

School of
Art & Design

Art & Design

Course guide 2020



NOTTINGHAM
TRENT UNIVERSITY 

At NTU we focus on you.

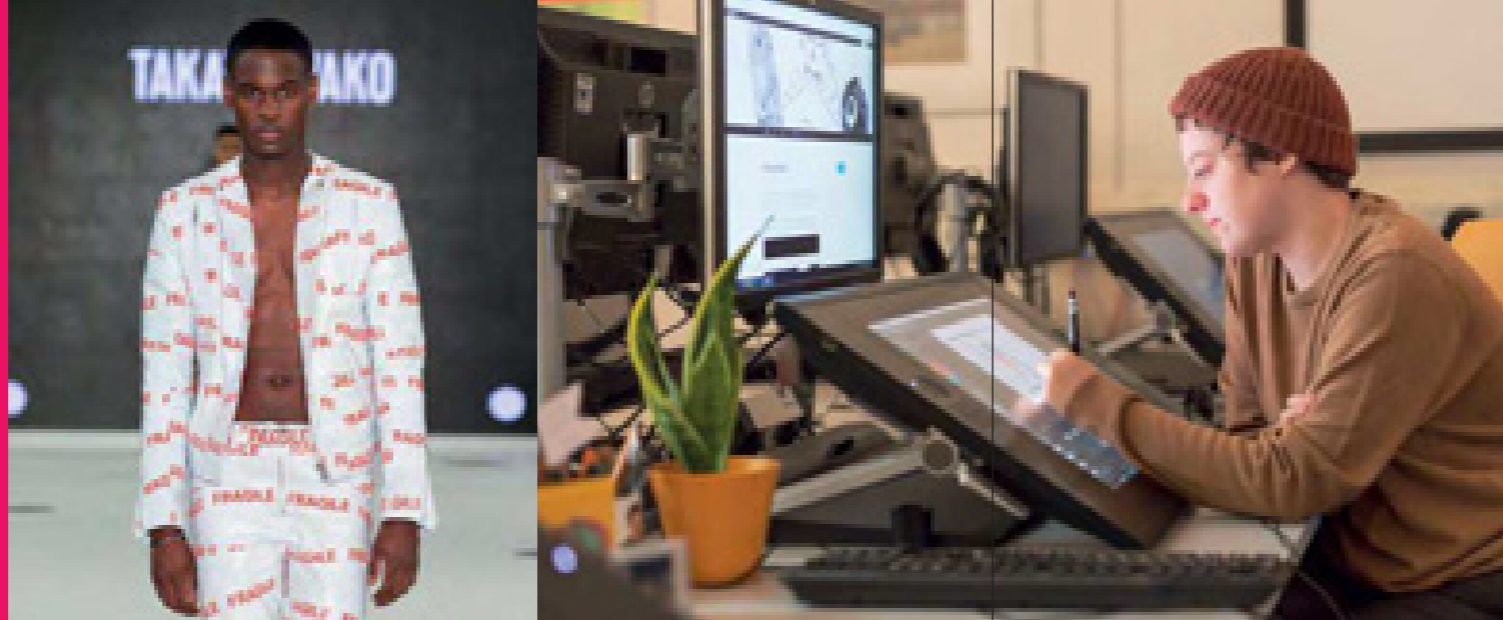
Our gold-rated teaching experience is delivered by academic staff who have the knowledge and experience to support your vision. Your personal tutor and learning dashboard will help to make sure you stay on track.

The opportunities and connections we provide will enable you to shape your skills, knowledge and experience. From work placements and live projects, to volunteering and study abroad, all our courses are packed full of options to help your career get off to the best start.

You will receive an extraordinary education and a dynamic student experience in a vibrant learning environment with excellent facilities.

We are challenging traditions. Our teaching and work experience elevate each other, and our research is changing the world for the better. We treat our students as individuals, providing opportunities for all. It's one of the reasons why we have been named Guardian University of the Year 2019.

NTU. University, reimagined



Art & Design

Contents

Art & Design	5
Fashion Communication and Promotion	6
Fashion Management	10
Fashion Marketing and Branding	14
International Fashion Business (one-year top-up)	18
Fashion Design	22
Fashion Knitwear Design and Knitted Textiles	26
Textile Design	30
Costume Design and Making	34
Design for Film and Television	38
Theatre Design	42
Decorative Arts	46
Fine Art	50
Animation	54
Graphic Design	58
Filmmaking	62
Photography	66



We are innovators. We are communicators. We are radicals.

We are one of the world's leading art and design schools and we have been influencing, inspiring and innovating for over 175 years. We are guided by our past, focused on our future, and proud to be shaping what comes next.

Located right in the heart of one of the UK's most exciting cities, we are surrounded by – and contribute to – an originality, energy and imagination that makes Nottingham a very special place to live, work and create.

From nurturing talent to daring research and collaborations that are shaking up the industry, we are breaking convention, and challenging the very ideas of what is possible for an art and design school.

Inspired by a love for our craft, we are committed to pushing its boundaries into new territories. If this sounds like you too, then come and tell your story with us.

You will be part of a community of thousands united by passion, drive and hard work. You will feel the guidance that comes from the decades of experience of our subject experts and the buzz of infinite possibility of those just taking their first steps.

We are all contemporaries, collaborators and change-makers. And together we can turn what we love into how we live.

We are the School of Art & Design at Nottingham Trent University and we are what we create.

We're committed to preparing you for your creative career. With strong ties to the creative industries and a vibrant worldwide network of graduates, we'll give you what matters most – relevant, hands-on, professional opportunities and experience.

Through guest lectures, live projects and competitions, you'll learn the importance of collaboration and establish your own support network of industry professionals.

You'll have the opportunity to work with top brands like Adidas, Burberry, Calvin Klein and Getty Images. You'll also have the chance to collaborate with prominent local creative partners like Nottingham Contemporary, Lakeside Arts, and the world-famous Nottingham Playhouse.

You'll experience new cultures through study trips, placements and the opportunity for international exchange. It's a living and learning experience like no other. From Tokyo to Paris and Milan to New York, you'll have the chance to visit some of the world's most vibrant creative capitals.

Innovation happens when you take risks and experiment

Challenge everything, collaborate and connect

Fashion Communication and Promotion

BA (Hons)

This creative course mixes design and theory, focusing on the visual communication of brands. The emphasis is on storytelling, building innovative messages and narratives for products and services across the global fashion and lifestyle industries.

Information

UCAS code: WN2M

Study mode: Full-time

Starting: September

Course duration: Three years

Entry requirements:

- A-levels – BBB (or equivalent); or
- an Art and Design Foundation Diploma plus one A-level or equivalent; and
- GCSEs – English and Maths or Science grade C / 4.

“I love how broad and creative the course is. You learn so many different skills and really develop as a creative. From fashion films to branding, styling, and pitching marketing ideas, we get to work on a huge variety of projects.”

Arooj Aftab,
BA (Hons) Fashion Communication
and Promotion

About this course

Develop visual communication skills across a range of creative media, including photography and styling, art direction and graphics, print and digital design, film, interactive media, 3D and retail design. Explore how brands communicate through branding, advertising, digital and social media, visual merchandising, retail environments, events and experimental marketing. Learn to use software such as Adobe InDesign and Photoshop, so you can develop your creative ideas to communicate with consumers.

In Year Three, you'll showcase your work at our Degree Show, Nottingham, with the chance to be selected for exhibiting at Graduate Fashion Week, London.

We're ranked fourth in the UK for Fashion and Textiles (Guardian University League Tables 2019).

What you'll study

Year One

Fashion Landscapes (60 credit points)

Start to develop your visual awareness skills, and be introduced to a range of subjects and skills concerning the creative and fashion landscape. Through individual and group work you will conduct a brand visual analysis, present your findings, and create a brand zine. You will consider self-promotion through platforms like blogs and Instagram. You will also submit a digital portfolio of your work.

Creative Connections (60 credit points)

Complete a city research project based on an optional trip to New York (or another city of your choice); a brand advertisement analysis; and the

research, development, launch and promotion of a new fragrance.

Identify an opportunity within the perfume sector in order to develop a completely new product. You'll design the bottle, reach the consumer, create the narrative, and craft the advertising campaign. Learn from experts, as representatives from industry judge your work. You will also complete a reflective journal and submit a portfolio of work, which will include visual and written reports and consumer profiles.

Year Two

Communication and Message (60 credit points)

Develop your knowledge in the communication of fashion and lifestyle in the global environment. You will look at trends in relation to a broader cultural context, and you'll learn about the link between branding, advertising, PR, and the visual message. You'll work on a variety of briefs, including live projects.

Promotion and Context (60 credit points)

Explore how fashion information is communicated to audiences in different contexts. You'll also continue to develop your visual media skills in software and photography to support your visual presentation and design layout.



Image: Alexa Boldy, BA (Hons) Fashion Communication and Promotion



Image: Jay Harris, BA (Hons) Fashion Communication and Promotion

Final Year

Negotiated Projects (120 credit points)

During this module you'll work on individual and team negotiated projects. Your individual project will be self-devised, and you'll choose your team project from a number of live projects on offer.

In phase one you'll start to negotiate your project ideas, and undertake a range of activities that will allow you to apply the skills and knowledge you've acquired during the course. For the live project you'll select a project and a team, meet your clients, and start contextual research and idea development.

In phase two you'll focus on the concept and execution of your project. Your individual project will be supported with dedicated tutorials, lectures and seminars. During your live project you'll have interaction and feedback from the client.

Exhibit your work as part of our Degree Show, and contribute to the PR, marketing, promotion and communication, and event management. You'll showcase an online digital portfolio with your best work from the course, and selected creative visual outcomes from your final year.

How you'll learn

Teaching and learning experiences will include lectures, demonstrations, workshops, seminars, tutorials, team and individual work.

Assessments

Assessment is 100% coursework. You will receive feedback throughout each module and will be awarded a grade. Depending on the module, you may be assessed through illustrated reports, creative outputs, team project work, a reflective learning journal, and presentations.

Your final degree mark will be based 100% on your final year work.

Work placement opportunities

We actively encourage you to undertake work experience alongside your studies. Our Employability team is on hand to support you – through workshops, drop-in sessions and other activities – in applying for placement and professional practice opportunities. Recent work placements include *Schön* magazine, Nicole Farhi, *Company* magazine, Maverick Publicity, *Heat* magazine, ASOS, and Bauer Media.

Connecting with industry

We bring the industry to you through live projects, flexible work experience, visiting industry experts, competitions and careers guidance, all enhancing your employability. Former editor of British *Vogue*, Alexandra Shulman, recently visited NTU's School of Art & Design to talk to students about her 25-year career at the magazine.

From Year One you'll have the opportunity to work on live projects with real clients. Our students have recently worked with All Saints, Topshop, Stephen Jones Millinery, Unilever, BMW, Reiss, Levi, Boots, and Speedo.

Entering industry competitions will help you to gain experience and to network. Our students have been successful in the competitions such as Graduate Fashion Week's Boohoo.com Fashion Innovation Award, L'Oreal Brandstorm, River Island Rocks, and more.

International exchanges and study trips

We provide you with opportunities to visit major fashion capitals to gain an international perspective. In Year One, this includes an optional five-day study trip to New York, with a visit to Manhattan's Fashion Institute of

Technology (FIT). In Year Two, you'll get to visit events and trade fairs, such as Première Vision in Paris, Bread & Butter in Berlin, or Pitti Filati in Florence. In your final year, you may have the opportunity to visit an international fashion city, such as Tokyo. You'll also get the chance to visit companies to learn about the global market. Recent examples include the headquarters of Boots, L'Oréal, ANN INC in New York, and Jimmy Choo in Tokyo.

This course has exchange agreements with a number of institutions around the world, including the Fashion Institute of Technology in New York, University of Lapland in Finland, and more. You can apply to go on exchange in Year Two for one semester.

Facilities and equipment

You'll be based in the Barnes Wallis building in the heart of the City Campus, with its modern teaching rooms, collaborative working spaces and Mac suite.

You'll have the opportunity to use the photography and film studios on campus. Our Masters students are also based in Barnes Wallis, providing opportunities for mentoring our undergraduate students.

Career prospects

Our graduates go into roles such as art direction and styling, digital communication and web design, PR and event management, retail environment and visual merchandising, forecasting and trend prediction. Recent destinations include Alfred Dunhill, Boots, Office Shoes, Ozwald Boateng, Stephen Jones Millinery and the Sunday Telegraph.

To find out more about this course visit www.ntu.ac.uk/courses and search for Fashion Communication.



Fashion Management

BA (Hons)

Combine your interest in the manufacturing process of fashion with business management skills. This degree focuses on the management of the entire fashion chain, from design development and product sourcing; to manufacturing, sales and marketing; to the end consumer.

Information

UCAS code: 4J38 or JW42 with a placement

Study mode: Sandwich or full-time

Starting: September

Course duration: Three years or four years with a placement

Entry requirements:

- A-levels – BBB (or equivalent); or
- an Art and Design Foundation Diploma plus one A-level or equivalent; and
- GCSEs – English and Maths or Science grade C / 4.

“Completing a year in industry gives you confidence. A highlight of my time at ASOS included seeing a dress that I was involved in at the design stage going live and becoming a best seller!”

Olivia Lague,
BA (Hons) Fashion Management

About this course

To give you exposure of current practices within industry, you'll work on live projects with brands such as John Lewis and Boden and will benefit from guest lectures with professionals from companies such as Boohoo, ASOS, Tommy Hilfiger and newer innovative entrepreneurs. This is supplemented with relevant industry visits such as trade shows, head office, factories and exhibitions.

Showcase your work at our Degree Show, Nottingham, with the opportunity to take part in Graduate Fashion Week and international exchanges. We're ranked fourth in the UK for Fashion and Textiles (Guardian University League Tables 2019).

What you'll study

Year One

Fashion Textiles Product (60 credit points)

Learn about all aspects of garment and fabric technology and gain a practical understanding of how garments are constructed. Investigate the performance and properties of textiles and clothing, developing your understanding of the global fashion supply chain and sustainability, alongside relevant new technologies in the industry.

Fashion Management and Marketing (40 credit points)

Learn about the procedures involved with the design, production and retail of fashion, and the roles of the key people who manage these processes. You'll also be introduced to the basic principles of consumer behaviour, management and marketing in relation to the fashion industry.

Design and Visual Communication (20 credit points)

Gain an understanding of how fashion trends and forecasting translate to

the commercial fashion environment, researching the influence of luxury designers and brands and how these impact on mainstream fashion. You'll be taught to communicate your research through a range of computer-aided design skills relating to visual communication, layout, and image manipulation.

Year Two

Fashion Buying and Merchandising (40 credit points, all year)

Develop the principles of fashion buying and merchandising in the context of today's rapidly changing retail environment. You'll look at international retail opportunities and the range of building and management techniques for in-store and online. With an emphasis on interpreting analytical and trend information to tailor a range for the fashion consumer. Alongside this, you'll learn how to develop global sourcing strategies considering key areas such as speed to market, sustainability and ethics.

Management and Employment (20 credit points, first half of year)

This module is about supporting you to get a placement or work experience from our global network of fashion contacts. Develop your business profile on LinkedIn, experience mock interviews and assessment centre exercises. Learn about employment law, professional attributes, skills and individual development needed in the fashion and textiles industry.

Fashion Marketing and Communication (20 credit points, first half of year)

Explore marketing and promotional strategy in the context of the fashion industry. You'll consider the wider external environment, and international issues of digital fashion marketing in a global context. Investigate consumer behaviour and gain knowledge of marketing promotion theory and practice.



