



Module Catalogue
School Creative Arts
2024-2025

A DIRECTORY OF UNDERGRADUATE MODULES

FOR STUDY ABROAD STUDENTS

(Rev. 4)

Study abroad with the School of Creative Arts 2024/25

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

For Humanities based Creative Arts Subjects see the ***Module Catalogue Department of Humanities 2024-2025***.

Creative Arts – design based subjects:

Many 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 these 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 secondary school/ 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.

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

MUSIC DEPARTMENT - PROGRAMMES:

Music Composition: CCMC – SMP2S / MCTFG2S

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. There are two award specialisms: Songwriting and Music Production, and Music Composition and Technology for Film and Games. Students should select one of the specialism options along with the three mandatory modules, see below.

Modules:

Required- three mandatory modules below:

- 5CTA1233-0905 Perspectives of Music 2 (Semester AB)
- 5CTA1231-0905 Techniques and Technology 2 (Semester AB)
- 5CTA1232-0905 Studies and Investigations 2 (Semester AB)

And chose **One** of:

- 5CTA1234-0905 Songwriting and Performance 2 (Semester AB)
- 5CTA1235-0905 Composition for Film and Games 2 (Semester AB)

Music Technology: CTMUS – LSLT2S/ MSDT2S / MUP2S /RAP2S

Students in this subject should have some familiarisation with the digital audio workstation and should have demonstrated experience with audio recording and engineering technology. There are four award specialisms: Music Production, Music and Sound Design Technology, Audio Recording and Production [see Audio Engineering below], and Live Sound and Lighting Technology. Students should select one of the specialism options along with the three mandatory modules, see below.

Modules

Required- three mandatory modules below:

- 5CTA1230-0905 Sound Technologies and Techniques 2 (Semester AB)
- 5MMF0056-0906 Professional and Industrial Context 2 (Semester AB)
- 5CTA1229-0905 Audio Specialisms 2 (Semester AB)

And chose **One** of:

- 5CTA1228-0905 Music Production Practice 2 (Semester AB)
- 5CTA1227-0905 Music and Sound Design Technology Practice 2 (Semester AB)
- 5CTA1226-0905 Audio Engineering Practice 2 (Semester AB)
- 5CTA1225-0905 Live Sound and Lighting Technology Practice 2 (Semester AB)

SCREEN DEPARTMENT - PROGRAMMES:

Animation: CTDANM –CTDIGA – 3DAVE2S/2DA2S/3DGAD2S/CCA2S

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. You are advised to apply early.

There are four award specialisms, as outlined below: 2D Digital Animation, 3D Animation and Visual Effects, 3D Games Art & Design, and Comics and Concept Art. Students should select one of these specialism options, which has four mandatory modules in each.

Modules – There are 4 Award specialisms offered, one is to be selected:

2D Digital Animation - **Required-** mandatory modules below:

- 5CTA2010-0901 Progressing 2D Animation (Semester A)
- 5CTA2012-0206 Creative Project (Semester B)
- 5CTA2015-0906 Design, Interactivity & Professional Practices (Semester AB)
- 5CTA2017-0906 Moving Visions (Semester AB)

OR...

3D Animation and Visual Effects - **Required-** mandatory modules below:

- 5CTA2011-0901 Progressing 3D and Visual Effects (Semester A)
- 5CTA2012-0206 Creative Project (Semester B)
- 5CTA2016-0906 Pre-Production & Professional Practices (Semester AB)
- 5CTA2017-0906 Moving Visions (Semester AB)

OR...

3D Games Art & Design - **Required-** mandatory modules below:

- 5CTA2008-0901 Progressing Games Art (Semester A)
- 5CTA2012-0206 Creative Project (Semester B)
- 5CTA2013-0906 Games Design & Professional Practices (Semester AB)
- 5CTA2017-0906 Moving Visions (Semester AB)

OR...

Comics and Concept Art - **Required-** mandatory modules below:

- 5CTA2009-0901 Progressing Character & Concept Art (Semester A)
- 5CTA2012-0206 Creative Project (Semester B)
- 5CTA2014-0906 Comics & Professional Practices (Semester AB)
- 5CTA2017-0906 Moving Visions (Semester AB)

Film and Television Production: CTFMTV - FMTVPA2S

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

Modules

- 5CTA2018-0905 Drama and Documentary (Semester AB)
- 5CTA2019-0905 Connecting Theory and Practice (Semester AB)
- 5CTA2020-0905 Film and TV Studies and Contexts (Semester AB)

Digital Media Design: CTDMD – DMD2S

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

Modules

Semester A

- 5CTA1157-0901 Connections and Perspectives I: exploring Creative Media and Digital Cultures (C&CS)
- 5CTA1258-0901 User Experience Design
- 5CTA1259-0901 Teamwork Practices

Semester B

- 5CTA1153-0105 Independent Project
- 5CTA1155-0105 Storytelling and Gaming
- 5CTA1158-0105 Connections and Perspectives II: exploring Creative Media and Digital Cultures (C&CS)

Model Design: CTMD –MDME2S / MDCCE2S /MDSE2S

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

There are three award specialisms: BA (Hons) Model Effects, BA (Hons) Character and Creative Effects, BA (Hons) Special Effects. Students should select one of the specialism options along with the three mandatory modules, see below.

