

Study Abroad Programme and Module Catalogue

2026-2027

A directory of undergraduate programmes and modules

For Study Abroad students.

(Rev. 1.2)

Study abroad with the School of Creative Arts in 2026/27!

The **School of Creative Arts** constitutes a wide range of programmes in the Creative Arts. This document includes our Design and Making-based programmes: comprising both traditional and new forms of work, using various physical and digital media.

1. Creative Arts – design-based subjects

Many of our programmes are designed with a clear focus on a single subject area, with modules carefully linked so that they complement and build on each other.

Because of this, we don't offer the option to mix and match modules across different subjects or schools. Instead, we encourage students to concentrate on one subject to get the most from their studies.

To help ensure everything runs smoothly, including access to specialist teaching, facilities, and technical support, we recommend following the study plans outlined in this document.

If you are planning to study with us for one semester only, please note that some programmes are available to Study Abroad students in Semester A only. This is due to how the courses are structured and scheduled. You'll find details of these requirements in the programme information below.

Finally, as our programmes are designed for students who already have some background in their chosen subject, we don't offer entry-level options. We will therefore ask you to show that you have relevant prior study or training in the subject area you wish to pursue.

Students are expected to engage in a full semester (60 credits) or year (120 credits) of study on one programme – in Creative Arts it is not permitted to mix and match across programmes or take single modules.

2. Semester Dates (From outline calendar for the academic year 2026-2027)

Semester A **MONDAY 28 SEPTEMBER 2026 - SUNDAY 24 JANUARY 2027**
17 weeks, including exam period and integral Christmas vacation 3 weeks
(Christmas Vacation - 21 December 2026 to 10 January 2026)

Semester B **MONDAY 25 JANUARY 2027 – SUNDAY 16 MAY 2027**
16 weeks, including exam period and integral Easter vacation 2 weeks
(Easter Vacation – 22 March 2027 to 04 April 2027)

Semester AB Will be as per the above combined.

3. Assessment

Students are typically assessed on coursework submissions, rather than examinations. There are two types of assessment of coursework: **Formative** and **Summative**. Both are important in a student's learning cycle.

3.1. Formative Assessment

Formative Assessment is evaluation and feedback that takes place during the development stage of a phase of learning. This is sometimes referred to as 'feedforward' (as opposed to 'feedback'). It can be formal, such as a studio crit or a draft essay, or informal, such as a tutorial review of work-in-progress. It provides an opportunity for you, your tutor and, in some cases, fellow students (peers) to reflect on what is going well and what could be improved. Marks are not always given for formative assessment. If they are given, they are only ever indicative, showing the level at which you are currently working; they are never counted towards a final or summative grade.

3.2. Summative Assessment

Summative assessment is evaluation and feedback that takes place at the end of a phase of learning. It always involves the formal submission or presentation of a specific piece of work, responding to a published assignment brief. In summative assessment, a mark will be awarded which counts towards a final grade. This final grade is approved by the Module Board of Examiners. Summative assessment is always accompanied by feedback which is intended to provide both an overview of achievement and guidance for future work.

4. Glossary

Programme title – For example, BA (Hons) Architecture.

Programme code – For example, CTARCH.

Course instance – For example, (ARCH2S). ...2S' means Level 5, Year Two entry.

ARCHITECTURE AND DESIGN DEPARTMENT



5. BA (Hons) Architecture: CTARCH, (ARCH2S)

Students joining this programme will have a chance to develop knowledge and skills in the relevant areas for practicing architecture today: from design to management, from sustainability to aesthetics. Theoretical studies and design practice provide integrated learning.

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

Students must pass all elements within a module, to pass the module.