Image: Florentine Deekeling, BA (Hons) Fashion Management

Product Technology

(20 credit points, second half of year)

Develop your understanding of the quality and 'fit for purpose' of fashion garments and related products, exploring issues such as sizing and fit, safety standards for clothing, and legislation in the retail industry. You'll also learn about the purpose of fashion product technology and the impact within the fashion buying cycle. Assessment for this module is by exam.

Research Project

(20 credit points, second half of year)

This module is designed to prepare you for your final year dissertation. Develop academic research and communication skills with the opportunity to personalise your topic area by integrating and exploring the learning and knowledge gained from your previous experiences.

Year Three

Optional Placement Year

The placement year will give you the chance to experience the commercial world first-hand. You can work with one or more companies in the UK or overseas. Many students say a placement year really boosts their confidence, and helps their final year studies and graduate employability. Some placements even lead to graduate job offers. You'll also have the opportunity to gain an extra qualification – a certificate or diploma in professional practice.

Final Year

Dissertation (60 credit points)

Building on your research project skills complete an investigative study into a subject of your choice relating to the global fashion arena. You'll negotiate your chosen research subject with your personal tutor and produce a research methodology report, a presentation, and a written dissertation.

Fashion Management

(60 credit points)

Developing intrapreneurship, creativity and commercial awareness in the context of the fashion arena. Learn to evaluate fashion organisations and how they strategically operate and innovate. Focusing on evaluating contemporary management theory, you'll also learn how to recommend improvements that can be feasibly and creatively implemented.

How you'll learn

Teaching and learning experiences will include lectures and briefings, seminars, tutorials, practical fashion and textile workshops. You'll work on live projects and be expected to deliver verbal and visual presentations. You'll also have the opportunity to attend study trips, conferences, trade fairs and events.

Assessment

Assessment is by coursework and an exam. You will receive feedback throughout each module and will be awarded a grade. Depending on the module, you may be assessed through reports; assignments; an exam; presentations; and a dissertation.

Your final degree mark will be based 100% on your final year work.

Work placement opportunities

You can choose to take a year-long work placement during your studies. A placement year will give you the opportunity to gain real, hands-on experience and valuable skills for the future.

Recent placements include ASOS, Wrangler and Kipling (Belgium), River Island, Stella McCartney, Calvin Klein, Tommy Hilfiger, Puma and Alexander McQueen.

Connecting with industry

Our students have worked on live projects with John Lewis, Boden, and ASOS. The projects offer the students opportunity to complete work experience to enhance their learning experience. You'll have the opportunity to listen to guest speakers from industry experts. Recent guests have visited from companies such as ASOS, Bonmarché and Sainsbury's.

The course also has links to the Association of Suppliers to the British Clothing Industry (ASBCI), the Textile Distributors Association (TDA), and the Chartered Institute of Marketing (CIM).

International exchange and study trips

We provide you with opportunities to visit major fashion capitals including Paris, London, New York and Florence. This course has exchange agreements with a number of institutions around the world, such as the Fashion Institute of Technology in New York, Amsterdam Fashion Institute and more.

Facilities and equipment

You'll be based in the Barnes Wallis building at the heart of the City Campus, with its modern teaching rooms, collaborative working spaces and Mac suite.

Career prospects

Graduates go into fields such as buying and merchandising, marketing and PR, eCommerce, supply chain management, product development, garment and fabric technology and global sourcing. Recent graduate destinations include ASOS, Dunelm, Mulberry, Ted Baker and River Island.

To find out more about this course visit www.ntu.ac.uk/courses and search for Fashion Management



Fashion Marketing and Branding

BA (Hons)

This degree focuses on marketing and brand strategy in the fashion and lifestyle industry. Explore how brands become distinctive and desirable, discovering how they identify their unique selling points to position themselves in the market, and communicate with customers.

Information

UCAS code: WN25

Study mode: Full-time

Starting: September

Course duration: Three years

Entry requirements:

- A-levels – BBB (or equivalent); or
- an Art and Design Foundation Diploma plus one A-level or equivalent; and
- GCSEs – English and Maths or Science grade C / 4.

“Our lecturers are very dedicated, professional, and helpful, and they also have a lot of experience working in the industry. If you have any questions, they’re always quick to get back to you.”

Mina Berntsen,
BA (Hons) Fashion Marketing and Branding

About this course

Get a taste of the industry by completing live projects with global brands such as Gymshark, Boohoo.com, Boots No7, Lacoste, Sunspel, Next and Dior and by attending guest lectures from industry experts such as Angelique Green of The Mighty Shed. Hone your Adobe InDesign, Illustrator and Photoshop skills and develop your creative ideas to communicate with consumers.

In Year Three, you’ll showcase your work at our Degree Show, Nottingham, with the chance to be selected for exhibiting at Graduate Fashion Week, London.

What you’ll study

Year One

Visual and Cultural Influence (40 credit points)

Learn about fashion and the trends in our society that influence what, where and how things are sold. You’ll look at how interconnected media such as music, film and photography inform fashion and lifestyle brands. You’ll also analyse the role of key signifiers such as colour, fonts and typography in branding, with a focus on semantics and semiotic analysis.

Principles of Fashion Marketing and Branding (80 credit points)

You’ll explore the global market, looking at the cultural and social trends that influence the fashion industry. You’ll be introduced to the fundamentals of marketing and identify business opportunities through market research and trend forecasting to determine brand success. Create sound marketing proposals and strategies that will enable you to identify influential

strategic marketing and brand management tools. You’ll also learn how brands make themselves more distinctive in order to stand out from the crowd, as well as the role of digital marketing and the integration of social media strategy.

Year Two

Marketing Strategy and Communication (60 credit points)

Explore business, brand and marketing strategy and work on exciting, real-life briefs set by visiting industry experts. Cover the different methods of marketing communication, and the use of marketing media and language to appeal to different target audiences. You’ll also look at different channels of communication – from traditional (print media and TV) to digital marketing and social media – and how these influence brand decision-making and consumer buying behaviour.

Brand Environment (60 credit points)

There are two parts to this module. The first part – Fashion Business Solutions – is compulsory. You’ll simulate industry practice by completing a fashion marketing and branding challenge. Your emphasis will be on innovation and developing new skills in creativity and idea generation. Students recently completed a live new product development project with Boots No7 skincare.

The second part is an independent project where you can choose from two options. Option one is a nine-week work experience placement, which will allow you to apply your theory to real-life business situations and provide solutions whilst gaining first-hand experience of the roles and responsibilities within the fashion industry. You will receive a Placement Certificate in Professional Practice.



Images: Sophie Ottewill, BA (Hons) Fashion Marketing and Branding

Option two is Brand Development and Communication. This will introduce you to collaborative and interdisciplinary working. During this option, you'll work with partners from different disciplines, such as design, to create strong strategic and creative brand marketing and promotion solutions to bring a product or service to market.

Final Year

Strategic and Creative Solutions (120 credit points)

Work on a personal self-devised project where you create a brief in an area of interest, usually something relevant to your future career. This doesn't necessarily have to be an academic report – you could set up new businesses, create a website, or work in event or exhibition management. The module is totally flexible so you can tailor it to your strengths and interests.

How you'll learn

Teaching and learning experiences will include lectures, seminars, tutorials, workshop and presentations. You'll be encouraged to work as part of a team and take part in peer and self-evaluation. You'll have the opportunity to take part in live projects with industry and attend study trips.

Assessment

Assessment is 100% through coursework. You'll receive feedback throughout each module and will be awarded a grade. Depending on the module, you may be assessed through presentations, team project work, marketing reports, visual essays, or a final year project.

Your final degree mark will be based 100% on your final year work.

Work placement opportunities

You'll have the opportunity to complete a nine-week work placement in the second half of Year Two. You'll be responsible for securing your placement, but you'll receive advice and support from course tutors and the University's Employability team. The course has an established network of industry partners that it works with, and new placement opportunities become available each year. Recent placements include ASOS, Jimmy Choo, Whistles, *Look* magazine, Topshop and Christian Dior Parfums.

Connecting with industry

The course is committed to offering you experiences that will enhance your understanding of the industry. Live projects and opportunities to visit companies and trade fairs are an important part of this, and together with support from course staff and NTU's Employability team, they will prepare you well for employment.

Students have recently completed live projects with Boots No7; Gymshark, Boohoo.com, and Sunspel.

Recent guest speakers have included:

- Andy Rubin, Chairman of Pentland brands. Pentland have a portfolio of sports and fashion brands including Speedo and Berghaus.
- Nick Beighton, CEO of ASOS
- Angeliqe Green, CEO of The Mighty Shed
- Alexandra Shulman, former Editor of British *Vogue*.

Entering industry competitions will help you to gain experience and to network. Our students have been successful in competitions such as Graduate Fashion Week's Barclay's Business Award, ASOS Future Talent Communication Award, The New Business Award and more.

International exchanges and study trips

In Year One you'll have the opportunity to go to New York, with a visit to Manhattan's Fashion Institute of Technology (FIT). In Year Two, you'll get to visit some of Europe's major fashion capitals such as Paris, Rome and Milan. In your final year, you could visit an international fashion city such as Tokyo.

This course has exchange agreements with a number of institutions around the world, such as the Fashion Institute of Technology in New York, Amsterdam Fashion Institute, and more. You can apply to go on exchange in Year Two for one semester.

Facilities and equipment

You'll be based in the Barnes Wallis building in the heart of the City Campus, with its modern teaching rooms, collaborative working spaces and Mac suite.

You'll have the opportunity to use the photography and film studios on the campus. Our Masters students are also based in Barnes Wallis, providing opportunities for mentoring our undergraduate students.

Career prospects

Graduates often go into fields such as brand management, digital marketing, insight manager, media planning and buying and PR. Recent graduate destinations include Adidas, Pentland, ASOS, Jamie Oliver, Sweaty Betty, Harrods, River Island, Wallis, Selfridges, Bux Avenue, Marks & Spencer, Next, New Look, and Cath Kidston.

To find out more about this course visit www.ntu.ac.uk/courses and search for Fashion Marketing.



International Fashion Business (one-year top-up)

BA (Hons)

International Fashion Business has been designed to help you identify your strengths so you can tailor your work to your career aspirations. You may choose to investigate areas such as setting up your own business, sustainable fashion or innovative fashion concepts.

Information

UCAS code: W232

Study mode: Full-time

Starting: September

Course duration: One year

Entry requirements:

- completion of Year Two of a fashion or textiles-related degree course; or
- completion of a HND course in fashion or textiles; or
- completion of a Foundation degree in a related fashion or textiles discipline.

“This course is really great for increasing your employability prospects as it provides you with in-depth insight into the different industry sectors, including buying and merchandising, marketing and branding, and trend prediction.”

**Tamsin Johnson,
BA (Hons) International
Fashion Business**

About this course

Enhance your potential in the international fashion industry on this one-year top-up degree. Experience an international perspective on how the fashion industry works, investigating areas such as fashion buying, brand marketing and promotion, lifestyle and trend prediction, and fashion ethics and sustainability. Throughout the course, you'll work on a combination of visually creative and written projects.

You'll gain an understanding of fashion business practice enhancing your professional fashion communication skills, and will work on live projects and competitions in collaboration with brands such as Wedgewood, Next and Whistles.

What you'll study

October – February

Fashion Buying (20 credit points)

Focus on the role of a fashion buyer, and the visual and business skills and knowledge required. You'll explore the key processes involved in fashion buying, global sourcing, and sample and selection procedures.

Develop the research skills associated with fashion buying; combining creativity, commercial acumen and trend awareness to create a buying strategy and a product proposal for a fashion brand.

Fashion Brand Marketing and Promotion (20 credit points)

Central to this module are two key areas. The first is marketing and research skills, which focus on understanding consumer behavior and motivation to buy. The second is media, image, and creating a brand identity. Evaluate the power of imagery

and how brands select effective channels of communication to engage with their target consumer.

Lifestyle and Trend Prediction (20 credit points)

Explore how trends are identified, how brands interpret and adapt them for market, and how they are communicated to the consumer. Knowing how to initiate trend research, manage a creative project and create a professionally presented assignment within a team develops key skills required in industry. This module provides you with an opportunity to work in a team and experience team dynamics. You'll develop your creative visual communication skills through computer-aided design software such as Adobe PhotoShop and Illustrator.

February – July

Fashion Concepts and Innovation Projects (60 credit points)

This module gives you a unique opportunity to discover, investigate, negotiate, and then focus on an area of personal interest. It begins with themes such as potential career paths, new contemporary creative concepts, or a specialised professional direction within the subject of fashion business.

A series of supporting lectures, workshops and seminars will enable you to gain an overview of the contemporary topics and trends relative to international fashion business. As the module progresses, you'll develop your own research strategy through tutorial sessions, culminating in a final body of work.



Image: Esme Alexandria Benson, BA (Hons) International Fashion Business

How you'll learn

Teaching and learning experiences will include lectures, seminars, tutorials, creative workshops, and a personal development plan. You'll also benefit from visits to industry head offices and retail stores and fashion trade exhibitions.

Assessment

Assessment is 100% coursework, combining creative and written work. Depending on the module, you may be assessed through written and visual research, proposals and evaluations, dissertation or alternative project, reports, or visual and verbal presentations.

The majority of assessments are for you to complete on your own. One is a group project.

Connecting with industry

This course has developed strong collaborations with industry partners at local, national and international levels. Recent visitors have included:

- Carol Rose, an expert in sustainable fashion life cycle solutions
- Matthew Dixon, Director of Hudson Walker International
- food futurologist, Dr Morgaine Gaye
- Andrew and Iain Foxall, Foxall Studio, London
- Marketing Consultancy, BDA London
- representatives from Wedgewood, Next, and Whistles
- visiting alumni who come to share their industry experience.

You'll have the opportunity to work on live projects and competitions with brands and organisations within the fashion and related industries.

Study trips

We provide you with opportunities to visit major fashion capitals to gain an international perspective, such as Copenhagen, Florence and New York. You'll also go on research visits to cultural and retail destinations in the UK, such as London and Liverpool.

