

Study Plan

I am about to finish my BA in Graphic Design at Camberwell College of Arts, and I have decided I would like to continue my studies here at Camberwell as I love the facilities and staff, and I feel that my work needs further development, in an educational setting. By this I mean that I need time to further develop my ideas as well as my practice before entering the art world, and I feel that I am best suited to do this on the MA Fine Art Digital course, as my ideas and practice have evolved beyond the confines of graphic design, and whilst I have enjoyed my current course I feel my practice needs to expand beyond this to realise my full potential.

My practice is currently very diverse- the three topics I am looking at in my third year are the River Thames and the human debris I have uncovered along its' banks, how the topic of death is discussed in children's literature and how it can help children dealing with bereavement, and finally mental health and university- looking at how university can impact mental health and how mentally ill students cope with the stress of university. My dissertation was on the topic of Death in Art, and I am particularly interested in death as a topic, as it is something I have had to deal with from an early age, and it is an integral part of life, and I feel this is a topic I would like to explore further. I am also interested in further exploring social issues covered in previous projects; for example mental health (and how it is perceived), and feminist topics, such as rape culture.

I am a very socially conscious person, and I feel this reflects in my work- I explored the topic of rape culture in second year through making a board game, which I put into the end of second year exhibition, and got attendees to play. The idea was to raise the issue of how our culture actively encourages rape and sexual abuse, particularly of women and female-identifying people, through a game that makes the players reconsider things they thought about rape and sexual abuse. The game came with a booklet discussing rape culture, and included websites for people who have been victims of abuse (both male and female) to seek help and support. It was quite a successful project, as I had many people play the board game, and many of the players spoke to me about how microaggressions and small behaviours reinforce certain ideas within society- the game definitely made them think. I would like to explore this topic further, perhaps through remaking the game to a higher standard, and potentially making an online version, to reach and educate a wider audience. There are other topics I would like to explore in a similar way, as I feel it is a good medium to reach people, and gradually change people's opinions- I want to continue exploring the topic of mental health, so perhaps this could be explored in a similar way, as part of a series. I am also looking to improve my photography skills in both digital and analogue, so film and photography are avenues I could explore within these topics.

Returning to the topic of death; I would like to explore it further through the use of symbolism and 3D elements. I am particularly interested in casting and replicating found animal bones (from the River Thames) and exploring the physicality of death and what remains afterwards. So far I have only explored 2D options, such as photographs, drawings, and photograms made for my project on the river finds, but I loved sculpture in my time on my Level 3 BTEC Art and Design and on my Foundation Art and Design, and I have missed the opportunity to do so whilst on my BA. I am aware that my interests and topics are varied, but they are all personal to me, and I need to have more than one to keep me motivated and interested, as my mental health can often leave me feeling stuck and struggling- multiple interests means that I can switch between them to keep myself motivated.

As I previously mentioned I feel that in order to develop I need further support- I find group tutorials and critiques helpful, as peers can often point out areas I may not have thought of, and I enjoy giving feedback to peers to help them develop their projects. Also I want to explore techniques and processes (for example the digital side of things for the game, and sculpture) that I might not be able to do outside of education, due to lack of equipment, resources and technical support from technicians and members of staff. For example if enrolled on this course I would take advantage of HTML and CSS workshops, request time with the digital media staff to learn how to use 3D

software so that I could utilise the 3D printers, as well as using both the ceramics workshops and casting and metalworking workshops upstairs in sculpture. These are all things I would be unable to do outside of the course currently, as facilities outside of university often charge a lot of money to use, and may not have everything I need to fully realise my ideas. In addition to this I particularly enjoy attending lectures, as it is a great way to learn more from practicing artists and designers, and to gain more contextual knowledge as I have always had an interest in art history.

I am very self-critical, which can sometimes come across in my work; and I am working to turn this into a positive, as I feel this has especially affected me on my current course, I often compare my outcomes to those of my classmates. This will be less of a problem if I am accepted onto this course, as we will all be working on our own themes and ideas. I hope this will be an opportunity for me to expand and develop as an artist through continual research and experimentation, as I am very much experiment and research driven in my practice. My motivation for applying for this course is to develop not only as an artist, but as a person- to gain more confidence in myself and my ideas and from that make stronger, more relevant work.