

Study abroad with the School of Creative Arts

The School of Creative Arts constitutes a wide range of programmes in the arts, including traditional and new forms of work. Programmes within the school are designed around students pursuing one subject, and individual modules in a subject area are designed to inform and draw on material taught in complementary modules in the same area. For this reason we don't permit students to "pick and mix" across subjects within the school, or across other schools, but expect them to focus their studies on a single subject area. In addition, timetabling within the school is extremely tight, due to the need for access to specialist teaching resources, technical support and rooms. This means that only the recommended study plans below would be likely to work within the timetable.

Since all of our programmes expect that students will have studied the same area in high school, we have no "entry level" options, and will need students to be able to demonstrate prior education and training in those areas they are choosing to study with us.

Modules listed as 15/30 credits are offered on a year-long basis. Students who are here for one semester will complete one semester's worth of the work, and be awarded 15 credits.

Music Composition:

All students in this subject must have studied music formally. It is expected that students can read and write music and understand western-common notation, and are reasonably comfortable with at least one musical instrument. Students wishing to study at level five should have some experience of composition and performance.

Modules:

Perspectives of Music 2
Techniques and Technology 2
Studies and Investigations 2

One of:

Composition and Performance 2
Composition for Film and Games
Songwriting and Performance 2

Music Technology:

Students in this subject should have some familiarisation with the digital audio workstation and should have demonstrated experience with audio recording and engineering technology.

Modules:

Studio Technology 2
Professional and Industrial Context 2
Sound Bytes 2

One of:

Music and Production 2
Audio System and Applications 2]
Audio Engineering 2

Music Industry Management

Students must have some knowledge of the music and entertainment industry, and some education in business subjects. Students will take the below modules, depending on which semester they are here for.

Modules:

Semester A

Music and Entertainment Company Management 2
Music Publishing and Cultures 2
Managing a Small Music Business (Semester A)
Entertainment Law 2 (Semester A)

Semester B

Music and Entertainment Company Management 2
Music Publishing and Cultures 2
Music Marketing (Semester B)
Finance and Economics for the Music and Entertainment Industry (Semester B)

Animation

Admission to the animation programme is highly competitive and the level and pace of work from start is very high. Students doing choices in these areas are expected to have excellent hand drawing skills as well as digital compositing and drawing, 3D software and animation skills. Space in this programme is very limited, and preferential selections will be made.

Modules

3D Pathway

Moving Visions: perspectives on digital animation
Creative Project
Advanced Specialisms for 3D (Semester A)
AND
Planning and Post Production for 3D (Semester A)
OR
Visualisation and Professional Practices for 3D (Semester B)

2D Pathway

Moving Visions: perspectives on digital animation
Creative Project
Advanced Specialisms for 2D (Semester A)
AND
Concept Art for 2D (Semester A)
OR
Interactivity and Professional Practices for 2D (Semester B)

Game Design Pathway

Moving Visions: perspectives on digital animation
Creative Project
Advanced Specialisms for Games (Semester A)
AND
Games Design (Semester A)
OR
Interactivity and Professional Practices for Games (Semester B)

Visual Effects Pathway

Moving Visions: perspectives on digital animation
Creative Project
Advanced Specialisms for VFX (Semester A)
AND
Digital Cinematography for VFX (Semester A)
OR
Live Projects and Professional Practices (Semester B)

Modules and options for Study Abroad 2018-19

10/02/2018

All information correct at time of going to writing, but modules and options may change without advance notification

Film and Television Production

The film and television production programme is only available to students here for the full year. Space in this programme is very limited, and preferential selections will be made. Students must have experience in film production, including editing and shooting.

Level five

Professional Development 1
Cultures and Aesthetics (C&CS)
Pre-Production and Production
Cinematography and Sound

Creative Media and Digital Cultures

This incorporates programmes in digital media arts and interactive media design. Students must have some experience in digital media production techniques.