Facilities and equipment

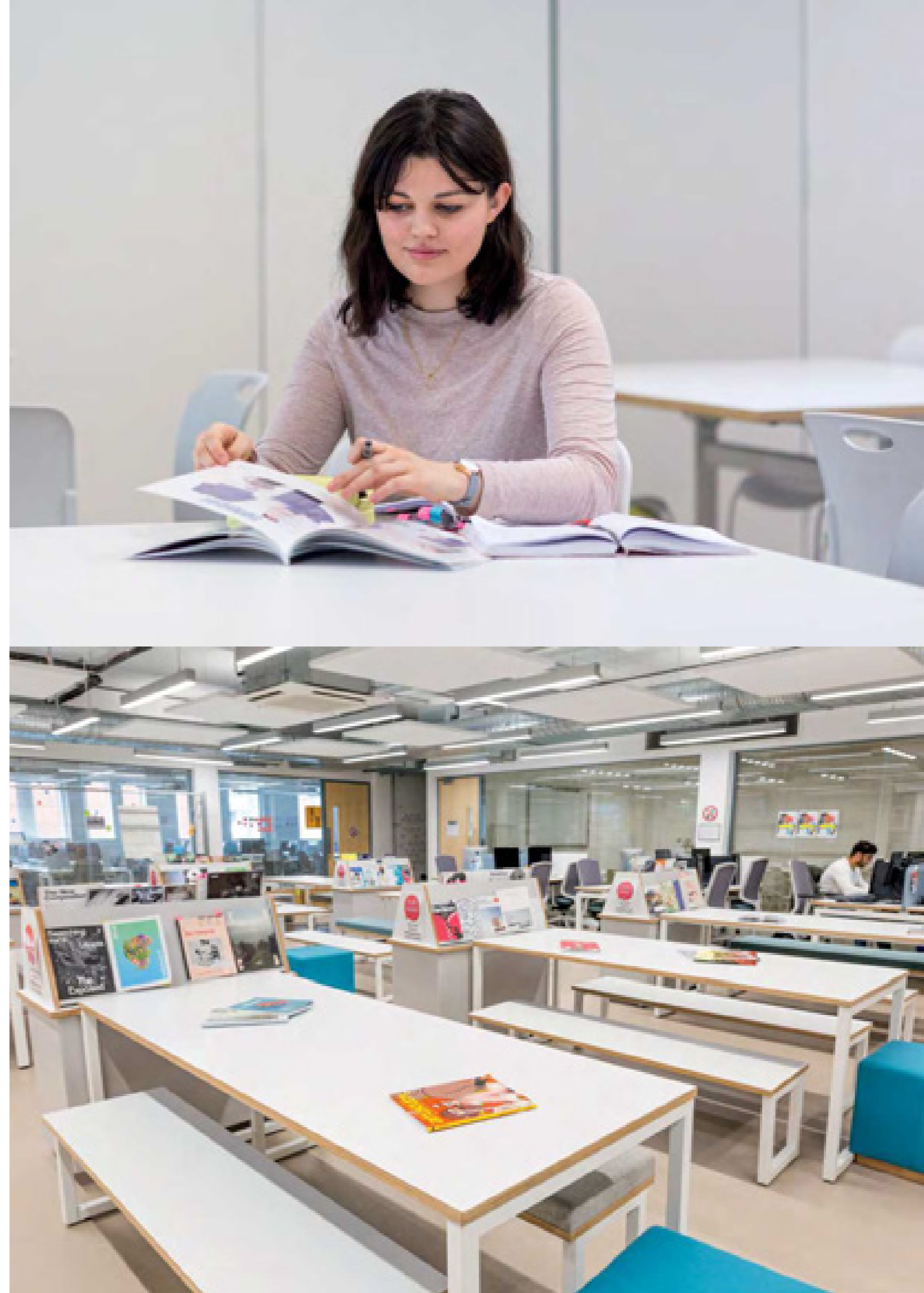
You'll be based in the Barnes Wallis building at the heart of the City Campus, with its modern teaching rooms, collaborative working spaces and Mac suite. These facilities are also dedicated to students studying BA (Hons) Fashion Management, BA (Hons) Fashion Marketing and Branding, and BA (Hons) Fashion Communication and Promotion.

You'll have the opportunity to use the photography and film studios on the campus. Our Masters students are also based in Barnes Wallis, providing opportunities for mentoring our undergraduate students.

Career prospects

Graduate roles include buying, merchandising, digital marketing, design, visual merchandising and account management. You may also wish to pursue further education or self-employment. Recent graduate roles and destinations include: Acardia Group, ASOS, Next, Adidas, Holt Renfrew, Sainsbury's and Calvin Klein.

To find out more about this course visit www.ntu.ac.uk/courses and search for International Fashion.



Fashion Design

BA (Hons)

On this renowned fashion design degree, you will develop skills in fashion drawing and illustration, design innovation, creative pattern cutting, garment manufacture, market awareness, sustainability and the latest digital technologies.

Information

UCAS code: W230

Study mode: Full-time

Starting: September

Course duration: Three years

Entry requirements:

- A-levels – BBC (or equivalent); and
- GCSEs – English and Maths or Science grade C / 4.

Other requirements:

- Portfolio and interview

“I would recommend fashion design because there is room for you to explore what you like, and it is flexible enough for you to focus on things you hope to achieve as a designer.”

Sola Olowo-Ake,
BA (Hons) Fashion Design

About this course

We are nationally and internationally recognised for the quality of our creative and industry-ready graduates, with our students regularly winning coveted awards at events such as Graduate Fashion Week. We are also ranked fourth in the UK for Fashion and Textiles (Guardian University League Tables 2019).

You will showcase your final year work either on the catwalk or in a product exhibition at our Degree Show, Nottingham, with the opportunity to be selected for the catwalk show and work displayed at Graduate Fashion Week (GFW), London.

What you'll study

Year One

Fashion Process: Concept and Form (100 credit points)

During the first year, you will be introduced to fundamental aspects of the fashion design process with the aim of developing skills and confidence in the principles of the design process. This includes concept initiation, research, 2D / 3D translation, structural / form experimentation, design development, colour analysis, drawing, illustration, pattern cutting, garment construction and associated technologies including CAD.

Design, Culture and Context 1 (20 credit points)

This module will encourage you to test your research, presentation and written skills, and to be socially and culturally aware when considering your own environment and design decisions. You will learn about the power of images, objects and materials in visual and material culture, and develop an understanding of how these can inform design in communicating ideas.

Year Two

Fashion Context: Market and Innovation (100 credit points)

Through live projects with industry, you will engage with team work, developing your interpersonal skills, understanding commercial challenges and design responsibilities, as well as enhancing your verbal and visual presentation skills. You will be encouraged to take an enterprising and creative approach in response to a number of industry-led design projects at various levels of the global fashion design market. Simulation of a real working environment builds on existing knowledge and skills acquired in your first year, introducing you to the day-to-day commercial challenges and opportunities that graduates face in industry. Exploring the global market through varied research methodologies, technologies, values and ethics will inform design solutions relevant to diverse consumer groups.

You will have the opportunity to present work to a panel of industry representatives where you will receive feedback to enable you to progress your work. This will give you an insight into industry current practices and the work ethic required.

Design, Culture and Context 2 (20 credit points)

In the first half of the year, you will focus on how the commercial context affects design culture. You will consider the role played by design in the creation of desire in trend-driven consumer culture in an era of mass production and consumption. In the second half of the year, you will focus on creating a negotiated individual brief in preparation for your final year project.



Image: Takato Wako, BA (Hons) Fashion Design

Final Year

Fashion Realisation: Research, Design and Technology (120 credit points)

This year-long module includes a fashion design and a research project. For the fashion design projects, you will produce an extensive body of 2D and 3D work, with sustained investigation into toiling, fabrication, print, garment construction, CAD, and design responsibility. You will choose to focus either on a catwalk collection or a fashion product exhibition. For the research project, you will explore and research a relevant aspect of design, completing a written dissertation.

How you'll learn

On this course, you will spend your time in creative studio environments. Teaching and learning experiences will include studio workshops, lectures, tutorials and peer group activities. You will also benefit from live projects, study trips, and visual presentations.

Assessments

Assessment is 100% through coursework. You will receive feedback throughout each module and will be awarded a grade. Depending on the module, you may be assessed through 2D visual research and design development work, 3D development work and final product, portfolio work, evaluations, reports, essays, and a dissertation.

Your final degree mark will be based 100% on your final year work.

Work placement opportunities

You will be encouraged to undertake short periods of work experience alongside your studies. Course tutors and the University's Employability team will be on hand to offer advice and support on how best to approach companies, and get the most from your experience.

Fashion Design students have recently completed work placements with Urban Outfitters, River Island, H&M, Paul Smith, ASOS, Vivienne Westwood, Topshop, Victoria Beckham, Ralph Lauren, and more.

Connecting with industry

This course collaborates with industry at local, national and international levels. Live projects and competitions will give you the opportunity to have exposure to real-life design situations.

Our students have taken part and enjoyed success in a range of top industry projects, awards and competitions, including:

- live project with Oasis inspired by The Nottingham Lace Collection saw our students' designs launched in stores and online
- Winners of the TU Menswear Scholarship Award, Tessuti Sports and Leisurewear Award, Fashion Marketing Award at Graduate Fashion Week

Recent visiting speakers have included the Creative Director of Graduate Fashion Week, Martyn Roberts, renowned fashion journalist, Hilary Alexander OBE and Senior Director of Talent Acquisition for Ralph Lauren USA who visited to give students a GFW Masterclass. Former editor of British *Vogue*, Alexandra Shulman, also visited to talk to students about her 25-year career at the magazine.

International exchanges and study trips

Recent study trips for this course have included Yorkshire Sculpture Park (Year One) and Paris Fashion Week (final year).

You can apply to go on exchange in Year Two for one semester. The course has exchange agreements with a number of institutions around the world, such as the Fashion Institute of Technology in New York, the Royal

Melbourne Institute of Technology in Australia, and more.

Facilities and equipment

You will be based in the Bonington building, a dedicated art and design hub. You will have access to fashion studios with industry-standard pattern cutting tables and garment production machinery, laser cutting and engraving equipment, a digital print facility, a print room for screen-printing, transfer printing and computer suites.

Career prospects

100% of students from this course are in employment or further study within six months of graduating (DLHE 2016/17). Career destinations have included a range of fashion-related roles across the world such as designers, product developers, garment technologists, creative pattern cutters, digital designers, buyers, merchandisers and fashion stylists. Recent graduate destinations included Paul Smith, ASOS, Burberry, River Island, H&M, Coach, Victoria Beckham, Ted Baker, Daks, Sunspel and Urban Outfitters.

To find out more about this course visit www.ntu.ac.uk/courses and search for Fashion Design.

Visit www.ntu.ac.uk/portfolioadvice to download portfolio and interview information.



Image: Lydia Jackson, BA (Hons) Fashion Design



Fashion Knitwear Design and Knitted Textiles

BA (Hons)

This highly respected degree offers you full creative control over the design and creation of both fabric and garments. You'll develop the sought-after skills, in both traditional and contemporary, innovative digital knit processes, that are in high demand in the fashion industry.

Information

UCAS code: 4W28 full-time, W222 with a placement

Study mode: Sandwich or full-time

Starting: September

Course duration: Three years or four years

Entry requirements:

- A-levels – BBC (or equivalent); and
- GCSEs – English and Maths grade C / 4.

Other requirements:

- Portfolio and interview

“I love being in control of my fabric, and this course enabled me to design both the fabric and garment, giving me complete control of the entire design process. Completing a year in industry was the best decision I ever made. I ended up completing three placements, in New York and London.”

**Jacaranda Brain,
BA (Hons) Fashion Knitwear Design
and Knitted Textiles**

About this course

You'll have access to specialist state-of-the-art digital equipment alongside traditional hand techniques and gain skills in knitted fabric design innovation, garment shape development, construction and manufacture.

You'll showcase your final year work in either a catwalk or static show at our Degree Show in Nottingham, and may be selected to exhibit at events such as Graduate Fashion Week and New Designers.

We're ranked fourth in the UK for Fashion and Textiles (Guardian University League Tables 2019).

What you'll study

Year One

Fundamentals: Design and Technology (100 credit points)

Learn the basic principles of creating fabrics and garments through knit and we'll introduce you to a wide range of specialist equipment to develop your practical skills. Through studio workshops and tutorials, build your skills further in visual research, idea generation, colour, fabric creation, 3D form, fashion styling, and fashion illustration.

Design, Culture and Context 1 (20 credit points)

Test your research, presentation and writing skills, and think about being socially and culturally aware when considering your own environment and design decisions. Learn about the power of images, objects and materials in visual and material culture.

Year Two

Context: Design and Industry (100 credit points)

Through different creative projects you'll develop a further awareness of the practice of design within the global fashion knitwear industry. Gain experience of computer-aided design (CAD) and computer-aided manufacture (CAM), and you'll develop a range of skills to communicate your design ideas professionally. Start to prepare for your placement year, with sessions covering CV building, letters of application, interview techniques, and portfolio development.

Design, Culture and Context 2 (20 credit points)

In the first half of the year you'll consider the role played by design in the creation of desire in trend-driven consumer culture. In the second half, focus on creating a negotiated individual brief in preparation for your final year project.

Year Three

Optional placement year

The placement year will let you apply what you have learned so far. You'll get to experience the realities of the commercial world and gain an understanding of different industrial practices. Your placement must be between six and 36 weeks long, working with one or more companies in the UK or overseas. You'll also have the chance to gain an extra qualification – a certificate or diploma in professional practice or for overseas work placement an international certificate or diploma in professional practice.



Image: Jacaranda Brain, BA (Hons) Fashion Knitwear Design and Knitted Textiles

Final Year

Resolution: Theory and Practice (120 credit points)

Complete a range of projects guided by your own career aspirations. Choose one of two pathways: either a Fashion Collection pathway where you'll create a garment collection for a catwalk show, or a Fashion Textile pathway where you'll create a display of knitted textile fabrics, garments or products. Produce an individual research project demonstrating your skills in analysis, communication, presentation, and independent thinking. Showcase your work at our Degree Show in Nottingham, and have the opportunity to be selected to present your work at Graduate Fashion Week in London.

How you'll learn

You'll spend most of your time in a creative studio environment. Teaching and learning experiences will include creative approaches through project work, live projects, knitting and manufacturing workshops, seminars, and more. You will also benefit from study trips, peer and self-evaluations, and studio and IT workshops.

Assessments

Assessment is 100% through coursework. You will receive feedback throughout each module and will be awarded a grade for your work. Depending on the module, you may be assessed through presenting and evaluating research; design development; technical knowledge; and final practical outcomes. In some modules, assessment includes essays, presentations, and an individual research project.

Your final degree mark will be based 100% on your final year work.

Work placement opportunities

You can choose to take a year-long work placement in the third year of your studies. A placement year will give you the opportunity to gain real, hands-on experience and valuable skills for the future. Our students say it's helped them build their confidence and develop a network of contacts. Placement students have been offered graduate level jobs before they return for their final year.

Our students have recently worked with a range of design companies during their work placement year. These include:

- Hugo Boss, Switzerland
- Marc Jacobs, New York
- Julien MacDonald
- Brilliant Global, Hong Kong

If you choose not to do the placement year, you'll be encouraged to take up to two weeks of work experience alongside your studies in Years One and Two. Support is on hand from our Employability team, who can help with your CV, and give you interview advice.

Connecting with industry

Benefit from our excellent connections with the fashion and textile industry, through guest lectures, bursary and sponsorship opportunities, industry competitions, international study trips, and support with securing your optional placement year.

We work with a number of professional organisations, including the Worshipful Company of Framework Knitters; The Textile Society; British Fashion Council Colleges Committee; ASBCI (Association of Suppliers to the British Clothing Industry); Society of Dyers and Colourists; and the UK Fashion & Textile Association.

We have recently worked on live projects with companies including Erdem, Ascena, Knoll yarns, Boden, SPINEXPO and Next.

International exchanges and study trips

Recent study trips and visits for this course have included the Victoria & Albert Museum in London, Pitti Filati yarn and fabric trade fair in Florence, Italy, and the opportunity to be selected to attend SPINEXPO in Shanghai.

This course has exchange agreements with a number of institutions around the world, including Hong Kong Polytechnic University, Donghua University Shanghai, Amsterdam Fashion Institute, RMIT, and more. You can apply to go on exchange in Year Two for one semester.

Facilities and equipment

You'll be based in the Bonington building, a dedicated art and design hub. You'll have access to a dedicated studio for creative workshops, knitwear hand flat workshops, with Dubied and domestic machines, knitwear make-up and industrial workshops, digital knit and seamless 3D technology, dye facilities, print and embroidery workshops, a yarn and fabric store, and more.

Career prospects

Graduates go into fields such as design, product development, styling and promotion and global sourcing. Recent graduate destinations include Hugo Boss, Nike, Calvin Klein, John Smedley, ASOS, Boden, Oasis, and Next.

