

Study Abroad options within the School of Creative Arts will change from September 2017.

- We will offer a 60 credit one semester module in each of our named programme areas at level five. Study abroad students will enrol on this module, but will attend classes and complete assessments for the whole suite of modules for that programme at level five. This will allow for the students to experience the full programme of study, and to integrate with the school cohort in the way that is not currently possible. We will offer this for all programmes except Film and TV production, which would then allow for a much wider range of programmes than are currently available for one semester study abroad. The programmes offered would be: Interior Architecture and Design, Graphic Design, Illustration, Fashion Design, Contemporary Design Crafts, Product Design (Industrial design is being discontinued), Model Design, 2D Animation, 3D Animation, Visual Effects for Film and Television, Games Design, Fine Art, Photography, Music Composition, Music Technology and Music Industry Management.
  - This will also allow for our students to complete one semester study abroad programmes, something that is not currently possible.
- Students will not be able to mix and match modules across programmes or schools. We believe that the majority of our current study abroad students would prefer this, and are only combining programmes because that is the only way to ensure that they have 60 credits in one semester.
- There may be a handful of one-semester modules which students from outside the school could take, but they will be a minority of options.
- We will not be able to offer Film and TV production one semester study abroad students. Film production works on year-long projects in teams, and we can not accommodate students who are here for only part of that – it is not fair to the rest of the class. We will happily accept year-long students in to the Film and TV production programme.

We are implementing this now, and the incoming students for 2017 have been informed, and will be placed on these modules.

Dr Megan Knight

Associate Dean Recruitment, Partnership and International

## 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:

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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	5CTA1058	15/30 credits
Techniques and Technology 2	5MMF0065	15/30 credits
Studies and Investigations 2	5MMF0064	15/30 credits

#### One of:

Composition and Performance 2	5CTA1061	15/30 credits
Composition for Film and Games	5CTA1060	15/30 credits
Songwriting and Performance 2	5CTA1059	15/30 credits

### Music Technology:

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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	5MMF0063	15/30 credits
Professional and Industrial Context 2	5MMF0056	15/30 credits
Sound Bytes 2	5CTA1062	15/30 credits

#### One of:

Music and Production 2	5MUS0009	15/30 credits
Audio System and Applications 2 ]	5MMF0062	15/30 credits
Audio Engineering 2	5CTA1063	15/30 credits

### Music Industry Management

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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	5MMF0021	15/30 credits
Music Publishing and Cultures 2	5CTA1066	15/30 credits
Managing a Small Music Business (Semester A)	5CTA1138	15 credits
Entertainment Law 2 (Semester A)	5LAW0066	15 credits

### Semester B

Music and Entertainment Company Management 2	5MMF0021	15/30 credits
Music Publishing and Cultures 2	5CTA1066	15/30 credits
Music Marketing (Semester B)	5CTA1068	15 credits
Finance and Economics for the Music and Entertainment Industry (SemesterB)	5CTA1057	15 credits

## 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	5CTA1070	15/30 credits
Creative Project	5CTA1118	15/30 credits
Advanced Specialisms for 3D (Semester A)	5CTA1119	15/30 credits
AND		
Planning and Post Production for 3D (Semester A)	5CTA1120	15 credits
OR		
Visualisation and Professional Practices for 3D (Semester B)	5CTA1121	15 credits

### 2D Pathway

Moving Visions: perspectives on digital animation	5CTA1070	15/30 credits
Creative Project	5CTA1118	15/30 credits
Advanced Specialisms for 2D (Semester A)	5CTA1122	15/30credits
AND		
Concept Art for 2D (Semester A)	5CTA1123	15 credits
OR		
Interactivity and Professional Practices for 2D (Semester B)	5CTA1124	15 credits

### Game Design Pathway

Moving Visions: perspectives on digital animation	5CTA1070	15/30 credits
Creative Project	5CTA1118	15/30 credits
Advanced Specialisms for Games (Semester A)	5CTA1125	15/30 credits
AND		
Games Design (Semester A)	5CTA1126	15 credits
OR		
Interactivity and Professional Practices for Games (Semester B)	5CTA1127	15 credits

### Visual Effects Pathway

Moving Visions: perspectives on digital animation	5CTA1070	15/30 credits
Creative Project	5CTA1118	15/30 credits
Advanced Specialisms for VFX (Semester A)	5CTA1128	15/30 credits
AND		
Digital Cinematography for VFX (Semester A)	5CTA1129	15 credits
OR		
Live Projects and Professional Practices (Semester B)	5CTA1130	15 credits

## 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	5CTA1104	15 credits
Cultures and Aesthetics (C&CS)	5CTA1072	30 credits
Pre-Production and Production	5CTA1106	45 credits
Cinematography and Sound	5CTA1105	30 credits