Modules

Connections and Perspectives: exploring Creative Media and Digital Cultures
Teamwork Practices

Two of:

Authoring Interactive Narratives
Content Management for Networked and Mobile Media
Windows, Mirrors and Pathways
Web Communities and Interactive Cultures

Fine Art

Students must have demonstrated ability in a range of fine art media such as drawing, painting, sculpture and mixed media.

Modules

Fine Art Practice 2A
Fine Art: Debates and Values (C&CS)
Fine Art Practice 2B
Fine Art in Context

Contemporary Design Crafts

This programme explores applied arts in the media of ceramics, glass, textiles and jewellery. Students for level four must have skills in drawing and making, but do not need specific prior experience. Students wishing to take level five must have demonstrated ability in at least one applied art such as ceramics, glass, textiles or jewellery.

Modules

Semester A

Critical and Cultural Studies L5: Creative Design A
Enterprise and Employability

One of:

Studio Practice A: Identifying Practice (Textiles)
Studio Practice A: Identifying Practice (Jewellery)
Studio Practice A: Identifying Practice (Ceramics and Glass)

Semester B

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Critical and Cultural Studies L5: Creative Design A
Enterprise and Employability

One of:

Studio Practice B: Personal Direction (Textiles)
Studio Practice B: Personal Direction (Jewellery)
Studio Practice B: Personal Direction (Ceramics and Glass)

Photography

Students will need to have studied photography prior to enrolling, or to have demonstrated technical and visual skills in the medium.

Modules

Professional Development
Photography Assignments
Photography: Application and Cultures (C&CS)
Negotiated Photography Projects

Product and Industrial Design

Students will need to have demonstrated skills in 3D production, design and idea generation. Demonstrated experience in product or industrial design is preferred.

Modules

Semester A

CAD Modelling for Industrial Designers
Design, Materials and Technology
Critical and Cultural Studies L5: Creative Design

One of

Product Lifestyle and Futures
Industrial Design and Communication

Modules

Semester B

Employability and Professional Development	5ARD0022	15 credits
Critical and Cultural Studies L5: Creative Design		

One of

Product Design: Explorations
Product Design and Development

Fashion Design and Fashion and Fashion Business

Students must have demonstrated ability in fashion design, including conceptualisation, pattern cutting and construction.

Modules

Semester A

Studio Skills 2: Fashion Technologies
C&CS Level 5 Fashion
Fashion Business 2: Principles of Fashion Business

Semester B

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Design Practice 1: Commercial Process and Realisation

Two of:

Design Practice 2: Design and Communication

Fashion Business 3: The Practice of Fashion Business

Graphic Design

Students must have demonstrated ability in design and art skills. Students wanting to study at level five must have studied graphic design previously.

Modules

Semester A

Graphic Design Essentials Part 2

C&CS Level 5 Graphic Design and Illustration

Semester B

Graphic Design Professional Development

Graphic Design Live Projects

C&CS Level 5 Graphic Design and Illustration

Illustration

Students must have demonstrated ability in design and art skills. Students wanting to study at level five must have studied illustration or fine art previously.

Modules

Semester A

Illustration Essentials Part 2

C&CS Level 5 Graphic Design and Illustration

Semester B

Illustration Professional Development

Illustration commissions

C&CS Level 5 Graphic Design and Illustration

Interior Architecture and Design

Students must have demonstrated ability in design and art skills. Students wanting to study at level five must have studied interior design or architecture previously.

Semester A

C&CS L5 History and Theory – People, Buildings and Cities

Advanced Technology

Either

Design Skills 2

Design Studio 2

Or

Architectural Design Skills 2

Architectural Design Studio 2

Semester B

C&CS L5 History and Theory – People, Buildings and Cities

Advanced Technology

Either

Design Skills 2

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Design Studio 2

Or

Architectural Design Skills 2
Architectural Design Studio 2

Model Design

Students must have demonstrated ability in design and making of props and models for film and television.

Modules

Semester A

Talking Models A
Design Process and Realisation
Turbo A

Semester B

Turbo B

One of:

Contextualised Model (Model Effects)
Contextualised Model (Special Effects)
Contextualised Model (Character and Creative Effects)