Modules

Required- three mandatory modules below

- 5CTA1241-0905 Talking Models- the theory of practice (C&CS) (Semester AB)
- 5CTA1236-0905 Turbo Projects (Semester AB)
- 5CTA1237-0901 Design Process and Realisation (Semester A)

And choose **One** of:

- 5CTA1238-0205 Model Effects Contextualised Model (Semester B)
- 5CTA1239-0205 Character and Creative Effects Contextualised Model (Semester B)
- 5CTA1240-0205 Special Effects Contextualised Model (Semester B)

ARCHITECTURE AND DESIGN DEPARTMENT - PROGRAMMES:

Architecture: CTARCH – ARCH2S

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 all modules.

Modules

Semester A

- 5CTA2047-0901 Design Studio 2.1: Public Building
- 5CTA2049-0901 Technology and Sustainability 2.1
- 5CTA2051-0901 Design Skills 2
- 5CTA2052-0901 History and Theories of Architecture-People, Building and Cities

Semester B

- 5CTA2048-0206 Design Studio 2.2: Urban Design
- 5CTA2050-0206 Design Technology and Sustainability 2.2

Fashion and Fashion and Fashion Business: CCFASH - FASNFB2S

The course teaches aspects of fashion business including marketing and promotion, management, branding and merchandising. You'll work in our professionally equipped studios learn about creative design and product development. Fashion Business modules do not require making or pattern cutting experience.

Modules

Fashion and Fashion Business

- 5CTA2031-0905 Strategic Sales, Marketing and E-Comm (L 5) (Semester AB)
- 5CTA2032-0901 Buying and Merchandising (L5) (Semester A)
- 5CTA2028-0105 Advanced Fashion Product Development (L5) (Semester B)
- 5CTA2035-0905 Concept to Customer for Global Markets (L5) (Semester AB)
- 5CTA2030-0905 Fashion Critical Contexts (L5) (Semester AB)

Graphic Design and Illustration: CTGDIL/CTGDAB – GRD2S/ GDAB2S/ ILL2S / ILL2EX

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, BA (Hons) Graphic Design: Advertising and Branding, BA (Hons) Illustration. 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 must have studied illustration or fine art previously.

Modules – *Select one of the 3 Award specialisms offered::*

Graphic Design - **Required** - *mandatory modules below:*

- 5CTA1244-0901 Graphic Design Essentials Part 2 (Semester A)
- 5CTA1245-0901 Graphic Design Studio Practice (Semester A)
- 5CTA1246-0206 Graphic Design Professional Development (Semester B)
- 5CTA1247-0206 Live Briefs: Graphic Design (Semester B)
- 5CTA1243-0905 Contextualising Contemporary Practice (Semester AB)

OR...

Graphic Design: Advertising and Branding - **Required** - *mandatory modules below:*

- 5CTA1244-0901 Graphic Design Essentials Part 2 (Semester A)
- 5CTA1248-0901 Fundamentals of Advertising and Branding (Semester A)
- 5CTA1246-0206 Graphic Design Professional Development (Semester B)
- 5CTA1249-0206 Live Briefs: Advertising and Branding (Semester B)
- 5CTA1243-0905 Contextualising Contemporary Practice (Semester AB)

OR...

*Illustration - **Required** - *mandatory modules below:*

- 5CTA1250-0901 Illustration Essentials Part 2 (Semester A)
- 5CTA1251-0901 Illustration Studio Practice (Semester A)
- 5CTA1252-0206 Illustration Professional Development (Semester B)
- 5CTA1253-0206 Commissions (Semester B)
- 5CTA1243-0905 Contextualising Contemporary Practice (Semester AB)

Interior Architecture and Design: CTIAD– IAD2S

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.

Modules

- 5CTA2056-0906 Design Studio 2 (Semester AB)
- 5CTA2055-0906 Design Skills 2 (Semester AB)
- 5CTA2054-0906 Technology 2 (Semester AB)
- 5CTA2053-0906 Contextualising Practice 2 (Semester AB)