format)
- Video about a human-scale public space problem (30 to 60 sec, uploaded to a streaming platform of choice – YouTube, Vimeo – link to the video to be provided in the essay file; video will not be assessed based on production quality, but rather the relevance of the message; mobile phone shot and edited material is also acceptable)
- Interpretation of “*The Piece from the Year 1981*” by Estonian composer Lepo Sumera into a human scale physical object (any material can be used for the object; document the object with 3 to 5 photos and a 1000-character text explaining the concept of the object; present in pdf format)
- Submit the essay, video and the interpretation of the musical work by e-mail to interior@artun.ee

Assignment deadline for international applicants:
10 May 2016 10 am (local time in Tallinn, GMT+2)



Master of Arts in Urban Studies

www.artun.ee/masters



Collage: Johanna Richter

As events and transformations of the recent decades have forcefully shown, the urban question permeates all major social, economic and political developments of today. The English-language Master's programme in Urban Studies critically engages with the wide-ranging manifestation of contemporary urbanity. Its mission is to understand and analyse contemporary urban problems and act upon these problems in terms of design, policy, activism, and research.

The two-year Master's programme combines rigorous academic research with intensive fieldwork. The programme is situated at the trans-disciplinary intersection of critical urban studies, urban design and planning, architecture, sociology, ethnography and geography. Our students have previous academic backgrounds in architecture and/or humanities. Integrating critical interrogation and experimental practice, the programme has a triple focus on social uses, spatial programmes and urban forms.

The form of assignments includes term-long research studios, intensive workshops, lectures, seminars and field trips. The distinctive mark of the Master in Urban Studies is its reliance on theoretically-informed action in the field. The programme engages 'real' actors and creates opportunities for public engagement, presentation, discussion and publication of the best works.

After graduating with an MA in Urban Studies in 2014, **Mikko Laak** worked for two years in the School of Architecture at the Tampere University of Technology. He was working as a researcher and teacher in several smaller research projects and two urban planning courses. Since 2014, he has been working as programme manager at the *Architecture Information Centre Finland*.

"While finalising my BA degree in Urban Planning at the HafenCity University Hamburg in Germany, I realised that the contents taught in the Urban Planning programme prepared graduates to work in a German city-official position, and hence prepare for a career which is specialised in the German environment. Furthermore, I realised my interest was in more creative approaches. I chose to apply for the Urban Studies Master's programme at EAA, since it offered an interesting, creative and multidisciplinary approach to studies in the urban realm. Projects taught hands-on skills and various lectures pointed out that the urban environment has way more layers than only the physical, built one. The programme prepared me very well to work with big entities and on complex projects. It taught me to take into account different actors and interest groups involved in the urban environment."

Maria Derlõš is a current Urban Studies student. She is an activist in Lasnamäe, the largest housing estate in Estonia, and the leader of the *Lasnaidee* (the ideas for Lasnamäe) non-profit association. She has one foot in community activism and the other in local policy and planning. Maria is also working in the *Estonian Urban Lab* (Linnalabor) by organising exploratory walks to urban peripheries and serving as one of its board members. Her focus is on dealing with the popularisation of urban studies, the promotion of citizen participation in urban planning and the enhancement of inclusive city development. Since 2015, she has been an assistant manager at the *Estonian Cooperation Assembly*.

"Growing up in Lasnamäe, I have been always attentive to its inhabitants and dynamics. During my studies in the Urban Studies Master's programme at EAA, this initial interest crystallised into a more coherent set of ideas and steps. I started the Lasnaidee project, organising community events and struggling to change the negative image associated with the neighbourhood. The studies helped me to understand that beneath this image, one finds valuable public spaces and rich everyday life. With the Urban Lab, I organised guided walks where experts and visitors could encounter these for themselves. Continuously engaged with the issues of cooperation and community organisation, I have recently become more involved with the planning process itself. While perhaps less colorful, planning is key for the just and equitable development of a city."

The programme prepares students to engage with urban issues at the intersection between design practice, political practice and theoretical knowledge (urban design, urban and spatial planning, state and municipal policy making, public expertise, community advocacy, social activism, academic and practice-based research). Our graduates work in public administrations, urbanism-focused NGOs, architecture design offices, private consultancies and advocacy organisations. The programme also prepares graduates for further study at the PhD level.