To find out more about this course visit www.ntu.ac.uk/courses and search for Knitwear.

Visit www.ntu.ac.uk/portfolioadvice to download portfolio and interview information.



Image: Amy McCann, BA (Hons) Fashion Knitwear Design and Knitted Textiles



Textile Design

BA (Hons)

Accredited by the Chartered Society of Designers, this course is one of the few textile design degrees in the UK that allows you to explore the different areas of textile design before specialising in the creative areas of textile print, embroidery, weave, knit and multi-media, as your work develops.

Information

UCAS code: W221

Study mode: Full-time

Starting: September

Course duration: Three years

Entry requirements:

- A-levels – BBC (or equivalent); and
- GCSEs – English and Maths or Science grade C / 4.

Other requirements:

- Portfolio and interview

“This course offers you all of the ingredients to become a young professional designer. I came out of university with a fantastic portfolio of work, a positive attitude to gaining a career in design, and an ambitious mind.”

Anna Hague,
BA (Hons) Textile Design

About this course

On this course you will investigate fundamental principles in colour, form, scale, pattern and composition and learn traditional and digital techniques, working with industry-standard digital machinery.

There is an opportunity to apply for an educational scholarship with The Worshipful Company of Weavers; a charitable organisation which exists to support the weaving and textile industry now, and in future generations.

In your Final Year, you may apply for a yearlong paid graduate internship in New York working for the ASCENA brands. You'll exhibit your work in your Final Year at our Degree Show in Nottingham, and could be selected for New Designers, London.

We're ranked fourth in the UK for Fashion and Textiles (Guardian University League Tables 2019).

What you'll study

Year One

Fundamentals: Materials and Concepts

(100 credit points)

You'll be introduced to the different areas of the textiles industry through workshop rotations in embroidery, print, weave, knit, and multimedia. Cover the design fundamentals and explore principles such as colour, form, pattern, composition, and scale. This module will form the foundation of all your design work in Year Two and Final Year.

Design, Culture and Context 1

(20 credit points)

You'll be encouraged to test your research, presentation and writing skills, and to be socially and culturally aware when considering your own environment and design decisions. You'll learn about the power of images,

objects and materials in visual and material culture, and find out how these are central to the way textile designers work.

Year Two

Directions: Market and Process

(100 credit points)

Develop more awareness of the practice of design within the international textile industry. Complete three different projects that focus on different aspects of the design process, deepening your knowledge in your specialised area of print, embroidery, weave, or knit. You will have the chance to investigate other areas of the industry, including interior and lifestyle trends, ethical fashion, and trend tracking. Engage with industry through live projects, work experience, and an overseas visit to an international trade fair.

Design, Culture and Context 2

(20 credit points)

In the first half of the year you will explore how the commercial context affects design culture. You'll consider the role played by design in the creation of desire in trend-driven consumer culture, the need for sustainability in an era of mass production and consumption, and the responsibility to make design a force for positive change. In the second half of the year, you will focus on creating a negotiated individual brief in preparation for your Final Year project.



Image: Emily Rowland, BA (Hons) Textile Design

Course Accreditation



Final Year

Resolutions: Practice and Context (120 credit points)

Complete projects that relate to your career aspirations, developing work that shows your personal interests and strengths for your portfolio. You'll also be encouraged to get involved with external competitions, trade fairs, and live projects. An individual research project will let you explore an aspect of design that interests you, and you can present this as a dissertation or as a visual product.

How you'll learn

You'll spend most of your time in a creative studio environment. Teaching and learning experiences will include lectures, tutorials, studio workshops, and self-directed study. You'll also benefit from textile demonstrations and workshops, study trips, seminars, and presentations.

Assessments

Assessment is 100% through coursework. You will receive feedback throughout each module and will be awarded a grade. Depending on the module, you may be assessed through a portfolio, sketchbooks, presented and resolved projects, technical and contextual research, a reflective learning journal, essays, presentations, and an individual research project.

Your final degree mark will be based 100% on your final year work.

Work placement opportunities

You'll be encouraged to undertake work experience alongside your studies. You'll be supported with access to our database containing a range of contacts for potential work placements. We'll also give you tips on how best to approach companies and designers, and get the most from your experience.

Our Textile Design students have recently gained work experience with companies such as Paul Smith, Aston Martin, Whiston & Wright, George, John Lewis, Wallace and Sewell, Margo Selby, Julien Macdonald, Roksanda, Hand & Lock, Joules, Fat Face and Romo.

Connecting with industry

We continue to develop strong links with industry through our alumni and staff contacts. Live projects, competitions and professional bodies are central to the course, giving you exposure to current practices within industry. Working on live projects with industry can often lead to opportunities for work placements, and the chance to see your designs go into production.

Final year students have undertaken sponsored projects, in collaboration with SPINEXPO, to design and produce trend-leading work to be exhibited at the spring / summer show in Shanghai, Paris and New York.

International exchanges and study trips

In Year One, you'll visit a UK destination such as Manchester or London. In Year Two, you'll have the option to visit an international trade fair such as Première Vision in Paris.

This course has exchange agreements with a number of institutions around the world, including RMIT in Australia, and more. You can apply to go on exchange in Year Two for one semester.

Facilities and equipment

Our Textile Design students are based in the Bonington building, a dedicated art and design hub. You'll have access to dye facilities, laser cutting and engraving facilities, digital print facilities, fabric printers, embroidery machines, weave and knit rooms, and more.

You'll also have the opportunity to use resources from across the School of Art & Design and the wider University, including photography studios, lock stitch machines, ceramics facilities, and 3D resources in printing, casting, moulding, and woodworking.

Career prospects

Overall, our students are in demand by industry with 100% in employment or further study within six months of graduating (DLHE 2016/17). They go into a variety of exciting roles including designing, buying and merchandising, global sourcing, textiles product development, styling and trend prediction, and marketing. Recent graduate destinations include Ted Baker, House of Holland, DFS, New Look, Laura Ashley, Liberty London, Adidas, Next, Paul Smith, Romo, Baxter Fawcett and Topshop.



To find out more about this course visit www.ntu.ac.uk/courses and search for Textile Design.

Visit www.ntu.ac.uk/portfolioadvice to download portfolio and interview information.

Costume Design and Making

BA (Hons)

This specialist design for performance degree focuses equally on developing both your costume design and costume making skills. You'll learn how to translate your creative ideas into professional costumes for theatre, film and television, dance, opera and other performance areas.

Information

UCAS code: W451

Study mode: Full-time

Starting: September

Course duration: Three years

Entry requirements:

- A-levels – BBC (or equivalent); and
- GCSEs – English and Maths or Science grade C / 4.

Other requirements:

- Portfolio and interview

About this course

You'll become a versatile designer / maker as a result of developing skills in areas such as corsetry, pattern cutting, tailoring, millinery, costume props, puppetry, fabric knowledge, and print and dye. You'll also explore visual research, character analysis, contemporary design development and innovative 2D to 3D realisation.

95% of our students would recommend studying at NTU (National Student Survey 2018).

What you'll study

Year One

Costume Design and Making: Introductions (100 Credit Points)

Develop an understanding of and skills as a costume designer-maker by going through the process of research activity, analysis of narrative and character, ideas generation and visual expression in both 2D and 3D. Evolving your design work and visual language using physical and digital media and develop your construction abilities by making both samples and fitted garments that demonstrate your understanding of 3D period shapes. You will learn technical terminology, costume design processes, pattern making, and methods of costume construction giving you an understanding of what costume designers and makers do and how they do it to professional standards.

Contextual and Critical Studies 1 (20 Credit Points)

This module introduces dress history and its relevance to performance costume. You will develop a critical knowledge and understanding of the role that dress can play within society by examining cultural contexts across a variety of time periods and locations. You will consider the complexity of how a worn item can permeate cultural life and have significance beyond that

of the object itself, highlighting the value of contextual understanding in performance costume.

Year Two

Costume Design and Making: Explorations (100 Credit Points)

Challenging project work will strengthen your personal approach to the effective communication of experimental costume design and construction. Deepen your artistic and intellectual enquiry through reflection and peer collaboration. Hone advanced design, textiles and construction techniques supporting your 2D and 3D expression of character and visual storytelling using both physical and digital means. This may include specialist skills workshops, such as tailoring, corsetry and laser cutting. Create and continually evolve your outward facing professional identity and / or online presence. You will have the opportunity to undertake periods of work experience to increase your awareness of different costume contexts and identify future areas of specialisation / personal direction.

Contextual and Critical Studies 2 (20 Credit Points)

Broaden your knowledge of and engagement with global and ethical debates within performance and performance analysis, developing a questioning and responsible approach to your own costume thinking. Explore the cultural relevance and working practices of a range of performance genres. Expand your critical knowledge and understanding of the role that costume and costume practitioners can play within performance and society by examining a variety of cultural contexts in which performance is made / written, produced and performed. Emphasis is placed on considering what costume can do and mean for a production team, performers and an audience.

“If you are undecided about whether you want to be a designer or maker, this course will help you develop skills in both areas and ultimately help you discover where your strengths and weaknesses are. It will also open your eyes to other unknown work possibilities that exist in the industry.”

**Sophie Anagnostopoulou,
BA (Hons) Costume Design and Making**

Course Accreditation



Image: Sophie Anagnostopoulou, BA (Hons) Costume Design and Making

Final Year

Costume Design and Making: Exposition (120 credit points)

Your final major project encourages you to focus on your personal direction and career aspirations. Through studio practice and staff guidance, you will engage in reflective exchange that echoes professional working practices and facilitates both personal growth and transferable and practical skills acquisition. You are encouraged to show initiative, risk-taking and innovation in your 2D and 3D practical work, supported by clearly articulated and contextualised written work which communicates a personal and professional vision. By co-ordinating extended bodies of knowledge, understanding and skill in your final year, you prepare for entry into the performance / cultural industries or postgraduate education. Undertake a range of activities in preparation for a concluding public presentation of your work, which will provide a platform for your ongoing personal and professional development.

How you'll learn

On this course, you will spend your time in creative studio environments. Teaching and learning experiences will include independent projects and research, lectures and seminars, workshops and tutorials. You'll also benefit from study visits and will be encouraged to keep a reflective journal.

Assessments

Assessment is 100% through coursework. You will receive feedback throughout each module and will be awarded a grade. Depending on the module, you will be assessed through presentations, design and 3D development, prototypes and final product, portfolio work, essays, and be expected to complete a dissertation. Your final degree mark will be based 100% on your final year work.

Work placement opportunities

You'll be encouraged to undertake short periods of work experience alongside your studies. Course tutors and the University's Employability team will be on hand to offer advice and support.

Recent placements have included:

- Scottish Opera
- Birmingham Royal Ballet
- Royal National Theatre costume hire
- Royal Shakespeare Company (RSC) costume department
- V&A Museum, London.

Connecting with industry

Live projects or competitions could offer you the chance to gain professional experience and raise your profile. Organisations and programmes the course has collaborated with include:

- Scottish Opera's Leverhulme
- The Linbury Prize
- Lyric Theatre, Hammersmith
- BBC Design Trainee Scheme
- MAD (Make and Design) UK Performance Costume competition
- The Costume Society's Student Award, Pattern of Fashion Award, and Museum Placement Award.

You'll also be encouraged to participate in national competitions and costume events, seeking out opportunities to work with local cultural centres.

Industry experts who have recently lectured on this course include:

- television costume designer, Debbie O'Brien
- specialist costume designer / maker, Ivo Coveney
- Downton Abbey costume cutter, Sarah Humphrey
- Society of British Theatre Designers Chair, Fiona Watt.

International exchanges and study trips

Recent trips have included a backstage tour of the Nottingham Theatre Royal, the V&A Museum in London, Newstead Abbey's costume collection, and the National Theatre Open Day. Students have also been to watch Birmingham Royal Ballet's *Cinderella*, designed by John Macfarlane, and *Dr Frankenstein* at the Crucible Theatre.

This course has exchange agreements with a number of institutions around the world, including the Royal Melbourne Institute of Technology in Australia and Hong Kong Polytechnic University.

Facilities and equipment

You'll have access to design studio space and workshop, life drawing room and industry-standard sewing rooms, plus computer suites. You'll also have the opportunity to use resources from across the School of Art & Design including printing workshops, the digital fabric printing facility and the dye lab. There are also metal and wood workshops, moulding and casting facilities, photographic studios with backgrounds and lighting.

Career prospects

90% of our graduates in employment or further study within six months of graduating (DLHE Survey 2016/17). Recent graduates are working as freelance costume designers, trainee costume designers, and wardrobe assistants for a range of theatre, film and television productions

To find out more about this course visit www.ntu.ac.uk/courses and search for **Costume Design**.

Visit www.ntu.ac.uk/portfolioadvice to download portfolio and interview information.



Design for Film and Television

BA (Hons)

Created in close collaboration with the film and television industry, this course will prepare you for a successful career as a production designer, art director or other art department role. Learn a wide range of art department skills including set design, visualisation, draughting, and more.

Information

UCAS code: W280

Study mode: Full-time

Starting: September

Course duration: Three years

Entry requirements:

- A-levels – BBC (or equivalent); and
- GCSEs – English and Maths or Science grade C / 4.

Other requirements:

- Portfolio and interview

“In my opinion, placements are one of the best aspects of the course. It gives you the opportunity to work alongside industry professionals and gain a valuable insight into what to expect after university.”

**Alfie Burt,
BA (Hons) Design for Film
and Television**

Course Accreditation



About this course

The course's industry connections result in exciting guest lectures, live projects and work experience opportunities. You'll study in facilities that reflect the latest industry standards, learning from staff who have industry experience.

In your Final Year, you'll showcase your work at our Degree Show in Nottingham, with the opportunity to exhibit at a national or international show.

This is a very popular course – 100% of design for film and television students would recommend studying at NTU (National Student Survey 2018).

What you'll study

Year One

Both these modules run for the whole year.

Introduction to Design for Film and Television (100 credit points)

You'll be introduced to production design practices and vocabulary within film and television. Complete a range of challenging, real-situation-based design projects that will allow you to develop skills and understanding in illustration and visualisation, model making, lighting, storyboarding, technical drawing, life drawing, key computer software, working from script, and location scouting and surveying. You'll also start to assemble a portfolio and a professional practice journal.

Contextual Studies 1 (20 credit points)

Develop your skills in researching and analysing visual material in the context of film and television. Negotiate a topic related to film and television that you'll present to your fellow students at the start of the module. By the end,

you'll have developed this into a 2,500 word illustrated essay. Throughout this module, you'll develop a reflective journal to consider film viewings, what you learned, and your observations from a production design perspective.

Year Two

Both these modules run for the whole year.

Exploring Design for Film and Television (100 credit points)

Further develop the skills gained in Year One through a range of design projects. These will cover designs for period-accurate props, light entertainment, close-up design detail, promotional music videos, and working from a script. Build your professional portfolio and continue to develop your professional practice journal from Year One.

Contextual Studies 2 (20 credit points)

Explore and experiment with the analysis of moving image texts; techniques or sociological factors influencing production, genres or practitioners; critical approaches to the study of the moving image; and the history and future of film and television. Research a personal topic that you'll present to your fellow students at the start of the module and develop into a 3,500 word illustrated essay by the end.

