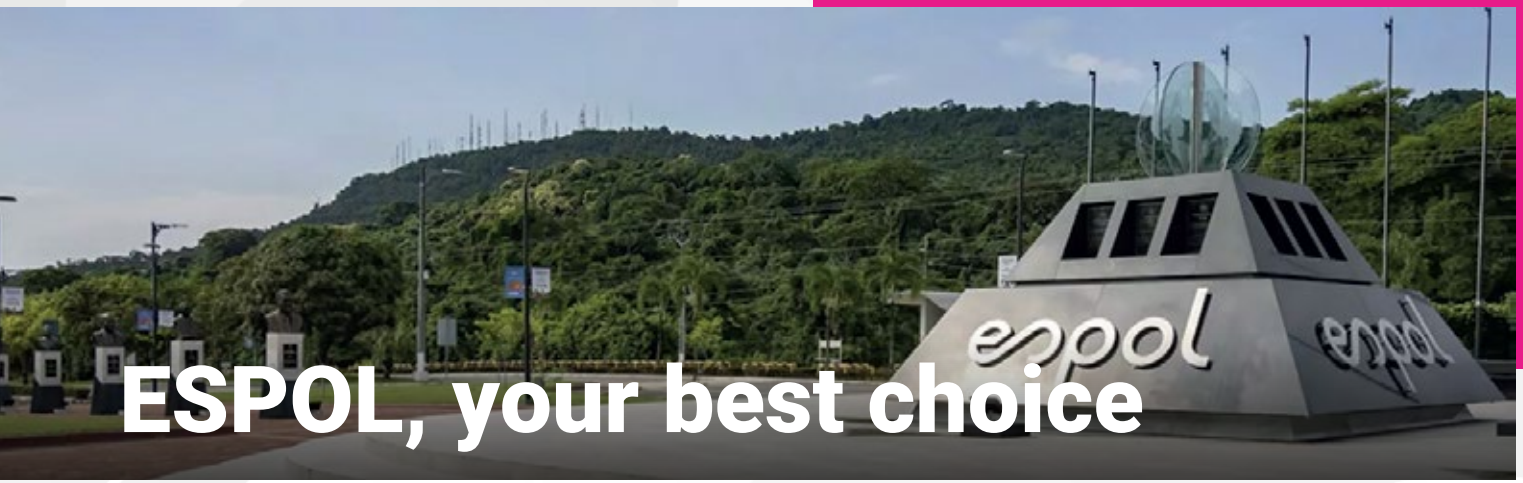
Graduate espol®

Master of Science in

Art and Technology

RPC-SO-41-No.708-2023



ESPOL, your best choice

1 **PRESTIGE**

ESPOL is the top state university according to internal rankings and one of the best in LATAM.

2 **ADVANCE PROFESSIONALLY**

Optimize your time and achieve your goals studying programs designed to obtain your degree faster.

3 **NETWORKING**

Build long-term relationships with industry leaders and experts that will boost your career.

4 **HIGHLY QUALIFIED FACULTY**

Learn from the top educators in Ecuador as well as internationally renowned foreign faculty.

5 **BROAD YOUR HORIZONS**

Enrich your academic experience and your professional profile by complementing your training with courses from other ESPOL master's degrees and other university centers.

6 **EMPLOYABILITY**

Alumni from ESPOL have a high employability rate in national and foreign companies.

QS WORLD UNIVERSITY RANKINGS

SCIMAGO INSTITUTIONS RANKINGS

THE IMPACT RANKINGS

THE WORLD UNIVERSITY RANKINGS

UI GreenMetric

OBJETIVOS DE DESARROLLO SOSTENIBLE

Faculty of
Art, Design and Audiovisual Communication

Creative workers in the domains of art, design, and audiovisual communication are prepared at the Escuela Superior Politécnica del Litoral (ESPOL) through the Faculty of Art, Design, and Audiovisual Communication (FADCOM). The mission of the college is to provide highly skilled, dedicated graduates to meet the demands of the creative and productive sectors of society.

One notable feature of the FADCOM Graduate Program is its creative and excellent academic proposal. Our graduate programs which include the Master of Arts in Animation and Videogames, the Master of Arts in Audiovisual Postproduction, the Master of Science in Art and Technology, and the Master of Arts in Branding Transmedia Communication, are created to instruct professionals with up-to-date knowledge and practical skills that allow them to stand out in a competitive environment.