5.1. Modules

Semester A

5CTA2047-0901 Design Studio 2.1: Public Building (Semester A), 15 credits

5CTA2049-0901 Technology and Sustainability 2.1 (Semester A), 15 credits

5CTA2051-0901 Design Skills 2 (Semester A), 15 credits

5CTA2052-0901 History and Theories of Architecture-People, Building and Cities (Semester A), 15 credits

Semester B

5CTA2048-0206 Design Studio 2.2: Urban Design (Semester B), 45 credits

5CTA2050-0206 Design Technology and Sustainability 2.2 (Semester B), 15 credits

6. BA (Hons) Fashion and Fashion and Fashion Business: CTFASFB, (FASNFB2S)

Explore the intersection of creativity and commerce in fashion with the BA (Hons) Fashion and Fashion Business course. Perfect for business-orientated and creative students, this programme equips you with the tools to innovate, market, and thrive in the dynamic global fashion industry. Joining one of the few Fashion and Fashion Business degree courses in the UK, you'll learn about the global fashion industry from both a business and creative angle.

In recent years global fashion brands including Adidas, Puma, Ellesse, F&F and many others have chosen to work with our course, offering invaluable insight into the real-world of fashion and fashion business.

Fashion Business modules do not require making or pattern cutting experience.

6.1. Modules

Semester A

5CTA2032-0901 Buying and Merchandising (L5) (Semester A), 15 credits

Semester AB

5CTA2031-0905 Strategic Sales, Marketing and E-Comm (L 5) (Semester AB), 30 credits

5CTA2035-0905 Concept to Customer for Global Markets (L5) (Semester AB), 30 credits

5CTA2030-0905 Fashion Critical Contexts (L5) (Semester AB), 30 credits

Semester B

5CTA2028-0105 Advanced Fashion Product Development (L5) (Semester B), 15 credits

7. BA (Hons) Graphic Design and Illustration: CTGDIL

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

There are three award specialisms:

BA (Hons) Graphic Design, CTGD (GRD2S);

BA (Hons) Graphic Design: Advertising and Branding, CTGDAB (GDAB2S);

BA (Hons) Illustration, CTIL (ILL2S).

Students should select one of the specialism options along with the three mandatory modules, see below.

***Note: For Illustration, students wanting to study at Level Five (Year 2) must have studied Illustration or Fine Art previously.**

7.1. Modules

Select only **one** of the three Award specialisms offered. Required **mandatory modules** below.

For BA (Hons) Graphic Design

Semester A

5CTA1244-0901 Graphic Design Essentials Part 2 (Semester A), 30 credits

5CTA1245-0901 Graphic Design Studio Practice (Semester A), 15 credits

Semester AB

5CTA1243-0905 Contextualising Contemporary Practice (Semester AB), 30 credits

Semester B

5CTA1246-0206 Graphic Design Professional Development (Semester B), 15 credits

5CTA1247-0206 Live Briefs: Graphic Design (Semester B), 30 credits

OR...

For BA (Hons) Graphic Design: Advertising and Branding

Semester A

5CTA1244-0901 Graphic Design Essentials Part 2 (Semester A), 30 credits

5CTA1248-0901 Fundamentals of Advertising and Branding (Semester A), 15 credits

Semester AB

5CTA1243-0905 Contextualising Contemporary Practice (Semester AB), 30 credits

Semester B

5CTA1246-0206 Graphic Design Professional Development (Semester B), 15 credits

5CTA1249-0206 Live Briefs: Advertising and Branding (Semester B), 30 credits

OR...

For BA (Hons) Illustration

Semester A

5CTA1250-0901 Illustration Essentials Part 2 (Semester A), 30 credits

5CTA1251-0901 Illustration Studio Practice (Semester A), 15 credits

Semester AB

5CTA1243-0905 Contextualising Contemporary Practice (Semester AB), 30 credits

Semester B

5CTA1252-0206 Illustration Professional Development (Semester B), 15 credits

5CTA1253-0206 Commissions (Semester B), 30 credits

8. BA (Hons) Interior Architecture and Design: CTIAD, (IAD2S)

The Interior Architecture and Design programme aims to equip students with skills for interior design and related fields. Students will learn transferable knowledge for the following positions of employment: draftsman, model maker, visualiser, interior designer, visual merchandiser, and exhibition/ museum designer.

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.

