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ARTS UNIVERSITY BOURNEMOUTH

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# A UNIVERSITY FOR A UNIQUE AND CHANGING WORLD

At AUB you're signing up for more than a degree. You're taking on our shared social responsibility to improve the world we all live in. This starts with changing your own life for the better. We're one of only a handful of specialist creative universities in the UK, and we've been enabling students to define their own future since 1883. We know what it takes to empower and equip you with the tools to build industry-leading careers and reshape your world, your way.



## Specialised careers that pay

The UK is globally renowned for its creative industries. This sector continues to grow year-on-year, outperforming the UK economy as a whole and providing around 2.3 million jobs.\* Without these professions our daily lives would be unrecognisable. AUB prepares students for many of the most in-demand and specialised creative careers, providing sustainable and financially rewarding opportunities.

## Now's your time

Whatever you're looking to study, rest assured that our graduates have helped pave the way. This includes alumni like **Oscar-winning director Simon Beaufoy, actor and presenter Mel Giedroyc, Turner Prize winner Wolfgang Tillmans, writer, director and producer Edgar Wright, actor Ryan Calais-Cameron, architect Sir Peter Cook, director Suri Krishnamma, humanitarian photographer Giles Duley, Company Magazine editor Zuki Turner** and many others.

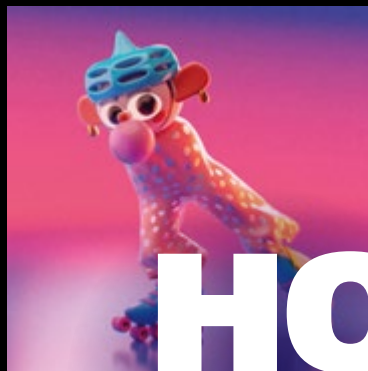


**COAL MINERS**  
BOURNEMOUTH FILM SCHOOL

**SAMUEL DE SAULLES**  
BA (HONS) PHOTOGRAPHY



**HARRY BHALERAO**  
BA (HONS) ILLUSTRATION



**SOPHIE WHITE**  
BA (HONS) COMMERCIAL PHOTOGRAPHY



# HOME TO 'THE DIFFERENT'

Creative people see  
the world differently.  
We learn differently.

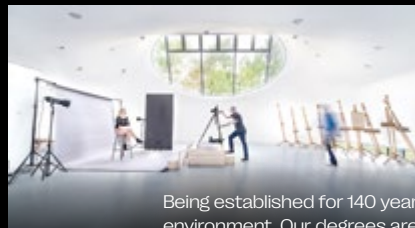
AUB has always been a community designed to bring people with different identities and outlooks together. We see you as an individual and encourage innovation and creative risk-taking. It's a community that welcomes diversity and doesn't judge. A place to explore possibilities and become your creative self.

Our compact size matters to us. And to our alumni also, who invariably comment on the personal quality of teaching they received and the sense of belonging that comes from living and working within our intimate campus.

# ONE UNRIVALLED CAMPUS



# 140 YEARS IN THE MAKING



Being established for 140 years has led to a truly unique university environment. Our degrees are built around live briefs and industry-led models of learning. You'll gain not just skills and knowledge, but also an understanding of how to "do it for real" and apply your creative energy in the workplace. From the moment you step on campus right through to Graduation, we encourage you to develop attitudes and behaviours that set you apart in the job market.

### **Pushing the boundaries**

Our facilities are in parallel with, if not ahead of, current creative industry practice. We equip students with the right skills to thrive when they leave AUB and encourage industry to work alongside us to drive contemporary practice, research and innovation. AUB's Graduate School sits at the junction of cutting-edge industry practice and leading contemporary research into our creative subjects. We're committed to studio-based learning, so every undergraduate course has its own studio space, as does the Foundation school.

### **Preparing for the next 140 years**

Our buildings and spaces are often regarded as outstanding, demonstrating our belief that creative education is better delivered in a purpose-built, design-led environment. The library has been voted one of the top five university libraries in the UK, according to the National Student Survey. The CRAB building is the only purpose-built drawing studio to be built at an art school for more than a century, and was designed by AUB graduate and world-renowned architect, Sir Peter Cook. In 2020 we opened a new Innovation Studio, also designed by Peter Cook, which provides an interface between our students, our researchers and the Design industry.