We cordially encourage you to become a part of our academic community and enjoy a rich and rewarding experience that will able you with the skills you need to succeed in the workplace and make a major contribution to the advancement of our society.

WELCOME!

Master of Science in Art and Technology

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Nowadays, art and technology are in constant symbiosis. Technology not only facilitates artistic creation, but it also opens up new possibilities of expression and redefines how we experience art. 3D printing, virtual reality, artificial intelligence, and other technological tools have become instruments essential for artists of the 21st century, allowing them to explore new languages and create interactive and immersive works.

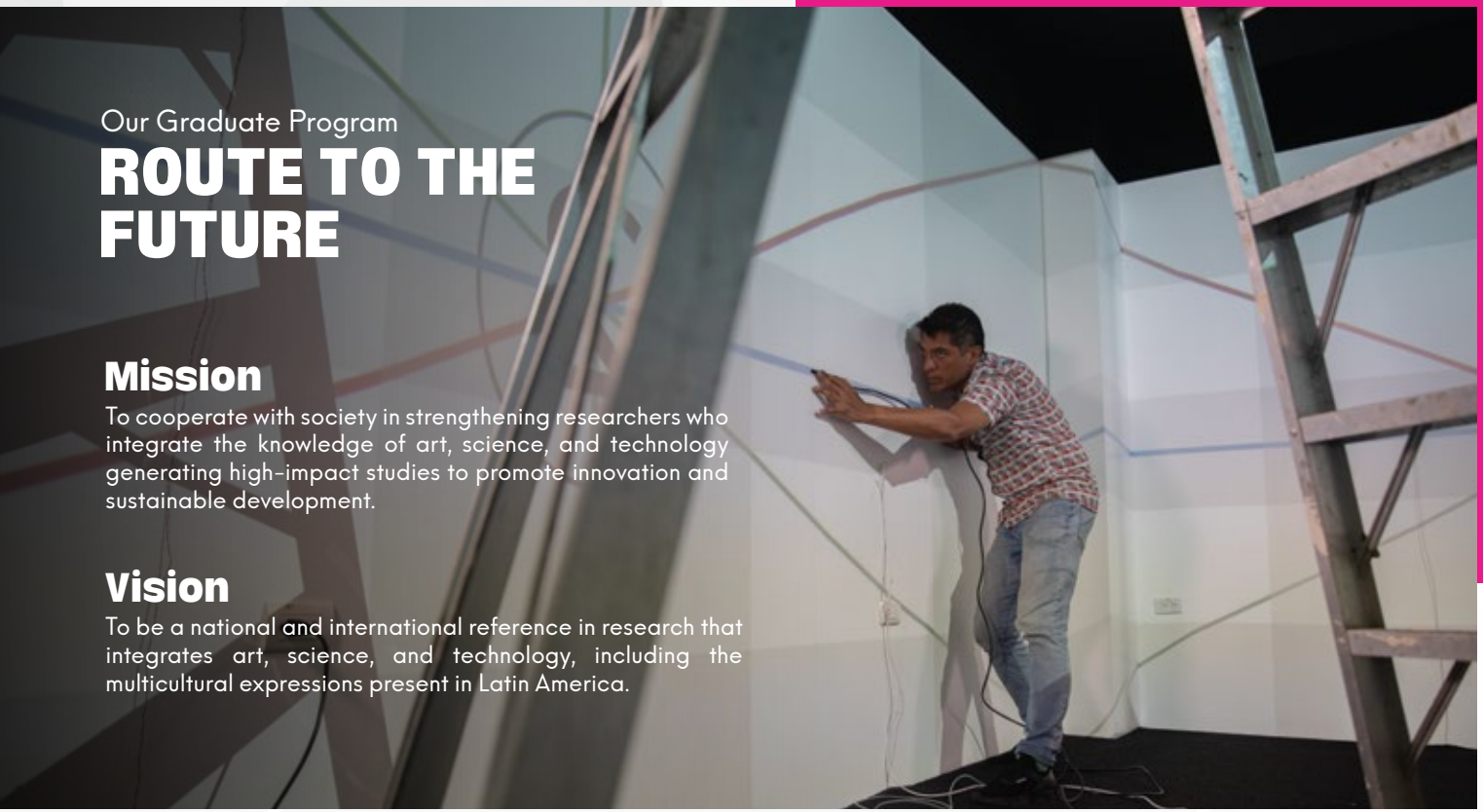
By obtaining this master's degree, you will be able to demonstrate in your daily field of action the mastery of the theory, criticism, and practice of art in hybridization with the languages of technoscience, which induce collaborative processes of connection with society. In addition, it prepares you to participate in the execution of interdisciplinary and transdisciplinary scientific research based on applied and experimental methodologies, which contribute to responding to the integration of technology to the demands of society.