Final Year

Design for Film and Television: Exposition (120 credit points)

Demonstrate skills, competencies, and an understanding of film and television industry production design practice to a professional level. Equip yourself with a final professional portfolio, CV, and personal marketing materials. Complete a short film design project, two personal negotiated projects

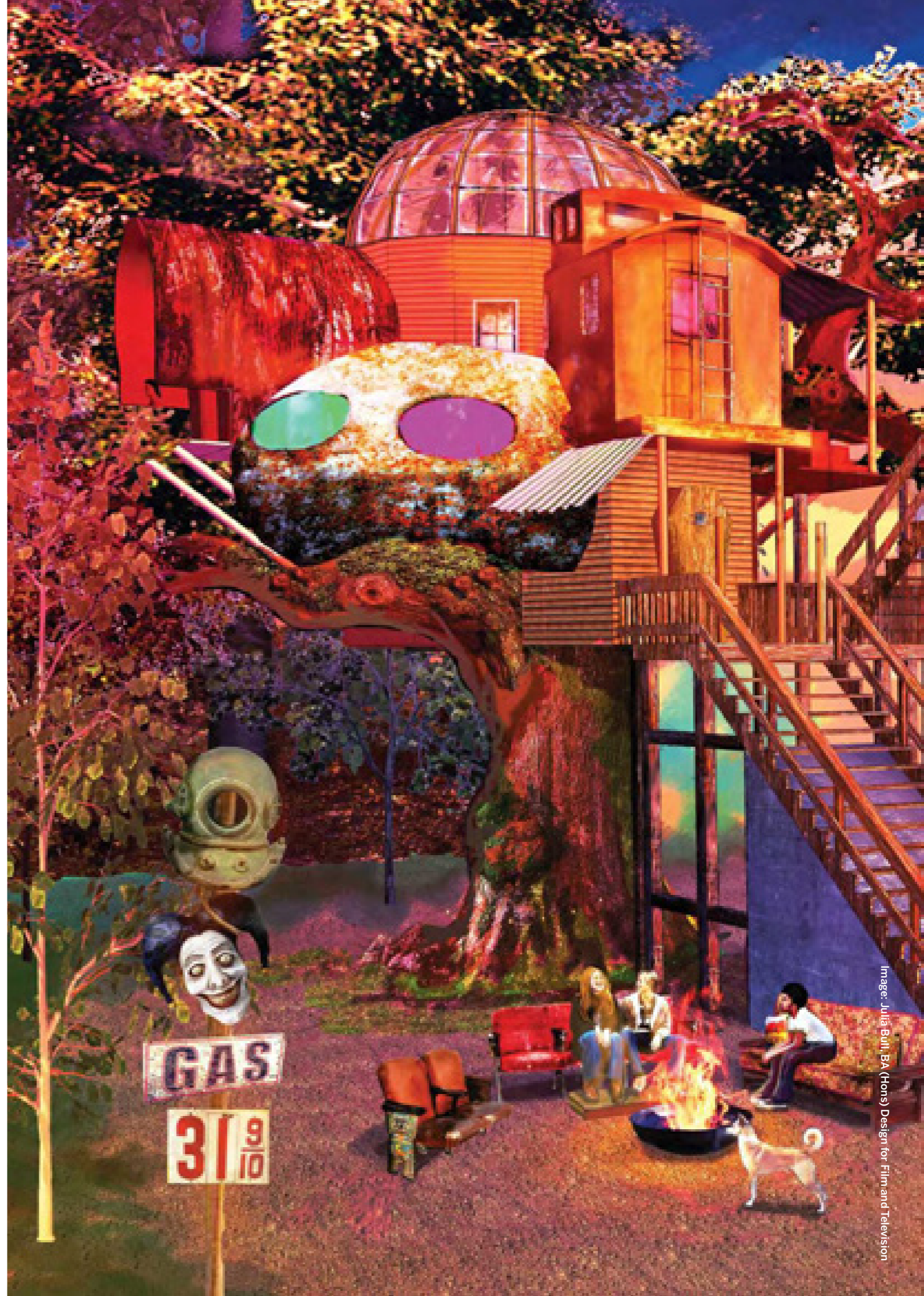


Image: Julia Bull, BA (Hons) Design for Film and Television

(to demonstrate a range of genres), a written dissertation of 5,000 words, and a professional practice journal. You'll also exhibit your work in a final year Degree Show – a great opportunity for you to invite your industry contacts to view your work.

How you'll learn

On this course, you'll spend most of your time in a creative studio environment. Teaching and learning experiences will include group and independent projects; demonstrations; lectures and seminars. You'll also benefit from study visits and work experience and be expected to keep a reflective journal.

Assessments

Assessment is 100% through coursework. You will receive feedback throughout each module and will be awarded a grade. Depending on the module, you may be assessed through peer assessments and presentations; portfolio work; essays; and be expected to complete a dissertation.

Your final degree mark will be based 100% on your final year work.

Work placement opportunities

This course has a strong industry focus. You'll be encouraged to undertake work experience alongside your studies to get a taste of real life in the film and television industry.

The course has a large range of industry contacts and can offer exciting work placement opportunities on major TV and film productions, both location and studio-based, within professional art departments for organisations like the BBC, ITV, and Pinewood Studios.

Our Design for Film and Television students have recently gained experience working on a wide variety of productions, including *Star Wars*, *The Bad Education Movie*, *Strictly*

Come Dancing, *DCI Banks*, *Victoria* 2, *EastEnders*, *Hollyoaks*, *Downton Abbey*, and *Peaky Blinders*.

Connecting with industry

You'll have the opportunity to engage with industry through real-situation design projects and lectures from guest speakers. Industry professionals that have recently visited to share their knowledge and experience include:

- Oscar-nominated production designer, Maria Djurkovic (*Tinker Tailor Soldier Spy*, *Billy Elliot*, *The Imitation Game*)
- BAFTA award winning Production Designer Charles Wood (*Guardians of the Galaxy*, *Doctor Strange*)
- TV production designer Simon Kimmel (*The New Paul O'Grady Show*, *Test the Nation*, *Top Gear*)
- storyboard artist Jim Cornish (*Harry Potter*, *The Dark Knight*, *Skyfall*)
- lighting designer Mike LeFevre (*The Andrew Marr Show*, Globe Theatre, and the Royal Opera House).

International exchanges and study trips

Study destinations have included:

- Harry Potter film studios, London
- Luc Besson studios, Paris
- Cinecittà Studios, Rome
- Barrandov Film Studios, Prague
- Babelsberg Film Studios, Berlin.

This course has exchange agreements with a number of institutions around the world, such as the Royal Melbourne Institute of Technology in Australia, Kyoto University of Art and Design, and more.

Facilities and equipment

You'll be based in the Waverley building – a beautifully restored, listed building with real design heritage – the original home of the Nottingham School of Art.

Facilities and equipment include:

- two dedicated design studios
- TV studios with green-screen facilities
- Mini-Cam (for models)
- Water jet and laser cutting and engraving technology
- 3D prototyping from polymer to powder printing
- construction workshops
- IT facilities
- industry-standard software including Vectorworks, PhotoShop, and SketchUp.

You'll also have the opportunity to use resources from across the School of Art & Design and the wider University, including equipment such as metal wood workshops; rubber, resin and plastics development equipment; and photographic studios with backgrounds and lighting.

Career prospects

Our graduates go on to work in roles such as production designer, art director, art department assistant, model maker, draughtsperson, graphic designer, concept / storyboard artist and set dresser. Recent graduate destinations include *Vanity Fair*, *Electric Dreams*, *Victoria*, *Fantastic Beasts and Where to Find Them*, and *The Legend of Tarzan*.

To find out more about this course visit www.ntu.ac.uk/courses and search for Design for Film.

Visit www.ntu.ac.uk/portfolioadvice to download portfolio and interview information.



Theatre Design

BA (Hons)

Explore all aspects of contemporary theatre design practice, including: set and costume design and realisation; construction; digital technologies and design; light design and audio visual; site-specific design; puppetry; heritage installation; and design for community and education.

Information

UCAS code: W460

Study mode: Full-time

Starting: September

Course duration: Three years

Entry requirements:

- A-levels – BBC (or equivalent); and
- GCSEs – English and Maths or Science grade C / 4.

Other requirements:

- Portfolio and interview

“NTU provides all theatre design students with their own studio space which is great. We also have access to a fully equipped workshop, including a 3D printer and laser cutter, and technicians who are always available to offer help and guidance.”

Rebecca Constable,
BA (Hons) Theatre Design

Course membership



Course Accreditation



About this course

Throughout your degree, you'll learn how to develop your creative, technical, communicative, collaborative and organisational skills. We have strong links with performance, heritage, educational and arts organisations, and professional theatre companies, who we regularly collaborate with.

Showcase your work at our Degree Show in Nottingham, with the opportunity to be selected to exhibit at other graduate events in London. This is the only Theatre Design degree in the UK to be accredited by the Chartered Society of Designers.

What you'll study

Year One

Both these modules run for the whole year.

Introduction to Theatre Design (100 credit points)

Learn about the key principles, skills, practices and thinking that inform contemporary theatre design practice. Create design models, storyboards, costumes, sets and props, installations, performances, and puppets. You'll cover costume design, contemporary speculative design, spatial construction and scenic art, puppetry, speculative design for a classic play, performance installation, lighting, and projection. Also learn about wardrobe, scenic art, projection techniques, technical and professional skills in CAD and 3D drawing, theatre production, equipment, materials, processes and protocols in theatre design, including health and safety.

Contextual Studies 1 (20 credit points)

This module will engage you with theatre history, theory, philosophy, culture, and contemporary practice. It will help you to develop confidence in reflective and evaluative writing. It will prepare you throughout the year

for investigating your own research project, which will pave the way to further research in Year Two and your final year. You'll develop your ability to communicate ideas in written, visual and verbal form, which will enhance your design work.

Year Two

Both these modules run for the whole year.

Theatre Design Explorations (100 credit points)

This module will help you to consider your own specialism within theatre design. Select projects and approaches which enable you to further develop your practical understanding of the relationship between design, craft and performance and a clear understanding of the requirements and possibilities of different audiences, spaces and contexts. These will be underpinned and extended by taught sessions, seminars and workshops in CAD and a variety of digital and interactive media. You'll complete a work experience placement selected from a range of professional performance and arts-related environments. A programme of workshops and masterclasses will also help you to develop your skills, knowledge and understanding in theatre craft, technology, and the wider application of these within the arts and performance sector.

Contextual Studies 2 (20 credit points)

This module enables you to build on the skills you gained in Year One, developing your knowledge and understanding of live performance contexts, and of the wider historical, arts, cultural, and political contexts for your work. Develop analytical, critical, reflective and evaluative skills, working on two Individual Research Projects, presented during the year through a variety of communication methods (verbal, visual, and written).



Image: Georgia Hatton, BA (Hons) Theatre Design

Final Year

Theatre Design Exposition (120 credit points)

Advance your practice in theatre design to a professional level. You'll complete at least three projects, which will normally include:

- a realised design for performance – working with one of our associate companies such as Lakeside Arts, Nottingham College, Mish Mash Productions, and the National Trust
- a speculative design project – working with associate institutions such as, Nottingham Playhouse, and Birmingham Opera Company
- an independent design project for audience, working with a client
- a devised performance project for an audience
- a major research project, combining the skills you've developed in Years One and Two.

How you'll learn

On this course, you'll spend most of your time in a creative studio environment. Teaching and learning experiences will include lectures, seminars and workshop; you'll take part in group and individual tutorials screenings and masterclasses, and benefit from work-based learning placements visits and events.

Assessments

Assessment is 100% through coursework. You'll receive feedback throughout each module and will be awarded a grade. Depending on the module, you may be assessed through speculative design and live performances; artefacts and costume garments, as well as presentations, written reflective and critically evaluative reports.

Your final degree mark will be based 100% on your final year work.

Work placement opportunities

In Year Two, you'll complete a work placement of between three and five weeks with the support of course staff and the Employability team.

Recent placement destinations include:

- The National Theatre and Nottingham Playhouse
- touring and young people's theatre companies, such as Graeae Theatre Company, Streetwise Opera, Dragon Breath Theatre, and Bamboozle Theatre
- production companies such as Rocket Scenery (Nottingham) and Cloud Nine Décor.

Connecting with industry

Recent live projects have included:

- TV Workshop
- Nottingham Puppet Festival
- City Arts Nottingham
- Theatre Royal Concert Hall, Nottingham
- Nottingham Playhouse
- Birmingham Opera Company
- The Workhouse, Southwell (National Trust)
- Lakeside Arts Theatre.

Industry experts who have recently shared their knowledge and experience with our students include:

- Luke Halls, award winning video and projection designer
- Neil Franklin, creative producer from Stage One
- Adam Penfold, Artistic Director, Nottingham Playhouse
- Richard Willacy, Executive Director, Birmingham Opera Company
- Jenny Sealey MBE, Artistic Director, Graeae Theatre Company.

Our students have also enjoyed success in a number of competitions, set by Nottingham Playhouse and the Birmingham Opera.

International exchanges and study trips

Recent visits have included:

- Full access backstage tours of *Phantom of The Opera*, *Les Misérables* and *Hamilton* in London
- *Lady Macbeth of Mstensk*, Birmingham Opera.

This course has exchange agreements with a number of institutions around the world, such as Ryerson University in Canada. You can apply to go on exchange in Year Two for one semester.

Facilities and equipment

You'll have access to a fully working theatre studio with sound and lighting; construction and paint workshops; studio space with desks and computers; costume studios; fully-equipped digital design studios and the latest industry-standard software.

You'll also have the opportunity to use resources from across the School of Art & Design and the wider University, including printing workshops and digital fabric printing facility, dye lab, embroidery, knitting and weaving workshops. There are also metal and wood workshops; rubber, resin and plastics development equipment; and photographic studios with backgrounds and lighting.

Career prospects

Graduates find employment in a broad range of areas such as theatre design and design for performance; set, props and costume; and events and festival designers and managers.

To find out more about this course visit www.ntu.ac.uk/courses and search for Theatre.

Visit www.ntu.ac.uk/portfolioadvice to download portfolio and interview information.



Decorative Arts

BA (Hons)

On this contemporary design degree, you'll develop all the skills needed for a career in craft or design, education or in the commercial sector. You'll have the opportunity to explore ceramics, metal, wood, surface and print, resin and glass through a series of specialist workshops.

Information

UCAS code: W170

Study mode: Full-time

Starting: September

Course duration: Three years

Entry requirements:

- A-levels – BBC (or equivalent); and
- GCSEs – English and Maths or Science grade C / 4.

Other requirements:

- Portfolio and interview

“The decorative arts course is very freeing and forgiving as you are exposed to many different materials during your first year, many of which I had never worked with before such as metal, ceramics and glass.”

**Yasemin Yasar,
BA (Hons) Decorative Arts**

About this course

You'll learn the skills required to produce 2D and 3D products, through digital or traditional methods, for the interior, home, fashion sectors, or for the gallery or luxury giftware market.

You'll enhance your drawing skills in dedicated drawing classes. And throughout your degree you will have the opportunity to go on study trips and exhibition visits to help develop your knowledge of the applied arts.

In your final year, you'll showcase your work in our Degree Show in Nottingham, and may be selected to exhibit at prestigious graduate shows, and you'll learn all the business skills needed to set up your own enterprise.

What you'll study

Year One

These two year-long modules run side by side.

Form, Structure and Surface Decoration

(100 credit points)

You'll be introduced to decorative arts through drawing, initial concepts and developing ideas, research and design skills, prototypes, and finished products. Explore a range of 2D and 3D media, and learn about the principles of colour theory. Through workshops, learn about material processes, techniques, and skills relating to drawing, print, ceramics, embroidery, metal, wood, glass, and mould making.

Decorative Arts in Context

(20 credit points)

This module will provide you with an introduction to the key movements, themes and issues within 20th and 21st Century design. Develop skills in research, visual analysis, writing, and presenting. You'll research, organise and produce written work, presentations, and discussions.

