



UNIVERSITY  
of  
TECHNOLOGY,  
MAURITIUS

## School of Innovative Technologies and Engineering

Department of Creative Arts, Film and Media Technologies

# MA Graphics Design

## PROGRAMME DOCUMENT

*MGD VERSION 2.0*

August 2021

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**University of Technology, Mauritius**

La Tour Koenig, Pointe aux Sables, Mauritius

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## MA Graphics Design

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### A. Programme Information

The MA Graphics Design is ideally suited to recent graduates eager to develop and extend their skills; innovative and motivated practitioners keen to progress and find a personal direction within the breadth and depth of the discipline. The course encourages advanced level of research, promoting critical analysis and exploration yet providing thorough approach to practice and theory.

The purpose of this programme is to educate and train professional designers to work both autonomously and in teams, with the ability to respond and adapt to the demands of a rapidly changing society. Much emphasis is placed on reflective practice, innovation, critical judgement, and effective industrial skills associated with both independent practice and team work, through awareness, understanding and analysis of current freelance, consultancy and design employment in relationship to contemporary society.

Students are encouraged to firmly support their development within a professional context by testing and applying their work in 'real' world situations and scenarios – creating links with industry and the professional design community. This also opens future possibilities for employment and entrepreneurship on graduating from the course.

### B. Programme Aim

The specific aims of the MA Graphic Design are to enable students:

- to relate graphic design to relevant context
- to recognise and extend their creative potential with regard to specific applications of graphic design practice
- to promote graphic design practice by innovative and professional engagement with clients/users/market requirements
- to help students identify, master and develop specialist design processes
- to develop refined and focused communication strategies

### **Employment Prospects**

Typical career opportunities include work as designers, consultant designers, in-house designers, freelance designers in graphics, advertising, website designers, corporate communication, packaging and illustration.

## C. Programme Objectives

After successful completion of the programme, students should be able to

- understand, evaluate and apply/practice the processes involved in professional practice and academic research
- examine more thoroughly areas such as design history, theory, and criticism and to identify and anticipate research issues
- exhibit behaviours and attitudes of advanced study such as:
  - Intellectual curiosity that extends beyond the teacher-defined parameters of coursework
  - Evidence of self-motivated strategies for acquainting oneself with literature, cinema, photography, illustration, typography and critical discourse in the disciplines
  - Evidence of a process for considering researchable questions and addressing research issues
  - Ability to analyze and synthesize concepts and information from a variety of sources and to apply them in the exploration of visual communication problems
  - Creative insight and the ability to recognize and develop significant research opportunities

## **PART I - Regulations**

### **D. General Entry Requirements**

As per UTM'S Admission Regulations, and 'Admission to Programmes of Study at Master's Degree Level' or APL/ APEL requirements.

### **E. Programme Entry Requirements**

A degree (minimum 2:2) within design or any related field. Relevant professional qualifications and/ or extensive professional design experience can also be considered.

### **F. Programme Mode and Duration**

Full Time: Minimum 1 year, Maximum 3 Years (Minimum 2 Semesters, Maximum 6 Semesters)

Part Time: Minimum 1½ years, Maximum 3½ years (Minimum 3 Semesters, Maximum 7 Semesters)

### **G. Teaching and Learning Strategies**

- Lectures, Tutorial, Computer Practical Sessions and Self-Development Activities;
- Class Tests, Assignments and Dissertations/ Projects;
- Structured Discussions and Self-Directed Study;
- Workshops and Seminars;
- Case Study of real world problems

### **H. Student Support and Guidance**

Each cohort of the programme is allocated a Programme Coordinator who acts as a liaison between the students and school management and provides support for academic management of the programme.

### **I. Attendance Requirements**

As per UTM's Regulations and Policy.

## J. Credit System

This programme is in line with the European Credit Transfer System (ECTS).

Six-credit modules of 45 hours of delivery and 105 hours of self-learning, self-study, guest lecture, etc. The delivery could be any combination of face-to-face, blended, online, seminar, workshop or joint session.