MAKE YOUR POTENTIAL SHINE

And make the difference in your professional field

Our Graduate Program

ROUTE TO THE FUTURE



Mission

To cooperate with society in strengthening researchers who integrate the knowledge of art, science, and technology generating high-impact studies to promote innovation and sustainable development.

Vision

To be a national and international reference in research that integrates art, science, and technology, including the multicultural expressions present in Latin America.

ESPOL VALUES

INTEGRITY

We practice ethics in our actions and are accountable for what we do.

COOPERATION

We are a community committed in solidarity to solve the world's problems.

COMMITMENT

We materialize our commitment to quality education, to the well-being of human beings and to the transfer of sustainable solutions at the service of society.

DEDICATION

We do more than what is expected of us with passion and enthusiasm.

INNOVATION

We generate value, looking for new improvements and solutions to solve problems and take advantage of opportunities.

EMPATHY

We demonstrate genuine sensitivity to the needs of our stakeholders and work as a team to meet them.

OPENNESS

We are open to the world, to new experiences, and we welcome valuable people with diverse opinions and perspectives.

Graduate program General Objective

Train researchers and professionals in Art and Technology (ARTECH) who, from interdisciplinary and transdisciplinary perspectives, can generate ruptures in the traditional boundaries between the Arts, the Technology and Science. So, they can develop hybrid, creative artistic processes that are innovative, ethical, and sustainable through scientific research and products/services that renew and stimulate critical thinking.

Competencies

- Develop creative processes in collaboration with society through theoretical, critical, and practical art research, incorporating the languages of technoscience and management from the creative economy.
- Produce inter and transdisciplinary scientific research, based on applied and experimental methodologies that implement art, science, and technology.
- Demonstrate the results of scientific research through relevant artistic works or the elaboration of indexed articles, as well as carry out their dissemination, opening new ethical debates on art and technoscience.

Undergraduate student´s profile

This program is for professionals with an undergraduate degree, ideally in the arts and humanities, especially those focusing on the arts. Candidates should know how to use digital communication tools, edit programs, and understand basic electronics and programming. We also welcome professionals from architecture, computer science, engineering, and the construction industry, particularly in electronics, automation, and sound, who have experience in digital arts and interactive media. The program combines various fields and promotes a collaborative, integrative approach.

Challenge the boundaries between

ART AND TECHNOLOGY

Graduate program student´s profile

Our graduates will improve creativity and innovation through art. They will connect higher education with the business world to share knowledge. Graduates of this program will bring technology and science closer to society, helping to raise cultural awareness. Artists will use advancements in biotechnology, electronics, robotics, mechatronics, computing, telecommunications, and telematics. This will lead to new images, sounds, and products. They will also critically discuss the sociocultural effects of technoscience.

GRADUATE DEGREE

Master of Science in Art and Technology

DEGREE IN

18

MONTHS

Curriculum

The curriculum consist in three ordinary academic periods. Twelve modules are taught including the graduation thesis

ACADEMIC TERM 1

CRITICAL THEORY OF CONTEMPORARY CULTURE	MULTIMEDIA ARTS	TECHNOLOGY FOR THE ARTS	TRANSMEDIA STORYTELLING	RESEARCH METHODOLOGY
4 / 48	4 / 48	4 / 48	4 / 48	4 / 48

ACADEMIC TERM 2

RESEARCH METHODOLOGY IN ARTS	MANAGING ART PROJECTS	SCIENTIFIC AND INFORMATIVE WRITING	CREATIVE ECONOMY	ARTISTIC LABORATORY
4 / 48	4 / 48	4 / 48	4 / 48	4 / 48

ACADEMIC TERM 3

ARTISTIC INTERNSHIPS	CAPSTONE PROJECT
4 / 48	11 / 48

NOMENCLATURE

COURSE UNIT NAME	
CREDITS	CLASS HOURS

Immersive learning experience

with 539 hours of engaging teacher contact

SCHEDULE

The 48-hour modules

Monday to Friday 18:00 - 22:00
Saturday 8:00 - 12:00

Saturday classes are given every 15 days.
The weeks that include Saturday classes will always feature one free day during the week.