## 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	5CTA1078	15/30credits
Teamwork Practices	5CTA1078	15/30credits

#### Two of:

Authoring Interactive Narratives	5MMF0043	15/30 credits
Content Management for Networked and Mobile Media	5MMF0042	15/30 credits
Windows, Mirrors and Pathways	5MMF0046	15/30 credits
Web Communities and Interactive Cultures	5CTA1024	15/30 credits

## 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	5CTA1113	30 credits
Fine Art: Debates and Values (C&CS)	5CTA1116	15/30 credits
Fine Art Practice 2B	5CTA1114	30 credits
Fine Art in Context	5CTA1115	15/30 credits

## 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	5CTA1117	15/30 credits
Enterprise and Employability	5CTA1097	15/30 credits

#### One of:

Studio Practice A: Identifying Practice (Textiles)	5CTA1095	30 credits
Studio Practice A: Identifying Practice (Jewellery)	5CTA1099	30 credits
Studio Practice A: Identifying Practice (Ceramics and Glass)	5CTA1100	30 credits

#### Semester B

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Critical and Cultural Studies L5: Creative Design A	5CTA1117	15/30 credits
Enterprise and Employability	5CTA1097	15/30 credits

### *One of:*

Studio Practice B: Personal Direction (Textiles)	5CTA1132	15/30 credits
Studio Practice B: Personal Direction (Jewellery)	5CTA1133	15/30 credits
Studio Practice B: Personal Direction (Ceramics and Glass)	5CTA1134	15/30 credits

## Photography

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

### **Modules**

Professional Development	5MMF0082	15/30 credits
Photography Assignments	5MMF0083	15/30 credits
Photography: Application and Cultures (C&CS)	5CTA1079	15/30 credits
Negotiated Photography Projects	5MMF0081	15/30 credits

## Product and Industrial Design

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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	5ARD0019	15 credits
Design, Materials and Technology	5ARD0022	15 credits
Critical and Cultural Studies L5: Creative Design	5CTA1117	15 credits

### *One of*

Product Lifestyle and Futures	5ARD0096	15 credits
Industrial Design and Communication	5ARD0020	15 credits

### **Modules**

#### Semester B

Employability and Professional Development	5ARD0022	15 credits
Critical and Cultural Studies L5: Creative Design	5CTA1117	15 credits

### *One of*

Product Design: Explorations	5ARD0095	30 credits
Product Design and Development	5CTA1010	30 credits

## Fashion Design and Fashion and Fashion Business

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

### **Modules**

#### Semester A

Studio Skills 2: Fashion Technologies	5CTA1043	30 credits
C&CS Level 5 Fashion	5CTA1074	15/30 credits
Fashion Business 2: Principles of Fashion Business	5CTA1136	15/30 credits

#### Semester B

Modules and options for Study Abroad 2017-18

05/07/2017

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

## University of Hertfordshire School of Creative Arts

Design Practice 1: Commercial Process and Realisation	5CTA1044	45 credits
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*Two of:*

Design Practice 2: Design and Communication	5CTA1042	15 credits
Fashion Business 3: The Practice of Fashion Business	5CTA1137	15 credits

### Graphic Design

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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	5CTA1107	45 credits
C&CS Level 5 Graphic Design and Illustration	5CTA1075	15/30 credits

##### Semester B

Graphic Design Professional Development	5CTA1109	15 credits
Graphic Design Live Projects	5CTA1111	30 credits
C&CS Level 5 Graphic Design and Illustration	5CTA1075	15/30 credits

### Illustration

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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	5CTA1108	45 credits
C&CS Level 5 Graphic Design and Illustration	5CTA1075	15 credits

##### Semester B

Illustration Professional Development	5CTA1110	15 credits
Illustration commissions	5CTA1112	30 credits
C&CS Level 5 Graphic Design and Illustration	5CTA1075	30 credits

### Interior Architecture and Design

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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	5CTA1139	15 credits
Advanced Technology	5CTA1140	15 credits

**Either**

Design Skills 2	5CTA1151	15 credits
Design Studio 2	5CTA1152	15 credits

**Or**

Architectural Design Skills 2	5CTA1142	15 credits
Architectural Design Studio 2	5CTA1151	15 credits

##### Semester B

C&CS L5 History and Theory – People, Buildings and Cities	5CTA1139	15 credits
Advanced Technology	5CTA1140	15 credits

**Either**

Design Skills 2	5CTA1151	15 credits
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Modules and options for Study Abroad 2017-18

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Design Studio 2	Or	5CTA1152	15 credits
Architectural Design Skills 2		5CTA1142	15 credits
Architectural Design Studio 2		5CTA1151	15 credits

## Model Design

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

### Modules

#### Semester A

Talking Models A	5CTA1064	15 credits
Design Process and Realisation	5CTA1056	30 credits
Turbo A	5CTA1054	15 credits

#### Semester B

Turbo B	5CTA1055	15 credits
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#### One of:

Contextualised Model (Model Effects)	5CTA1057	30 credits
Contextualised Model (Special Effects)	5CTA1093	30 credits
Contextualised Model (Character and Creative Effects)	5CTA1094	30 credits