8.1. Modules

Semester AB (only)

5CTA2056-0906 Design Studio 2 (Semester AB), 30 credits

5CTA2055-0906 Design Skills 2 (Semester AB), 30 credits

5CTA2054-0906 Technology 2 (Semester AB), 30 credits

5CTA2053-0906 Contextualising Practice 2 (Semester AB), 30 credits

MUSIC DEPARTMENT



9. THE UNDERGRADUATE MUSIC PROGRAMME: CTMUS

There are five award specialisms:

BSc (Hons) Music Composition and Sound for Film and Games, CTMCSFG);

BSc (Hons) Songwriting and Artist Development, CTSAD;

BSc (Hons) Music Production and Promotion, CTMPP;

BSc (Hons) Audio Engineering, CTAE;

BSc (Hons) Live Sound, Lighting, and Performance Technology, CTLSLPT.

For UH students, all five awards will lead to a Bachelor of Science, BSc (Hons). Whilst retaining lots of creative elements, this is indicative of their technical emphasis.

Students should select **one** of these 5 specialism options, which will each include mandatory modules.

Students selecting BSc (Hons) Music Composition and Sound for Film and Games, will have studied music formally. It is expected that students on this award can read and write music and understand western common-notation and are reasonably comfortable with at least one musical instrument.

Those choosing BSc (Hons) Songwriting and Artist Development, will typically play a musical instrument or sing (though this may be self-taught), and will feel comfortable performing on stage.

For **ALL** specialisms, familiarisation with a Digital Audio Workstation, and experience with audio technology (microphones, Mixing Consoles, etc.) will be necessary.

IMPORTANT: Students participating for only one Semester, must join in Semester A only.

9.1. Modules

Select the **TWO** Core modules and **TWO** Mandatory modules from one of the specialisms.

9.1.1. Semester AB (only) – Core modules

5CTA2130-0905 TECHNOLOGIES 2 - Advanced Techniques for Pro-Level Production
(Semester AB), 30 credits

5CTA2137-0905 YOUR PERSONAL PLAYLIST - Studies and Investigations (Semester AB), 30
credits

9.1.2. Mandatory Modules

In addition to the mandatory modules, select **TWO** further mandatory modules, according to your specialism.

All modules are semester AB (only).

For BSc (Hons) Music Composition and Sound for Film and Games

5CTA2138-0905 PERSPECTIVES 2 - Strategies and Theory for a Modern Sound (Semester AB),
30 credits

5CTA2132-0905 FILM & GAME PROJECTS 2 (Semester AB), 30 credits

OR...

For BSc (Hons) Songwriting and Artist Development

5CTA2138-0905 PERSPECTIVES 2 - Strategies and Theory for a Modern Sound (Semester AB),
30 credits

5CTA2133-0905 SONGWRITING PROJECTS 2 (Semester AB), 30 credits

OR...

For BSc (Hons) Music Production and Promotion

5CTA2138-0905 PERSPECTIVES 2 - Strategies and Theory for a Modern Sound (Semester AB),
30 credits

5CTA2134-0905 PRODUCTION PROJECTS 2 (Semester AB), 30 credits

OR...

For BSc (Hons) Audio Engineering

5CTA2131-0905 AUDIO 2 - Advanced Application and Design (Semester AB), 30 credits

5CTA2135-0905 STUDIO PROJECTS 2 (Semester AB), 30 credits

OR...

For BSc (Hons) Live Sound, Lighting, and Performance Technology

5CTA2131-0905 AUDIO 2 - Advanced Application and Design (Semester AB), 30 credits

5CTA2136-0905 STAGE PROJECTS 2 (Semester AB), 30 credits

SCREEN DEPARTMENT



10.

BA (Hons)

Animation: CTDIGA

The award-winning Digital Animation programme is a highly competitive course designed for dedicated and ambitious creatives ready to meet the demands of a fast-paced industry. From day one, students are expected to hit the ground running, demonstrating strong foundations in traditional art—life drawing, perspective, and colour theory are essential across all pathways. Applicants must choose one of four specialist routes:

Each specialism has **four core modules** and its own portfolio requirements:

BA (Hons) 2D Digital Animation, (2DA2S): A strong portfolio showing the 12 principles of animation.