Year Two

These two year-long modules run side by side.

Innovation: Creative Design

(100 credit points)

Complete a variety of projects to help you to develop skills that apply to the production of contemporary applied arts. This includes drawing, idea generation, visual research, material exploration, presentation, and visualisation. Explore the cultural and commercial context in which your work exists through visits, market research, costing, marketing, and sustainability.

Business and Professional Practice

(20 credit points)

You'll be given an overview of business and professional development in the context of decorative arts. Learn about setting up a workshop or studio, product development, marketing, publicity, finance, sales, and pricing. You'll also research, organise and produce written work, presentations, and discussions.

Final Year

Creative Practice and Theory

(120 credit points)

There are two elements to this module, which are marked separately. The first part – Creative Practice – counts for 70% of your final mark. Attend lectures and tutorials where you negotiate a personal brief. Develop, explore and analyse your ideas, and create work that will lead to a professional portfolio and product collection.

The second part of the module is theoretical and counts for 30% of your final mark. You can choose to complete either a dissertation or a Live Trading business plan. For the dissertation, you'll negotiate a research topic that you'll then refine and evaluate. For the Live Trading business plan, you'll create a business plan to support your practical work.

Course Accreditation



Image: Kate (Jinye) Yun, BA (Hons) Decorative Arts

Explore the legal elements of a freelance, sole trader or small and medium-sized enterprise (SME) business, and look at studio production and practice, pricing, marketing, and business development.

How you'll learn

You'll spend most of your time in a creative studio environment. Teaching and learning experiences will include lectures, drawing classes and practical workshops. You'll benefit from technical surgeries and study trips, and be expected to take part in presentations and interim evaluations.

Assessments

Assessment is 100% through coursework. You will receive feedback throughout each module and will be awarded a grade. Depending on the module, you will be assessed through presentations of your practical work, together with essays and reports. You'll be expected to keep a research portfolio, undertake business plans, and complete a dissertation.

Your final degree mark will be based 100% on your final year work.

Work placement opportunities

You'll be encouraged to undertake work experience alongside your studies. Course staff and the NTU Employability team will support you with tips on how best to approach companies, designers and makers, and how to get the most from your experience.

Recent placements have included Joules, Saatchi Gallery, F&F at Tesco, SCP Furniture, Dunelm Mills, Atomic Interiors and British Ceramics Biennial.

Connecting with industry

This course offers experiences that will enhance your understanding of working in industry, through visiting practitioners, live projects and the

opportunity to raise your profile through industry competitions.

Recent live projects have included:

- Johnson Tiles design challenge
- Denby pottery design project
- the Craft Council's Hothouse programme
- a project inspired by the Nottingham Castle collection.

Decorative Arts students have also entered the Texprint design competition and the Society of Dyers and Colourists' International Design Competition.

NTU also hosts an annual Day of Colour, which is run by the Society of Dyers and Colourists, and features guest lectures by prominent colour and creative professionals.

This is the only craft-based degree course in the UK that is accredited by the Chartered Society of Designers (CSD), giving you free membership during your studies which means you'll have access to CSD online careers advice, guidance, and job vacancies.

If you're interested in setting up your own business after graduating, you can apply to join a business development programme at The Hive, NTU's purpose-built centre for entrepreneurship and enterprise.

International exchanges and study trips

You'll have the opportunity to visit a variety of places in the UK for inspiration and an insight into industry, such as the Denby pottery factory. You may also have the opportunity to visit design capitals such as London, Milan and New York.

This course has exchange agreements with the Royal Melbourne Institute of Technology in Australia, China Academy of Art, and more.

Facilities and equipment

Our Decorative Arts students are based in the Bonington building, a dedicated art and design hub. You'll have your own studio space and have access to:

- HOAF gas and electric kilns for glass work
- potters' wheels
- a ceramic digital printer
- casting and moulding equipment
- metal workshops adapted for specialist metal usage
- woodworking workshop and equipment
- rubber, resin and plastics development equipment
- polymer 3D printer
- vinyl cutter
- hand screen printing, transfer printing, and collograph printing.

You'll also can use resources from across the School of Art & Design and the wider University, including printing workshops and digital fabric printing facility, dye lab, embroidery, knitting and weaving workshops. Plus you'll have access to our onsite art shop and Bonington Gallery, a public art gallery right on campus.

Career prospects

As well as setting up their own businesses as designer-makers, graduates go on to work in fields such as product design, buying, marketing, merchandising or art direction. Recent destinations include Paul Smith, Hugo Boss, Burberry, Harrods, Habitat and Next.

To find out more about this course visit www.ntu.ac.uk/courses and search for Decorative Arts.

Visit www.ntu.ac.uk/portfolioadvice to download portfolio and interview information.



Fine Art

BA (Hons)

Explore what it means to be an artist in the 21st Century, and the role of contemporary art in modern society. Develop your artistic work across a full range of contemporary media, studying in Nottingham – a city internationally recognised as a hub for new and emerging artists.

Information

UCAS code: W100

Study mode: Full-time

Starting: September

Course duration: Three years

Entry requirements:

- A-levels – BBC (or equivalent); and
- GCSEs – English and Maths or Science grade C / 4.

Other requirements:

- Portfolio and interview

“I’ve learnt to have confidence in my artistic practice, and through doing so I have been able to apply to many external opportunities, including the Woon Prize. I wouldn’t have felt confident enough to apply to these opportunities without the support I received from the course.”

Emily Stollery,
BA (Hons) Fine Art

About this course

Work in our dedicated Fine Art studios and workshops, alongside students from all years and experiment with different media before focusing on what is right for your own practice. Attend our Live Lecture Series, featuring national and international artists, creative practitioners and theorists.

Be inspired by Nottingham’s artistic community and creative places to visit, including Nottingham Contemporary, New Art Exchange and Lakeside Arts. Take part in local and international exhibitions and events, including, in recent years, the Tilburg project in The Netherlands, and internships at the Venice Biennale. In your final year you’ll exhibit your work as part of our Degree Show with the opportunity to exhibit externally in local, national or international spaces.

What you’ll study

Year One

Curiosity: Introducing Fine Art Practice
(120 credit points)

The emphasis is on developing self-directed study, beginning with a series of workshops to kick-start your practice and help you to settle into your studies, allowing you to meet staff and fellow students. Explore with a sense of curiosity, creating work quickly and developing your ideas into more focused, self-negotiated fine art practice.

Deepen your awareness of the critical and professional contexts of fine art, and through project proposals and planning you’ll be introduced to the skills required for professional practice. Record and reflect on your work throughout the year to assemble a research portfolio.

Year Two

Speculation: Developing Fine Art Practice
(120 credit points)

Continue to develop your art practice in a chosen medium or combination of media areas. You’ll work more independently than in Year One, selecting an appropriate work space and developing a studio culture that suits your practice. Seminars will provide opportunities for lively debate on your work and the contexts it relates to.

The Public Project will help you to develop skills relating to professional practice, developing networks and contacts outside of the University.

As in Year One, you’ll continue to document and reflect upon your work, assembling a research portfolio for assessment.

Final Year

Resolution: Final Practice and Reflection
(120 credit points)

You’ll work independently towards a deeper understanding and resolution of your own practice. Identify and critically apply the questions, problems, methods and processes that are uniquely appropriate to your practice. In this module, there is an emphasis on making and staging your work within a professional contemporary art context. At the end of the module, you’ll exhibit your work in our Degree Show.

How you’ll learn

You’ll spend most of your time in a creative studio environment. Teaching and learning experiences will include individual and group tutorials and presentations; context talks and the live lecture programme; technical advice and workshops; visiting and studio lecturer tutorials; career guidance; and organised study trips.

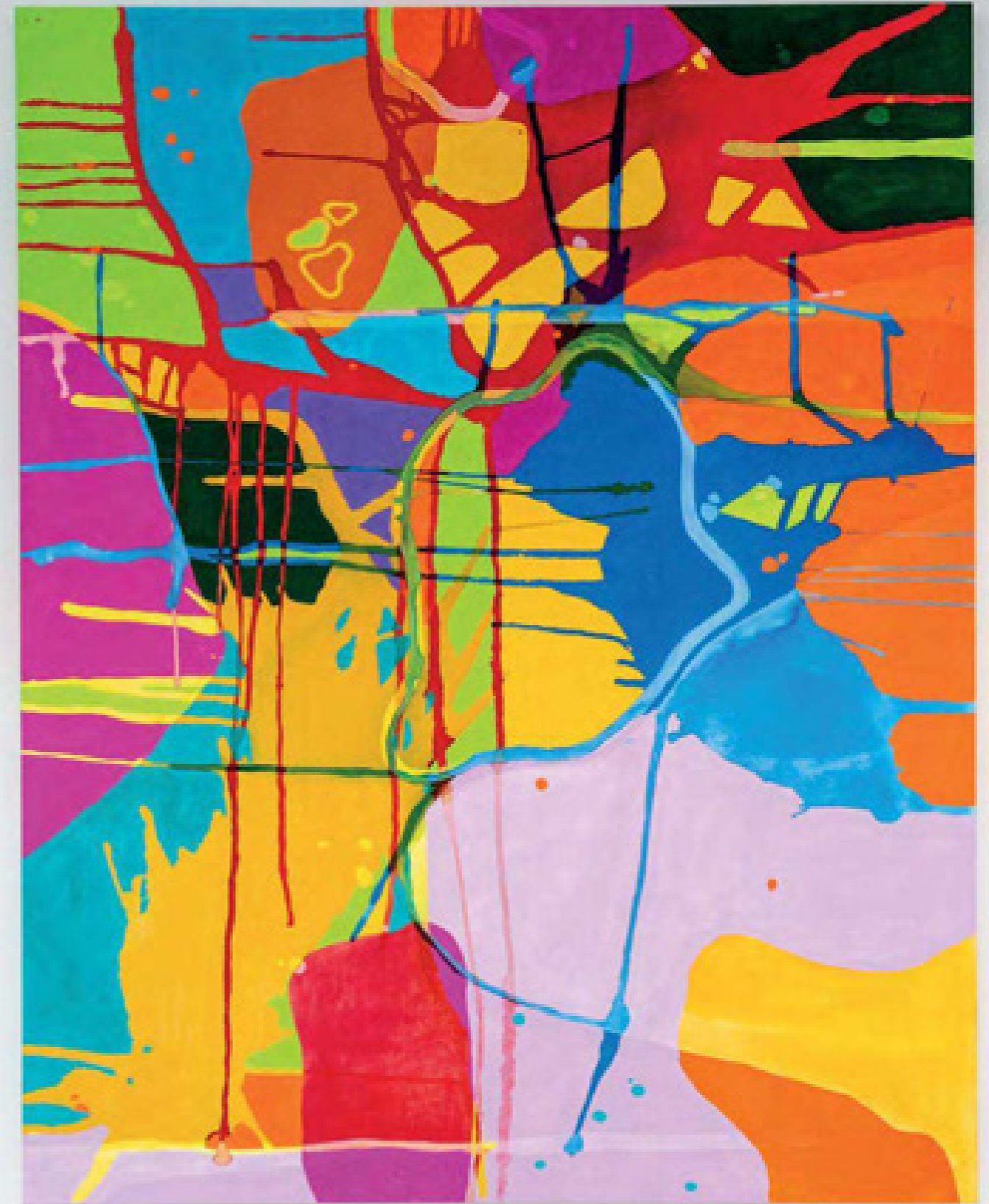


Image: Lauren Hutchins, BA (Hons) Fine Art

Assessments

Assessment is 100% through coursework. You will receive feedback throughout each module and will be awarded a grade. In each module, your research portfolio evidences the ongoing documentation of work in development. Other assessment methods include exhibitions, presentations, seminars, and the submission of written and visual material.

Your final degree mark will be based 100% on your final year work.

Professional practice opportunities

You'll be supported in undertaking work experience and collaborative working with external art organisations, galleries, and collectives.

Benefit from opportunities to collaborate on projects and exhibitions with a range of prestigious Nottingham institutions, including:

- Nottingham Contemporary
- New Art Exchange
- Broadway Cinema
- One Thoresby Street
- Primary
- Backlit
- Surface Gallery.

Connecting with industry

This course is set against the backdrop of Nottingham's exceptionally strong contemporary art community. The city is internationally recognised as a centre of world-leading artistic innovation and creative business. Over recent years, Nottingham has become a vibrant hub for new and emerging artists, boasting a diverse and thriving network of galleries, art spaces and artist-led initiatives – many of which our graduates are involved with. A high volume of our graduating students choose to stay in Nottingham,

developing career paths within the city's art scene.

Our Fine Art students have recently enjoyed success at high-profile competitions such as Bloomberg New Contemporaries, the Woon Foundation Painting and Sculpture Art Prize, Saatchi Gallery's New Sensations and the ING Prize.

International exchanges and study trips

You'll have the opportunity to go on a number of national and international trips during the course. Recent UK destinations have included Liverpool Biennial festival, Glasgow International festival, and various London galleries. International destinations have included New York, Berlin, and Copenhagen.

This course has exchange agreements with a number of institutions around the world, such as the Royal Melbourne Institute of Technology in Australia, University of Lapland in Finland, and more.

Facilities and equipment

Our Fine Art students are based in the Bonington building, a dedicated art and design building. You'll be part of an open plan workshop spaces and benefit from:

- metal workshops
- specialist metal usage
- woodworking workshop and equipment
- rubber, resin and plastics development equipment
- polymer 3D printer
- vinyl cutter
- hand screen printing, transfer printing, and collagraph printing
- black and white and colour darkrooms, enlargers, and processors
- three full-size photographic studios with backgrounds and lighting

- video editing facilities
- glass kilns for glass work
- potter's wheels
- a ceramic digital printer
- casting and moulding equipment
- bookable project spaces for developing and testing work.

Plus you'll have access to our onsite art shop and Bonington Gallery, a public art gallery right on campus.

Career prospects

Employability for this course is excellent, with 96% of our students going on to employment or further study within six months of graduating. (DLHE survey 2016/17)

A high proportion of our graduates choose to stay in Nottingham to further establish their creative network. Many go on to become artists or work in roles such as curators, teachers, gallerists, animators, musicians, community artists, photographers and filmmakers.

Successful and notable graduates from this course include:

- film director Simon Ellis
- painter Nigel Cooke
- artist and illustrator Jon Burgerman
- curators Hannah Conroy and Ashley Gallant
- artists Tim Noble and Sue Webster
- award-winning landscape designer Sarah Price
- video artist Marianna Simnett
- artist Yoko Hayashi
- sculptor David Batchelor.

To find out more about this course visit www.ntu.ac.uk/courses and search for Fine Art.

Visit www.ntu.ac.uk/portfolioadvice to download portfolio and interview information.



Animation

BA (Hons)

Explore all aspects of digital animation on this creative and professionally focused degree course, developing the production skills and critical knowledge necessary to become an animator.

Information

UCAS code: W213

Study mode: Full-time

Starting: September

Course duration: Three years

Entry requirements:

- A-levels – BBC (or equivalent); and
- GCSEs – English and Maths or Science grade C / 4.

Other requirements:

- Portfolio and interview

“The facilities and tutors I believe are some of the best you can get when it comes to studying animation. The course focuses on what you are passionate about as an individual, so that you can learn what you love.”

Jamie Wood,
BA (Hons) Animation

About this course

Beginning with the principles of animation, you'll learn how to animate in digital 2D and 3D, additionally studying drawing for storyboarding, visual development including character and environment design, 3D production workflow, acting for animators and all stages of animation production, in a progressive, systematic approach. Practical studies are enhanced by timetabled life drawing.