We also recognise that with building comes environmental responsibility. Our campus has been awarded EcoCampus Platinum, the highest level of university accreditation, for our commitment to sustainability.

### **Visit us at an Open Day**

See for yourself. Please come and visit us on one of our Open Days.

[aub.ac.uk/opendays](http://aub.ac.uk/opendays)

**ADAM PRIMMER**  
BA (HONS) ARCHITECTURE (PART 1 ARB/RIBA)



# NEW IN 2024

We're ensuring our graduates are ready for the latest, emerging careers. This year we're launching a new School and eight new undergraduate courses.

"The creative industries have never stood still. New technologies are transforming the opportunities for people with the creative and management skills to help shape changes in how we communicate, how we build relationships and communities, how we entertain ourselves, start businesses, shop and address issues such as sustainability and health and wellbeing."

**LISA MANN**  
AUB'S EXECUTIVE DIRECTOR OF ACADEMIC INNOVATION

**CHARLOTTE CHAMBERLAIN**  
BA (HONS) COMMERCIAL PHOTOGRAPHY



**ABBIE HOPPER**  
BA (HONS) VISUAL COMMUNICATION

## **School of Arts, Media, and Creative Industries Management**

The world of work is changing. Our new School addresses the growing demand for creative and management skills with three new courses:

- BA (Hons) Communication Design and Strategy
- BA (Hons) Creative Direction
- BA (Hons) Curation, Exhibition and Experience Design

Some of our existing Schools will also see the launch of new courses in 2024:

## **School of Design and Architecture**

- BA (Hons) Design for Sustainable Futures
- BA (Hons) Interior Architecture and Design for Health and Wellbeing
- BA (Hons) Creative Technologies

## **School of Arts and Communication**

- BA (Hons) Games Art and Design

## **AUB's Bournemouth Film School**

- BA (Hons) Creative Writing (Online)



# FOUNDATION IN ART, DESIGN AND MEDIA

The Foundation Diploma sets out to help students discover a preferred area of practice. You'll develop core learning skills and extend your understanding of creative processes in preparation for undergraduate study or employment.

During stage one, students will explore broad core principles and working practices in Art, Design and Media, which will lead students to discover their preferred area of study. Simultaneously, students will increase their critical comprehension and creative skill sets. The course provides insight into the range of options available for stage two study. The course offers multiple 'specialisms', and you'll choose to study these from mid-November. The specialisms for stage two are: Graphic Communication; 3D — Art, Craft and Design; Fashion, Costume and Textiles; Photography; Fine Art; Film and Animation; and Illustration.

## Course overview

Each specialism has a range of expert tutors, and support from visiting tutors and technical staff. During stage two, you'll engage with several projects over 12 weeks and begin to focus your portfolio towards your specialist areas. You'll also make your Higher Education applications through UCAS.

Finally, stage three consists of a self-initiated project, which is negotiated with your tutor and managed more independently. At this stage, you can put into practice all the skills that you've learned from the first two stages. The final outcomes are exhibited in the TheGallery at AUB, studios and online.

## Course Facts

- An intensive diagnostic course that provides high levels of insight into contemporary creative practices, and the potential to focus studies into specialist areas. Simultaneously, students develop sound understanding of the creative process and skills that prepare them fully for progression.
- Purpose-built Foundation building with state-of-the-art studios.
- The Foundation Diploma is an 'Outstanding' provider as rated in 2012, 2018 and 2023 achieving the highest grade in all four categories in the most recent inspection.
- The course benefits from the wider campus facilities and cultures.
- The awarding body for the course is University of the Arts London (UALAB).