BA (Hons) 3D Animation and Visual Effects, (3DAVE2S): Skills in modelling, texturing, rendering, and basic knowledge of Houdini FX.

BA (Hons) 3D Games Art & Design, (3DGAD2S): Skills in modelling, texturing, and basic knowledge of Unreal Engine.

BA (Hons) Comics and Concept Art, (CCA2S): Strong ability to visually present ideas in different styles, with 2D and 3D digital concept work.

Only a small number of places are available. We look for creative talent, technical skill, and a strong work ethic. You are advised to apply early and submit a portfolio of your work.

IMPORTANT: Students participating for only one Semester, must join in Semester A only.

10.1. Modules

Select **ONE** of the four Award specialisms offered, along with the required **FOUR** mandatory modules.

For BA (Hons) 2D Digital Animation

Semester A

5CTA2010-0901 Progressing 2D Animation (Semester A), 30 Credits

Semester AB

5CTA2015-0906 Design, Interactivity & Professional Practices (Semester AB), 30 Credits

5CTA2017-0906 Moving Visions (Semester AB), 30 Credits

Semester B

5CTA2012-0206 Creative Project (Semester B), 30 Credits

OR...

For BA (Hons) 3D Animation and Visual Effects**Semester A**

5CTA2011-0901 Progressing 3D and Visual Effects (Semester A), 30 Credits

Semester AB

5CTA2016-0906 Pre-Production & Professional Practices (Semester AB), 30 Credits

5CTA2017-0906 Moving Visions (Semester AB), 30 Credits

Semester B

5CTA2012-0206 Creative Project (Semester B), 30 Credits

OR...

For BA (Hons) 3D Games Art & Design**Semester A**

5CTA2008-0901 Progressing Games Art (Semester A), 30 Credits

Semester AB

5CTA2013-0906 Games Design & Professional Practices (Semester AB), 30 Credits

5CTA2017-0906 Moving Visions (Semester AB), 30 Credits

Semester B

5CTA2012-0206 Creative Project (Semester B), 30 Credits

OR...

For BA (Hons) Comics and Concept Art**Semester A**

5CTA2009-0901 Progressing Character & Concept Art (Semester A), 30 Credits

Semester AB

5CTA2014-0906 Comics & Professional Practices (Semester AB), 30 Credits

5CTA2017-0906 Moving Visions (Semester AB), 30 Credits

Semester B

5CTA2012-0206 Creative Project (Semester B), 30 Credits

10. Digital Arts Programme: CTDGAT

There are two Pathways in the Digital Arts Programme:

BA (Hons) Digital Arts, for Animation, Games and Immersion, CTDAAGI (DAAGI2S/ DAAGIA2EX/ DAAGIB2EX);

BSc (Hons) Digital Technologies for Animation, Games and Immersion, CTDTAGI, (DTAGI2S/ DTAGI2EX/ DTAGIB2EX).

Completion of the three years of study for these awards will lead to either a Bachelor of Arts (BA), or a Bachelor of Science (BSc) outcome respectively.

Students can only select one of the 2 specialisms, which will each have required mandatory modules.

BA (Hons) Digital Arts, for Animation, Games and Immersion – associated with BA (Hons) studies, students will develop skills and find employment in the fastest growing and most exciting areas of contemporary digital media, art and technology. Our course, 'Createch', is at the intersection of innovative, creative thinking and emerging new technologies, ensuring you are always at the forefront of industry trends. Our course, rooted in art, photography, and digital media, offers a unique blend of traditional and emerging media formats. You'll work with a range of innovative tech and media, switching between long-established formats and structures of commercial media production (film and TV, animation, and mass market games design) and new emerging formats (augmented reality (AR), virtual reality (VR), extended reality (XR), casual games, interactive animation and interaction design, projection mapping, immersive experiences, and responsive advertising and immersive installation experiences).

The BA (Hons) pathway is designed for students aspiring to careers in the creative industries. If you are interested in developing and creating exciting, immersive, and interactive projects within the 'Createch' industries, this is the place for you. Our course is hands-on, and you'll get to dive into real-world projects that are all about getting you ready for the creative industry, making you an active participant in your learning journey.