The Master's programme is fully in English and has a **strong international orientation**. We cooperate with a network of partner institutions in Europe, and we are connected to regional partners in Finland, the Baltic countries and Russia. The curriculum includes a number of workshops and lecture courses by international scholars and practitioners. Students also participate in hosting an **annual international conference** in Tallinn called Urban and Landscape Days.



Tuition

Free

Admission requirements

- Application (submitted through Dream Apply between March 1st and May 1st)
- 50€ application fee
- Bachelor's degree
- Official transcript of records (translated into Estonian, English or Russian and notarised)
- Proof of English proficiency: FCE or CAE C, IELTS 5.5, TOEFL ITP 510 and iBT 70
- Copy of the data page of your passport or ID card
- CV
- Writing or design portfolio
- Motivational letter
- Interview

Master of Science in Design and Engineering



Modern companies must have a cross-disciplinary approach to product development and innovation to be successful market leaders. This requires technological competence combined with a deep understanding of users, the social and cultural context of use, as well as the utilisation of design in the creation of meaningful, pleasing and sustainable solutions. An emphasis on product and process technology alone is insufficient. Dealing with these complex and sometimes contradictory demands necessitates skilled and versatile professionals.

The two-year Design & Engineering Master's programme has been crafted by the Estonian Academy of Arts and Tallinn University of Technology to address such demands. The multidisciplinary programme was created with the purpose of combining the rigor of technical development and the honing of engineering competence with the creative, inspirational and communicative power of design.

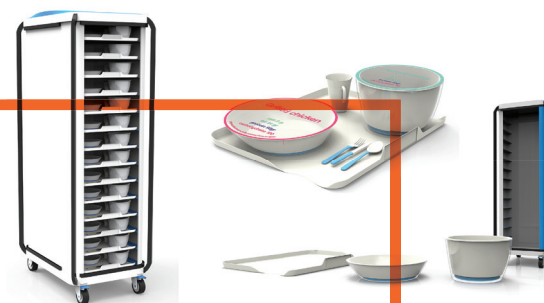
With a business and entrepreneurship mindset, the programme is founded upon the synergies and benefits gained through the integration of art, design and science. Besides the two core study areas of design and engineering, students get a firm understanding of the contemporary entrepreneurial world. The coursework is formed around development projects run in multidisciplinary teams with industry partners.

Students acquire a design led approach to innovation, including

- the skills and knowledge to develop and prototype new product and service concepts
- the skills and knowledge to organise and lead a user-centric development process
- knowledge to unite design and technology in creating new and valuable solutions
- basic skills and a knowledge of entrepreneurship, marketing, brand building and their relationship to development
- the skills of presenting the results of work and communicating ideas
- an understanding of the role of design in the development process and how to apply it

Graduate profiles

- product or service development professionals who are able to work in a wide scope of creative integrated development teams, able to tie the technological possibilities of industry with possibilities found on the market, able to compose technology- design- and user-centered studies, create and develop new product and service solutions
- development managers who are able to lead creative product or service development teams integrating design and technology with company visions and master skills to bring new products on the market
- entrepreneurs who are able to create, develop and bring to market innovative and technologically demanding product-service systems based on unnoticed possibilities on the market and unmet needs of the users
- graduates are qualified to pursue doctoral studies



Since graduating in 2015, **Taylan Acarsoy** has been working as a creative director in an agency in his home country of Turkey. He's responsible for preparing visuals for cosmetic, medical and technology firms, including designing exhibition areas, stands and promotional materials.

"The design understanding of the northern European countries has always drawn my attention. In the Design and Engineering programme, you are in a foreign country with traditions and lifestyles that are completely different, while working on interesting projects with people from every corner of the world. The greatest benefit of the programme for me was this experience. I improved my social and cooperative skills with people, and studying abroad for your higher education is always a good credential for the private sector."

Design & Engineering was chosen as one of **Europe's Top 50 design programmes for 2016** by Domus.

Tuition

Free

Admission requirements

- BSc in Engineering or BA in Design
- Official transcript of records (translated into Estonian, English or Russian and notarised)
- Proof of English proficiency: FCE or CAE C, IELTS 5.5, TOEFL ITP 510 and iBT 70
- Results of BSc studies for engineers and online test in field knowledge
- Portfolio of BA studies for designers
- Motivation letter
- Application (submitted through Dream Apply between March 1st and May 1st)
- 100€ application fee (paid via bank transfer)
- Interview

Apply & Contact

For more information
and to apply, visit
www.artun.ee/masters

Application deadline May 1st

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