## Length of course

One year full-time



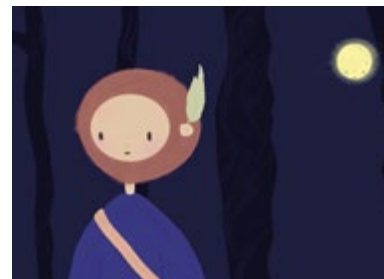
If you're interested in this course you may also like to see information on

International Foundation Diploma – p14  
Evening and weekend courses – p280  
FdA 3D Animation and Visualisation for Film and Games – p248  
FdA Sound and Music Production – p250

## ROMY ROULIN



## THOMAS HEWITT



## HELENA AUBERT

# INTERNATIONAL DIPLOMA (IFD) FEBRUARY START

For International and EU students we also offer a six-month Foundation course with a February start. This course is ideal for students who are unable to start a one-year Foundation course in September, or those who would like to expand and develop their portfolio and academic and language skills before progressing onto an undergraduate degree.

## Course overview

With a similar teaching time to our Foundation Diploma in Art, Design and Media, the IFD course aims to develop your ability to learn independently – an essential skill for further study. You'll be encouraged to experiment, take risks and be ambitious in your thinking and ideas.

You'll explore different creative approaches before choosing the specialism you wish to pursue at degree level. Delivered through a blended learning approach, the course includes practical workshop and studio sessions as well as lectures, creative tutorials, individual and collaborative projects and group discussions.

The course also includes a supportive programme of preparation for academic study sessions alongside the creative aspects of the course, giving you the opportunity to develop your academic English language skills in the context of art and design.

## Course Highlights

- Specialist technical workshops across disciplines
- A drawing programme that includes life drawing and printmaking
- Small group tuition
- Preparation for Academic Study: developing your ability to express yourself in an academic way and improving communication and language skills.
- Interactive, student-centred learning
- You'll engage with course leaders from undergraduate programmes at AUB to help develop your understanding of Higher Education study and progression opportunities.
- A guaranteed place on an undergraduate degree at AUB through our undergraduate progression scheme\*
- A chance to curate and exhibit
- Optional three-week 'Preparing for IFD' course available
- The awarding body for the course is University of the Arts London (UALAB).

## Length of course

Six month full-time



**If you're interested in this course you may also like to see information on**

Foundation Diploma in Art, Design and Media – p12  
Evening and weekend courses – p280  
FdA 3D Animation and Visualisation for Film and Games – p248  
FdA Sound and Music Production – p250

\*Except BA (Hons) Acting and BA (Hons) Dance as these are audition-based.

## ESTRELLA M.FIERROZ



TRAVIS WU





## **BA(HONS) ACTING**

This course shows you what it takes to turn natural talent into a career and make dreams of performing on stage or film a reality.

Our recent graduates have appeared in feature films, BBC dramas, the West End, Shakespeare's Globe and the Edinburgh Fringe Festival. You'll learn the acting, voice, movement and singing skills you need as a creative artist. You'll try your hand at everything from classical acting to contemporary performance, on stage and on film.

We'll offer you practical insights and artistic guidance, and help you build the self-discipline, stamina and ambition to succeed in a notoriously demanding acting industry. Even the strong academic element is approached through practice in order to underline the vocational nature of this course.

Your skills will be in demand even while you're here. Our BA (Hons) Film Production, BA (Hons) Costume, BA (Hons) Make-up for Media and Performance and BA (Hons) Performance Design and Film Costume courses constantly draw on our actors. You'll work with students from other courses to create film and theatre productions to a professional level, and in various locations including our own studio theatre and other public venues. Your professional networking for industry begins right here, and our production process is what sets our students apart and gives them an edge.

### First year

Your first year introduces you to the tools and techniques that'll help you to create performances for realistic drama on stage and screen. The work is Stanislavski-based, and you'll be introduced to the core intellectual, imaginative and physical skills that you'll need to learn and develop.

Your first year provides a foundation, allowing you to develop a methodological approach to psychophysical acting. The course provides practical, studio-based, and seminar- and lecture-based learning. Throughout your first year, you'll also attend movement, voice and singing classes. These are highly practical classes that aim to provide you with the specific skills and experiences that'll further support your work.

### Second year

In this year, you'll further develop your acting and investigative skills in relation to the world of the play, and explore the demands of different kinds of dramatic structures and styles of performance.

You'll learn to see the audience as an integral factor in the creative process and continue to develop a personal methodological approach to acting through units such as 'Shakespeare', 'Actor Creator' and the 'Applied Theatre Project'.