BSc (Hons) Digital Technologies for Animation, Games and Immersion, is associated with the BSc (Hons) studies. It is aimed for those who are interested in the fastest-growing and most exciting area of contemporary digital media, art and technology - 'Createch', where emerging technologies meet creative thinking. This incorporates digital arts and interactive media design. You will study in the following areas: digital environments, including art installations, mapping, and projection. Moving Image work, photography, AI, Game Design (Blender, Unreal, and Unity), Animation and UX/UI for App Design and Websites.

For each Specialism, Students must have some experience in digital media production techniques.

10.2. Modules

Select **ONE** of 2 Award specialisms offered, along with the required **FOUR** mandatory modules:

For BA (Hons) Digital Arts -for Animation, Games and Immersion

Semester A

5CTA2139-0901 Learning Projects, (Sem A), 45 Credits

Semester AB

5CTA2172-0901 Thinking About Media Arts (Sem AB), 30 Credits

Semester B

5CTA2140-0105 Interdisciplinary Project (Sem B), 15 Credits

5CTA2141-0105 Live Briefs and Competitions (Sem B), 30 Credits

OR...

For BSc (Hons) Digital Technologies for Animation, Games & Immersion

Semester A

5CTA2139-0901 Learning Projects, (Sem A), 45 Credits

Semester AB

5CTA2143-0901 Media Technologies & Contexts (Sem AB), 30 Credits

Semester B

5CTA2140-0105 Interdisciplinary Project (Sem B), 15 Credits

5CTA2141-0105 Live Briefs and Competitions (Sem B), 30 Credits

BA (Hons) Film and Television Production: CTFMTV - FMTVPA2S

For this Programme, students must have experience in film production, including editing and shooting. Space in this programme is very limited, and preferential selections will be made. Interested students should be prepared to provide evidence of their experience.

IMPORTANT: The film and television production programme is only available to students for the full year (both Semester A and B).

Modules

5CTA2018-0905 Drama and Documentary (Semester AB), 45 Credits

5CTA2019-0905 Connecting Theory and Practice (Semester AB), 45 Credits

5CTA2020-0905 Film and TV Studies and Contexts (Semester AB), 20 Credits

Model Design Programme: CTMD – MDSE2S/MDCCE2S

Students entering the Model Design Programme must have demonstrated ability in design and making of props and models for Creative Industries, such as (but not exclusively), film and television, architecture, Product Design or Museums and exhibition. Incoming students will need to provide evidence of the level of their technical training, and ability to work safely, with the relevant materials. To apply, they should be prepared to submit a portfolio and to participate in an informal interview.

There are two specialisms:

BA (Hons) Model Design and Special Effects, CTMDSE (MDSE2S);

BA (Hons) Character and Creative Effects, CTCCE (MDCCE2S)

Model and Special Effects involves making models for use in architecture, automotive, exhibit, movie miniatures, museum product and toy prototyping in some cases incorporating working parts and electronics. Character and Creative Effects involves sculpting and casting of realistic and imagined forms, working towards sculpture, mould-making and casting, digital sculpture, puppetry and the development of a form with character.

Students should select one of the specialism options along with the three mandatory modules, see below.

***IMPORTANT: if a student is doing a single semester only, the Talking Models module will be designated either 'Talking Models: for international exchange students - A (Sem. A), 15 credits' OR 'Talking Models: for international exchange students - A (Sem. A), 15 credits'**

Modules

Required- mandatory modules below

- *5CTA1241-0905 Talking Models- the theory of practice (C&CS) (Semester AB), 30 Credits
- 5CTA1236-0905 Turbo A (Semester A), 15 Credits
- 5CTA1236-0905 Turbo B (Semester B), 15 Credits
- 5CTA1237-0901 Design Process and Realisation (Semester A), 30 Credits

And choose **One** of:

- (1)
5CTA1238-0205 Contextualised Model: Model Design and Special Effects (Semester B), 30 Credits
- (2)
5CTA1239-0205 Contextualised Model: Character and Creative Effects (Semester B), 30 Credits