For the award of

- a postgraduate Certificate, a minimum of 30 credits are required;
- a Postgraduate Diploma, a minimum of 60 credits are required;
- a Master's Degree, 90 credits are required

## K. Student Progress and Assessment

The programme is delivered mainly through lectures (L), tutorials (T), and practical (P) laboratory sessions. Students are expected to be as autonomous and research oriented as possible in their self-study (SS), which may include reading, writing reports, delivering presentations, taking part in quizzes and case-studying, amongst others. Each module carries 100 marks and unless otherwise specified, will be assessed as follows:

- written and/or practical examination, and coursework carrying 30%-40% of total marks;
- coursework must consist of at least one class test and may also include assignments, field study, workshops and practical tests;
- modules '*Major Project Development*' will be assessed by 100% coursework. The coursework must consist of at least two assessments

Module\_grading structure

Grade	Marks x (%)	Remarks
A	$70 \leq x \leq 100$	Excellent
B	$60 \leq x < 70$	Very Good
C	$50 \leq x < 60$	Good
D	$40 \leq x < 50$	Satisfactory
F	$x < 40$	Referred

## L. Evaluation of Performance

The percentage mark contributes a 100 % weighting towards the degree classification.

## M. Award Classification

Overall weighted mark y (%)	Classification
$70 \leq x$	MA with Distinction
$60 \leq x < 70$	MA with Merit
$40 \leq x < 60$	MA
$x < 40$	No Award

## **N. Programme Organisation and Management**

Programme Director & Coordinator: Ms. Nassirah LALOO

Contact Details:

- Room: G2.18
- Telephone Number: (230) 2075250
- Email: n.laloo@umail.utm.ac.mu

## PART II -Programme Structure

### O. MA GRAPHICS DESIGN – Full Time (Version 2.0)

YEAR 1 (Level 1)								
<i>Semester 1</i>				<i>Semester 2</i>				
Code	Modules	Hrs/Wk L/T/P+SD	Credits	Code	Modules	Hrs/Wk L/T/P+SD	Credits	
GRPH5119C	Research Method in Art, Media and Design	3+7	6	GRPH5126	Digital Design Thinking	3+7	6	
GRPH5120C	Advanced Visual Communication	3+7	6	GRPH5132C	Audiovisual	3+7	6	
GRPH5125C	Digital Culture	3+7	6	GRPH5123C	Design for Production	3+7	6	
GRPH5130C	Digital Media Design	3+7	6	GRPH5121C	Exploring Practice	3+7	6	
GRPH5131C	Experiential Design	3+7	6	GRPH5127C	Emerging Media	3+7	6	
GRPH5122C	Major Project Development	3+7	6	GRPH5133C	Digital Storytelling	3+7	6	
GRPH5124C	MA Design Project							18

### P. MA GRAPHICS DESIGN – Part Time (Version 2.0)

YEAR 1 (Level 1)			
<i>Semester 1</i>			
Code	Modules	Hrs/Wk L/T/P+SD	Credits
GRPH5119C	Research Method in Art, Media and Design	3+7	6
GRPH5120C	Advanced Visual Communication	3+7	6
GRPH5125	Digital Culture	3+7	6
GRPH5130C	Digital Media Design	3+7	6

YEAR 2 (Level 1 and 2)								
<i>Semester 2</i>				<i>Semester 3</i>				
Code	Modules	Hrs/Wk L+T/P/SD	Credits	Code	Modules	Hrs/Wk L+T/P/SD	Credits	
GRPH5122C	Major Project Development	3+7	6	GRPH5123C	Design for Production	3+7	6	
GRPH5126	Digital Design Thinking	3+7	6	GRPH5121C	Exploring Practice	3+7	6	
GRPH5131C	Experiential Design	3+7	6	GRPH5127C	Emerging Media	3+7	6	
GRPH5132C	Audiovisual	3+7	6	GRPH5133C	Digital Storytelling	3+7	6	
GRPH5124C	MA Design Project							18