You'll have access to industry-standard equipment progressing your animation and associated skills on the following software: Adobe CC; Autodesk Maya, Mudbox and Motion Builder; TVPaint; CelAction2D; ZBrush, and Dragonframe. Your learning will benefit from collaborative working, completing exciting live client briefs. You will learn from course staff with expertise in drawing, preproduction ideation and documentation, visualisation, 2D and 3D animation, 3D workflow including modelling, look development and rigging, and industry and independent production practices.

What you'll study

Year One

These two year-long modules run side by side.

Understanding Animation (100 credit points)

You will explore the principles of animation; timing, spacing and weight in traditional paper and pencil technique before implementing in digital 2D and 3D software to produce plausible and authentic character movement. Study of human anatomy, pose and gesture will be supported by timetabled life drawing sessions. Additionally, students will develop storyboard drawing skills, character and environment visual development, and introductory CG modelling, rigging, lighting and texturing. In the

final part of the module, you'll learn about storytelling for short-form animation by devising, designing and completing a short-animated film.

Animation Studies 1 (20 credit points)

Learn about the historical and contemporary context of animation, and its place within film studies. Explore animation's relationship with its audience, and how communication and storytelling take place.

Year Two

These two year-long modules run side by side.

Animation Studio (100 credit points)

You'll further develop your skills in 2D or 3D animation introducing acting, thinking and motivation to character movement, informing critical performance decisions. Additionally, there will be opportunities to push visual design, discover previs, and further explore 2D or 3D production workflows to enhance those skills. A live brief project will give you an opportunity to collaborate in communicating a client's message and an additional short animated project will enhance your storytelling and production skills. You'll also gain critical learning experience assisting on final year films.

Animation Studies 2 (20 credit points)

Explore the idea of graphical storytelling and its relationship to animation. Focus on the frame, and what it means across a range of related media, and how control of the frame empowers the animator.

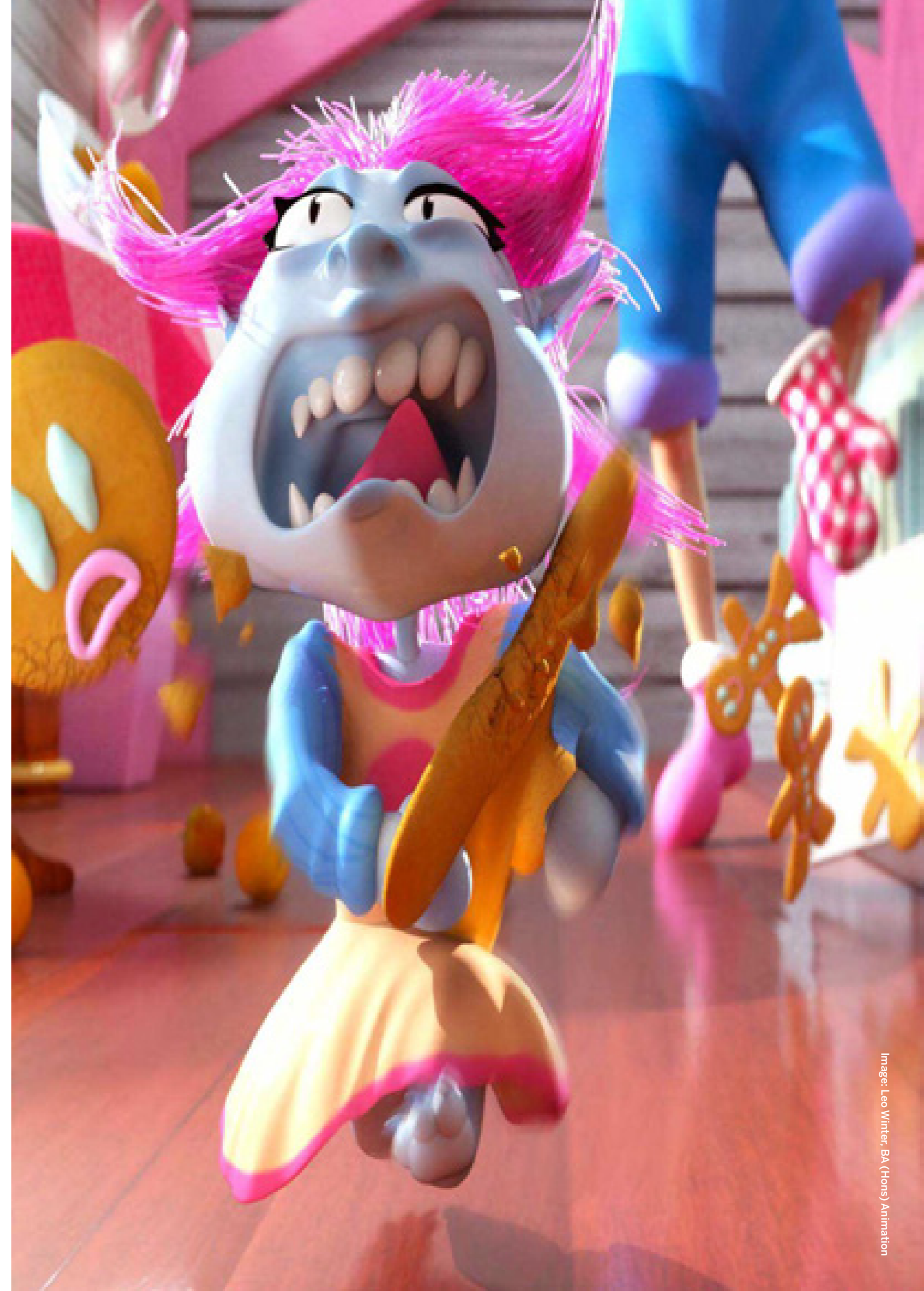


Image: Leo Winter, BA (Hons) Animation

Final Year

Thesis Film (120 credit points)

Continue to develop your skills in pre-production, production, and post-production, conceiving and completing a short thesis film that demonstrates an understanding of animated storytelling. Alongside your film, you'll develop a written and visual document detailing its cultural and conceptual background. Additionally, you will refine previous exercises and create new ones to demonstrate your chosen specialised skills in a portfolio reel.

How you'll learn

Teaching and learning experiences will include: lectures and briefings, studio workshops, seminars, tutorials, peer and self-evaluations and verbal and visual presentations. You will also have the benefit of participating in live projects, collaborative opportunities, study trips and personal development planning.

Assessment

Assessment is 100% through coursework. You will receive feedback throughout each module and will be awarded a grade.

You will be assessed holistically, through animated exercises submitted, life drawing, design work, 2D visual research, 3D development work and completed productions. You will be expected to carry out reports and evaluations, write essays and a dissertation or alternative project.

Your final degree mark will be based 100% on your final year work.

Connecting with industry

Industry professionals will visit the course to guest lecture and share their experiences. Recent visitors include:

- Jayne Bevitt, eOne
- George Coffey, Jelly London

- Sarah Cox, Aardman Animations
- D'Israeli, graphic novel artist
- Barry Purves, Oscar and BAFTA nominated animator
- Laura Quinn, previs artist
- Steve Smith, Beakus Studios
- Jon Turner, Kilogramme Animation Studios.

Live projects and competitions will help you to gain real experience of the industry, make contacts, and build your portfolio and CV.

You'll be encouraged to undertake short periods of work experience alongside your studies. Course staff and our Employability team will be on hand to support you with advice on how to approach companies and get the most from your experience.

Facilities and equipment

You'll be based in the Waverley building – a beautifully restored, listed building with real design heritage – the original home of the Nottingham School of Art.

Facilities and equipment include:

- high-end 3D work stations with Xeon processors and Quadro graphics cards
- Wacom Cintiq 27" HD touch drawing screens
- Adobe Creative Cloud
- Autodesk Entertainment Creation suite software, including Maya, 3ds Max, and Mudbox
- TVPaint software
- Dragonframe stop motion software and hardware
- professional audio booths fully equipped for sound recording, foley, and composing
- digital SLR cameras with a range of EF and EF-S lenses.

International exchanges

This course has exchange agreements with a number of institutions around the world, including the Royal Melbourne Institute of Technology, San Jose State University in the USA, and more. You can apply to go on exchange in Year Two for one semester.

Career prospects

This course will prepare you to work in animation-related digital media fields, such as feature animation, television series, heritage interpretation, advertising, games, and AR / VR production. You will also develop transferable skills for careers in freelance illustration, motion graphics, advertising, and filmmaking.



To find out more about this course visit www.ntu.ac.uk/courses and search for Animation.

Visit www.ntu.ac.uk/portfolioadvice to download portfolio and interview information.

Graphic Design

BA (Hons)

Explore all aspects of graphic design on this award-winning degree and set yourself up for a career in fields such as art direction, advertising, branding and identity, packaging design, design for screen and interactive design, editorial design, illustration, motion graphics or publishing.

Information

UCAS code: W211

Study mode: Full-time

Starting: September

Course duration: Three years

Entry requirements:

- A-levels – BBC (or equivalent); and
- GCSEs – English and Maths or Science grade C / 4.

Other requirements:

- Portfolio and interview

“I would highly recommend my course to anyone interested in studying graphic design at university. You will be encouraged to experiment across all areas of design, and you’ll be pushed to deeply consider the importance of the idea when creating your projects.”

Ben Wood,
BA (Hons) Graphic Design

Course Accreditation



About this course

Graphic design at NTU has an excellent reputation for producing industry-ready, interdisciplinary graduates. You'll study a broad range of disciplines including branding, editorial design, illustration, interactive design, information design, motion graphics and typography and will work on live briefs with companies like Brand Opus, JKR, Kin and Vault 49.

You'll develop your professional skills through self-initiated work experience placements, competitions, collaborations with organisations and guest lectures. Gain a global perspective and go on optional study visits to cities like New York, Copenhagen and Berlin.

By the end of your degree, you'll have developed a professional portfolio tailored to your own career aspirations, ready to showcase at prestigious graduate shows.

What you'll study

Year One

These two year-long modules run side by side.

The Fundamentals of Graphic Design (100 credit points)

Learn about, and begin to practise, the process behind effective graphic design. Focus on topics such as typography, image-making, branding, packaging, editorial design, illustration, and film or animation. You'll also produce a portfolio – from a seven-week workshop rotation – that includes screen and analogue printing, photography, visualisation, design and layout, paper craft and bookbinding, and Adobe PhotoShop, InDesign and Illustrator.

Design in Context 1 (20 credit points)

You'll be given an introduction to the history of graphic design, from the Renaissance to the present day.

Study the factors that have shaped graphic design and the role that this discipline has played in spreading ideas. Through lectures, seminars and tutorials, increase your understanding of relevant issues and controversies. You'll also cover research methods, writing, and analytical skills.

Year Two

These two year-long modules run side by side.

Exploring the Professional Context and Personal Direction (100 credit points)

You'll build on your Year One experimentation, creative skills, and techniques. You'll engage with tutor-written briefs, live industry projects, and competition briefs. In order to identify your personal strengths and interests – and your own identity as a designer – you'll also explore the varied strands of contemporary graphic design practice.

Design in Context 2 (20 credit points)

This historical and theoretical module will prepare you for your final year dissertation. Upon completion, you will be able to identify characteristics of graphic design through reference to other creative practices and media forms. You will develop your writing and presentation skills, and study a range of current issues in visual culture to generate ideas for your dissertation.



Image: Niamh Shutt, BA (Hons) Graphic Design

Final Year

Developing a Personal Portfolio (100 credit points)

Through studio work, you'll focus on independent learning and portfolio development and complete a number of projects. This includes professional membership schemes (ISTD student assessment scheme), student competitions (D&AD, RSA Student Design Awards, Creative Conscience Awards, YCN, Roses Student Awards), negotiated projects, and live briefs.

Design in Context 3: Dissertation (20 credit points)

Write a 5,000 word dissertation based on a subject relevant to visual culture that you can negotiate with tutors. You'll study and write about this subject, applying the researching, critical thinking, and writing skills you have developed throughout the course.

How you'll learn

Studio practice is a key element of this course, and you'll spend a lot of time in a creative studio environment. Teaching and learning experiences will include: studio activities, peer groups, lectures, workshops, seminars, and group tutorials. You will also benefit from one-to-one surgeries, portfolio reviews, and self-initiated work experience.

Assessment

Assessment is 100% coursework. You'll be assessed at the end of each module and awarded a grade, receiving feedback throughout.

You will be assessed holistically, through a portfolio of design work, presentations, essays, seminars, lecture quizzes and a dissertation.

Your final degree mark will be based 100% on your final year work.

Work placement opportunities

You'll be encouraged to undertake work experience alongside your studies. Course staff and our Employability team will be on hand to support you with advice on how to approach companies and get the most from your experience. Our Graphic Design students have recently gained work experience with companies such as Aardman Animations, *Esquire* magazine, Interbrand, Rolls-Royce, Sky, and *The Observer*.

Connecting with industry

Industry professionals visit the course to guest lecture and share their experience. Recent visitors have included:

- Bruno Maag, Dalton Maag
- David Bailey, BBC
- Stuart Watson, Nomad
- Jack Renwick, Jack Renwick Studio
- Norman Hayes, Waste Studio
- Phil McNeill, Kin Design
- Richard de Hoxar, Vault49
- Roderick Mills, illustrator.

Our students have also recently worked on live projects with Stocks Taylor Benson, Elmwood, Brand Opus, Interbrand, Landor, The Archipelago, Territory, and The One Off.

This course is accredited by the Chartered Society of Designers (CSD), giving you free membership during your studies. You'll also have access to CSD online careers advice, guidance, and vacancies.

International exchanges and study trips

Our Graphic Design students have recently travelled to New York, Copenhagen and Berlin, where they visited design studios and met practitioners.

Trips also offer the chance to explore museums and galleries, and gather

insights and inspiration to inform your own practice and project development.

Facilities and equipment

Facilities and equipment for our graphic design students include: Mac suites equipped with software including Adobe Creative Suite, CINEMA 4D, and Final Cut Pro and studios dedicated to print, interactive media and moving image. All of these are supported by experienced technical staff.

You'll also have the opportunity to use resources from across the School of Art & Design and the wider University, including equipment such as; digital fabric printing facility, embroidery, knitting and weaving workshops, photographic studios with backgrounds and lighting.

Career prospects

Employability is a key focus of this course, with modules including initiatives such as live projects and the opportunity to exhibit your work.

Graduates from this course go into a range of roles. Recent examples include: designer, Unidays; junior designer, McCann Birmingham; junior designer, Pentland Brands; product development, Bakerdays; freelance artist, Advocate AA; junior designer; Landor, junior motion designer; DixonBaxi.

This course has an excellent employment rate, with 94% of students in employment or further study six months after graduating (DLHE 2016 / 17).

To find out more about this course visit www.ntu.ac.uk/courses and search for Graphic Design.

Visit www.ntu.ac.uk/portfolioadvice to download portfolio and interview information.



Filmmaking

BA (Hons)

Explore all aspects of filmmaking with this hands-on degree to set yourself up for a career as a producer, director or writer. Develop professional and innovative work through the production of dramas, documentaries, adverts, music videos, and experimental work.

Information

UCAS code: W600

Study mode: Full-time

Starting: September

Course duration: Three years

Entry requirements:

- A-levels – BBC (or equivalent); and
- GCSEs – English and Maths or Science grade C / 4.