HYBRID MODALITY

It is a combination of online and in-person learning, or work, that allows for flexibility in when and where students or employees participate.

A Few of our Professors

Our teachers have extensive experience in the professional area and they are part of the work team of recognized public and private companies. In the academic environment, they have been graduated from the best universities of the world, and have teaching experience in educational institutions with a long history.

Sandra De Berduccy

An interdisciplinary artist, researcher, and weaver specializing in Andean textiles. Her works recognize traditional textile practices from the Andes, such as technology, and propose them in the context of media art, evidencing the validity of these practices with an eye toward the future. She is studying for a Ph.D. in Interdisciplinary Humanities at Finis Terra University, Chile.

Sarojni Choy

Professor Sarojni Choy specializes in professional, vocational, and continuing education. Her track record of accomplishments in research includes scholarly papers, obtaining financing for research, serving as editor of international journals, and mentoring young researchers.

Cristian Villavicencio

An artist, educator, and researcher exploring the intersection of art, science, and technology. Holding a degree in Fine Arts and a master's degree in Art Research, his work examines digital and analog devices as well as ancestral craft techniques to foster sensory expansion. He has received international recognition from the Catholic University of Leuven, the Basque Government, , BilbaoArte, and the Guggenheim's Basque Artist Program. His work has been exhibited at biennials in Ecuador, Spain, and Austria.

Experience of our grad program faculty

100%

Have publications in indexed journals

80%

Have doctoral degrees in Art research, Design and Communication

100%

Have held artistic exhibitions and local and international presentations

Academic Mobility

ESPOL Graduate students can access the following academic exchange programs:

PIU Programa de Intercambio Universitario

emovies

Learning Platforms

Microsoft 365

LinkedIn Learning

CANVAS by INSTRUCTURE

Other Benefits

Every student at our institution is covered by personal accident medical insurance, ensuring peace of mind while you focus on your studies and enjoy your campus life

Latina SEGUROS

Technological Equipment Requirements for Students

In order to warranty the appropriate student`s performance in rendering, real-time processing, and a seamless workflow, students in this program must have the following personal equipment:

Standard Recommendations for Windows

- Intel Core i5 (13th Generation) or equivalent.
- 512 GB internal storage.
- 16 GB RAM.
- Integrated graphics.
- 3–4 year warranty.
- Stable internet connection.
- Monitor covering 100% of the sRGB color space.

Included: Monitor, videoconferencing camera, keyboard and mouse on standard models.

Standard Recommendations for Mac

- Apple Mac computer with M-series chip.
- 256 GB internal storage.
- 16 GB RAM.
- Integrated graphics.
- 3–4-year warranty.
- Stable internet connection.
- We recommend the new MacBook Neo for its performance.

Included: Monitor, videoconferencing camera, keyboard and mouse on standard models.

Software

- Max MSP.

Technological resources

At FADCOM, we provide you with professional-grade technological equipment and the support of ESPOL's central infrastructure to enhance your academic and research development.

1. Laboratories and Experimental Spaces

- Specialized Laboratories: Digital production spaces, creative experimentation labs, and exhibition halls.
- Human-Computer Interaction Systems.
- Immersive and Audiovisual Technologies: VR/AR devices, data capture, and experimental audiovisual systems.

2. Software and Digital Platforms

- Adobe Creative Cloud: Complete suite (Photoshop, Illustrator, Premiere, Substance, After Effects, Media Encoder, Acrobat).
- Productivity Tools: Microsoft 365 licenses (Word, Excel, PowerPoint, Outlook).
- Multimedia Creation and AI: Professional software for digital art, real-time image/sound/video processing, visual programming, and Artificial Intelligence environments.
- Collaborative Environments: Data management platforms, digital exhibitions, and academic repositories.

How to be part of our program

DOCUMENTS

- University undergraduate degree diploma (if international, get it apostilled).
- SENESCYT validation (downloaded from the portal).
- Valid ID or passport.
- Voting certificate (Ecuadorians solely).
- Disability Card (if that is the case).
- Updated CV.
- A copy of a utility bill receipt.
- The Admission exam results.

FINANCING

- Direct credit with the ESPOL program.
- Banking educational credit.

ACCEPTANCE CRITERIA TO ENTER

- Undergraduate Academic performance.
- Work experience.
- Motivation letter.
- Letter of recommendation.
- Interview with the coordinator.
- Admission Test.

PAYMENT METHODS

- Credit / debit cards.
- Bank wire transfer.

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