Other requirements:

- Portfolio and interview

“I love how hands-on the course is. During my first term, we were able to go and shoot on location in Derbyshire, and there are already trips being planned to go to Rome in 2019 and do some work out there, too!”

**Maia Gouveia,
BA (Hons) Filmmaking**

About this course

Alongside the storytelling skills you'll learn the technical and production skills to enable you to produce a professional portfolio tailored to your career goals. Throughout your degree, you'll undertake the roles of writer, director and producer while working on live briefs with our industry partners or entering industry competitions.

Learn from staff with expertise in areas such as directing, producing and scriptwriting, plus technical skills such as editing, lighting, sound and camera operating. Use industry-standard facilities and equipment such as high-end cameras, sound recording booths and green-screen studios, along with industry-recognised software.

What you'll study

Year One

These two year-long modules run side by side.

Script to Screen (100 credit points)

This module will provide you with a foundation of the core creative concepts of writing, directing and producing for film, delivered through practical projects, workshops, lectures, seminars, tutorials and masterclasses.

By undertaking team and individual projects, you'll experience technical roles in areas such as camera operating, lighting, sound recording, and post-productions skills such as editing, colour grading and working with audio.

Film: Style, Narrative, Authorship (20 credit points)

Consider current and historical context by exploring the history of film, including a history of filmmaking in the USA and Europe. You'll investigate film theory and genre, deepening your understanding of the connection between visual creativity and narrative.

Develop your artistic outlook by considering the influence film has on audiences, your awareness of original inventions, and your sense of connectivity between research and practice. Analyse existing films and screenplays, focusing on stylistic choices and considering how meaning is created through style.

You'll examine how auteurs from different genres use stylistic and thematic elements to create a specific voice.

Year Two

These two year-long modules run side by side.

Narrative, Production and Audiences (100 credit points)

In this film practice-based module, carry out projects to develop your skillset. Firstly, you'll be set briefs for a given audience, using both fiction and non-fiction formats. You'll then identify and negotiate your own brief by defining your own audience, and then developing and delivering a finished film project.

Genre, Forms and Industry (20 credit points)

Enrich your understanding of how genre, original content, audiences and technologies interrelate.

Look at how film and television content is created using genre as an enabling mechanism for matching content to audiences. You'll also question the impact of contemporary technological platforms on the creative shape, delivery, distribution and exhibition of content. The learning from this module will help inform your creative approach to your thesis film project in your final year.



Course Accreditation



Final Year

This module runs all year long.

Filmmaking Entrepreneurship (120 credit points)

This module will help you prepare for employment or postgraduate study by developing your use of filmmaking language. You will continue to further develop your authorial voice by looking at a broad range of narrative and visual styles to aid the evolution of an original piece of visual storytelling that you will design, develop and deliver. Working through the full development process, from initial concept research, pitch, script, budget, and market identification, through to production and postproduction this piece of work will form a major part of your final portfolio.

You'll also identify relevant distribution and exhibition platforms for your finished film.

How you'll learn

Studio practice is a key element of this course, and you'll spend a lot of time in a creative studio environment.

Teaching and learning experiences will include; practical studio workshops, film screenings, lectures and briefings, seminars, tutorials, masterclasses and verbal and visual presentations. You will also have the benefit of participating in live projects, study trips and personal development planning.

Assessment

Assessment is 100% coursework. You'll be assessed at the end of each module and awarded a grade, receiving feedback throughout.

Depending on the module, you may be assessed through design development work (prototypes, storyboards, scripts, animatics, draft edits, research), final project work (e.g. film, scripts, pitch packages) and portfolio work. You will

be expected to carry out reports and evaluations, write essays and deliver visual and verbal presentations. You will produce and maintain production management documentation (e.g. risk assessments, recce forms, equipment lists) and keep a design journals (online / offline).

Your final degree mark will be based 100% on your final year work.

Connecting with industry

Industry professionals will visit the course to guest lecture and share their experiences. Live projects and competition briefs will help you gain real experience of the industry, and build your portfolio and CV.

You'll be encouraged to undertake work experience alongside your studies. Course staff and Employability team will be on hand to support you with advice on how to approach companies and get the most from your experience.

Facilities and equipment

Primarily, you'll be based at our City Campus in the Waverley building – a beautifully restored, listed building with real design heritage – the original home of the Nottingham School of Art.

You will also have some timetabled sessions at:

- Confetti, our partner institute in the Creative Quarter of Nottingham city centre
- NTU Clifton Campus.

Nottingham City Transport (NCT) runs a great bus service, with regular buses running directly between our campuses. You will have to pay to travel and under 19's currently get significant discount on the bus fare.

Facilities and equipment you'll have access to include:

- high-end work stations with Xeon processors and Quadro Graphics Cards

- Adobe Create suite Master Collection software, including Premiere, Audition, After Effects, and PhotoShop
- green screen and motion-capture facilities
- Davinci Resolve for editing, audio post-production and grading
- professional audio booths fully equipped for sound recording and composing
- high-end digital film SLR cameras with a range of EF and EF-S lenses
- 4K film cameras
- A range of Cine lenses.

International exchanges

This course has exchange agreements with a number of institutions around the world, including VIA University College in Aarhus, Denmark, Northern Arizona University in the USA, and more. You can apply to go on exchange in Year Two for one semester.

Career prospects

This course will prepare you to work in the digital media field in areas such as independent film, television, heritage interpretation, advertising, music and games production. You will also develop transferable skills for alternative careers in teaching, retailing, media and freelance design.

To find out more about this course visit www.ntu.ac.uk/courses and search for Filmmaking.

Visit www.ntu.ac.uk/portfolioadvice to download portfolio and interview information.



Photography

BA (Hons)

Explore all aspects of what it means to be a professional photographer. Develop the creativity and autonomy to establish your own particular photographic practice, investigating areas such as art, documentary, editorial, commercial, advertising, fashion photography and critical writing.

Information

UCAS code: W640

Study mode: Full-time

Starting: September

Course duration: Three years

Entry requirements:

- A-levels – BBC (or equivalent); and
- GCSEs – English and Maths or Science grade C / 4.

Other requirements:

- Portfolio and interview

“What I enjoyed the most about my course was having access to the camera store, because it meant that I could refine my skill, style and ability by challenging myself to use different cameras and lenses.”

Elee Smith,
BA (Hons) Photography

About this course

This practice-based course provides an intellectually stimulating experience of learning, where you are exposed to a wide range of practical skills, critical methodologies and professional strategies. Learn practical skills including, digital workflow, colour and black and white printing, studio lighting, large and medium format, planning and installing exhibitions, professional photographic portfolio development and moving image.

Work with industry-standard facilities, learning skills in traditional photographic methods, digital media and emerging technologies.

Enhance your professional skills through work placements, industry competitions and collaborations. And take part in the development and organisation of our photography festival in your Final Year, exhibiting your work at venues across Nottingham.

What you'll study

Year One

In Year One, there are two modules which run side by side.

Exploration and Practice (80 credit points)

Work on set and negotiated projects, examining narrative and sequencing, staged and constructed photographs, objectivity, the portrait, and the manipulated image. Receive inductions for our photographic resources, and technical workshops on the use of traditional and digital equipment, materials, and techniques. You'll also learn about digital photography including scanning, printing, processing raw files, and PhotoShop. It will also provide you with a broad introduction to core employability skills.

History and Theoretical Practice (40 credit points)

Learn about key facts, concepts and themes in the history and critical theory of photography. Cover the invention of photography, the development of ideas about social, commercial, and artistic practices of photography, and the impact of changing technologies. You'll be introduced to study skills and guidelines for academic writing.

You'll also receive information about opportunities for a European or international exchange, and be given support and guidance on how to apply for one.

Year Two

In Year Two there are two modules which run side by side.

Visual and Professional Practice (80 credit points)

In terms one and two, you'll research, experiment, and produce a body of work that you'll exhibit as part of a public group exhibition. In terms two and three, you'll have the opportunity to develop your photography and present your final work as an artist's book, which you'll showcase at an end-of-year book fair. Through professional practice seminars and lectures, you'll learn about subjects like copyright, working to commission, and costing and pricing your work. During Year Two, you'll also consider opportunities for work experience.

Critical and Cultural Practice (40 credit points)

Build on your practical and theoretical knowledge and experience to further explore representation in and through imagery. Develop an understanding of critical strategy in the interpretation, analysis and practice of photography. You'll prepare for your final year dissertation by developing your critical research and writing.



Image: Rasha Kotaiche - BA (Hons) Photography

Final Year

Degree Show and Dissertation (120 credit points)

(Degree Show 50%, research package 15%, dissertation 35%)

This module is split into Visual Practice and Critical Practice. In Visual Practice, you'll produce a body of work for exhibition in the NTU Degree Show Photography Festival, and a research package to show your work progress, along with a reflective and analytical written commentary. In Critical Practice, you'll research and write an 8,000 to 10,000 word dissertation on a subject of your choice.

How you'll learn

Teaching and learning experiences will include; lectures and seminars, studio workshops, practical demonstrations, portfolio reviews, and tutorials. You'll also benefit from participating in live projects, study trips and peer and self-evaluation.

A series of technical workshops will help you to develop practical skills, and will include; exposure and metering, black and white film processing, digital workflow (scanning, processing, printing, and managing your digital images), studio lighting, large and medium format, exhibition and installation and moving image.

Assessment

Assessment is 100% through coursework. You will receive feedback throughout each module and will be awarded a grade.

You may be assessed through a portfolio of practical work, essays, professional practice documents, a dissertation and a research package.

Your final degree mark will be based 100% on your final year work.

Work placement opportunities

You'll be encouraged to undertake work experience alongside your studies. Course staff and our Employability team will be on hand to support you.

Our Photography students have recently gained work experience with companies and organisations such as; ASOS, *Brides* magazine, Getty Imaging, *GQ* magazine, *The Observer*, the Press Association, *The Times*, *Vogue* Magazine, and DMB media.

Connecting with industry

You'll benefit from industry professionals from a range of photographic practices visiting the course to guest lecture and share their experience. Recent visitors include;

- Martin Parr, Magnum photographer
- Chris Floyd, fashion and celebrity portrait photographer, Getty Images
- Tim Clark, editor-in-chief and publisher of *1000 Words* magazine
- Alec Dudson, editor-in-chief of *Intern* magazine.

Recent events run by industry organisations for our students include:

- Genesis Imaging, London: bursary scheme
- Alamy: the launch of the 100% Student project, designed to promote, showcase, and sell student images through an international picture library
- Press Association: working to a set brief in New York given by Martin Stephens, managing director, Press Association Images
- Sam Robinson, photographer: mentoring scheme
- The Martine Hamilton Knight architectural photography placement scheme
- FORMAT Festival, Derby: placement.

International exchanges and study trips

Go on organised study trips to galleries, exhibitions and cultural cities, both in the UK and abroad. Recent destinations have included: New York; Hepworth Gallery, Yorkshire; Paris Photo; Tokyo; European Month of Photography, Bratislava; and Berlin.

This course has exchange agreements with a number of institutions around the world, including the Royal Melbourne Institute of Technology. You can apply to go on exchange in Year Two for one semester.

Facilities and equipment

You'll be based in the Bonington building, a dedicated art and design hub. Facilities and equipment include; comprehensive Mac editing suites with software for photography and video, a range of Canon and Nikon digital SLR cameras, and Phase One digital backs for large and medium format. You'll also benefit from using black and white darkroom for wet and dry printing processes, with 39 enlargers – these include De Vere and Durst, black and white print processing systems including Paterson dev system and deep tank processing, and three dedicated full-size studios with backgrounds and Profoto lighting.

Career prospects

Employability is a key focus of the course. Recent graduate destinations include; Getty Images, *Vogue* magazine, Ted Baker, Agency 4, and Press Association.

To find out more about this course visit www.ntu.ac.uk/courses and search for Photography.

Visit www.ntu.ac.uk/portfolioadvice to download portfolio and interview information.



Important notes

Module information

We regularly review and update our course content based on student and employer feedback, ensuring that all of our courses remain current and relevant. This may result in changes to module content or module availability in future years.

The number of places available on some optional modules may be limited. These will be offered on a first come, first served basis. Students who are unable to select their first choice module will be offered an alternative from the remaining optional modules.

Key information

Please be aware that the information in the key information boxes comes from a variety of sources and is accurate at the time of going to print. These include: the National Student Survey (NSS 2018), and the latest Destination of Leavers from Higher Education Survey (DLHE, Full-time, First degree, undergraduate leavers 2016-17).

This School course brochure is correct at the time of going to print. However, given the passage of time between its publication and the academic year to which it relates, some of the information may change. It is very important therefore that you check the University's website www.ntu.ac.uk before making an application to the University, as some details relating to the course and the status of any validation process, the fees and other costs, as well as related services, may have been updated.

The University will do all that it reasonably can to provide educational services as described in the School course brochure, on the website, or in other documents issued by it, to appropriately enrolled students. Sometimes circumstances beyond the control of the University mean that it cannot provide the educational services described. Examples of such circumstances include:

- (a) industrial action by University staff or third parties;
- (b) the unanticipated departure of key members of University staff;
- (c) power failure;
- (d) acts of terrorism;
- (e) damage to buildings or equipment;
- (f) the acts of any governmental or local authority;
- (g) the demands of the timetable and the availability of academic staff in respect of possible optional subjects;
- (h) where the numbers recruited to a course are so low that it is not possible to deliver an appropriate quality of education for students enrolled on it.

In such circumstances, the University will take all reasonable steps to minimise the resultant disruption to those services and to those students who are affected by, for example, offering those students the opportunity where reasonably possible to move to another course, another institution, or by delivering a modified version of the same course, but the University excludes liability, to the full extent that is possible under the general law, for any loss and / or damage suffered by any applicant or student as a result of such circumstances.

The University will use all reasonable endeavours to deliver the course in accordance with the description applied to it in the University's School course brochure (as updated from time to time on the website or elsewhere) for the academic year in which you begin the course. However, the University will be entitled to make reasonable changes to the course (including to the content and syllabus of the course where developments in the subject area and / or accrediting bodies make that necessary, or to the location of the course, or the method of delivery or assessment of the course) where that will enable the University to deliver a better quality of educational experience to students enrolled on the course. In making any such changes, the University will aim to keep them to the minimum necessary to achieve the required quality of experience, and will notify and consult affected students in advance about any changes that are required. Any changes to its courses are considered through the University's quality assurance process, which engages students through appropriate University committees. If the University changes your course and you are not satisfied with the changes, you will be offered the opportunity to withdraw from the course and, if required, reasonable support to transfer to another provider.

Any offer of a place at the University shall be subject to the University's Terms and Conditions and the University's rules and regulations (as amended from time to time).

See www.ntu.ac.uk/terms_conditions for a copy of the University's Terms and Conditions.

Enquiries

art.ug-queries@ntu.ac.uk
+44 (0)115 848 6800
www.ntu.ac.uk/art

Campus information

School of Art & Design
Nottingham Trent University
50 Shakespeare Street
Nottingham
NG1 4FQ

University of
the Year

2019

The Guardian
University Awards 2019

Modern
University of
the Year

2018

THE SUNDAY TIMES
THE SUNDAY TIMES

University of
the Year

2017

THE AWARDS
2017

This information can be made available in alternative formats.

Please note that whilst the University has taken all reasonable steps to ensure the accuracy of the content within this brochure at the time of printing, the University reserves the right to remove, vary or amend the content of the brochure at any time. For avoidance of doubt, the information provided within the content of this brochure is for guidance purposes.

© Nottingham Trent University and may not be reproduced or transmitted in any form in whole or in part without the prior written consent of Nottingham Trent University.