Practical work takes the form of taught sessions and workshops, leading to performances that'll be viewed by an internal audience.

At the end of your second year, you'll have developed acting, physical and vocal skills to a higher level, alongside extended skills in investigative techniques and textual analysis.

### Third year

Your final year encourages you to extend your exploration of the acting process by providing you with a range of creative challenges. You'll create professional-quality theatre productions, both on and off site, in collaboration with other courses. You'll also have the opportunity to create your own practical projects.

A key focus of your third year is to equip you with the necessary skills and knowledge to manage your future career. In preparation for professional life, this year will include seminars on the business aspects of being an actor, such as CVs, photos, auditions, Spotlight and Equity, ensuring you're industry-ready by the time you graduate.



**TREASURE ISLAND**  
AUB PRODUCTIONS



## MACHINAL AUB PRODUCTIONS



### Course Facts

- Acting, Movement, Music/Voice and Sound Recording Studio
- Fully equipped Black Box Theatre
- A rehearsal and performance space in central Bournemouth
- Course trips include The Globe Theatre, London
- The acting department has an in-house studio theatre that hosts a number of productions during the first half of the academic year
- During the second half of the year, students gain the opportunity to perform in external venues such as the Lighthouse, Poole, and Pavilion Dance South West, Bournemouth
- Past guest speakers include actors Adjoa Andoh, Sarah Parish and Greta Scacchi, directors Mike Alfreeds and Stephen Wrentmore, casting directors Carolyn McLeod and Nadine Rennie, agent Jennifer Withers and producer Paul Elliott

### Awards

- American Alliance for Theatre Education's Johnny Saldaña Outstanding Professor of Theatre Education Award 2020
- Outstanding Performance in an Affiliate Theatre, Olivier award 2019
- Nomination for 2019 Alfred Fagon Award, which recognises Black British playwrights from the Caribbean
- Best Emerging Actor, International Achievement Recognition Awards 2018
- Best Actor, 2018 Westfield International Film Festival, US
- Adopt a Playwright Award, Off West End 2018

### Career Destinations

- Graduate company Unpolished Theatre won the 2019 Olivier award for Outstanding Achievement in an Affiliate Theatre for their show *Flesh and Bone*
- Principal actor in *EastEnders*
- Principal actor in BBC drama *Showtrial*
- Principal actor in Netflix series *Top Boy*
- Writer and director of *For Black Boys Who Have Considered Suicide When the Hue Gets Too Heavy*, The Royal Court.
- Won Best Director and Best Production Play award at Black British Theatre Awards 2022.
- Cast won The Stage Debut Award 2022 for Best Performer in a Play
- Principal actor in BBC *Three's* *Witless and Overshadowed*
- Principal actor in West End production of *Spring Awakening*
- Leading role in *Let the Right One In*, Royal Exchange Theatre
- Supporting role in *Jerusalem*, West End

- Lead role in *Thomas & Friends: Big World! Big Adventures! The Movie*
- Featured actor in Guy Ritchie's film *Wrath of Man*
- Featured actor in feature film *The Batman*
- Featured actor in BBC One series *Our Girl*
- Featured actor in Amazon Prime series *The Looming Tower*
- Featured actor in BBC film *Suffragettes* with Lucy Worsley
- *The Lion King*, West End
- *The Play That Goes Wrong*, West End
- *Blue Stockings*, Shakespeare's Globe
- *The Commitments*, UK No.1 tour
- *The Buddy Holly Story*, UK No. 1 tour
- Roles in BBC's *A Christmas Carol*, *Strike*, *Luther*, *Casualty*, *Holby City*, *Doctors* and *Crimewatch*
- *ITV's Cilla* and *The Sound of Music Live*
- Netflix series *Black Mirror*
- *E4's Misfits*
- Lead role in independent feature films *The Rise of the Krays* and *The Fall of the Krays*
- Published playwrights: Elliot Warren, *Flesh and Bone*; Ryan Calais Cameron, *Typical and Queens of Sheba*
- Theatre Producer for *Nouveau Riche*
- Roles at the Royal Court Theatre, Lyric Hammersmith, Southwark Playhouse, Royal Exchange Manchester, Birmingham Rep, Sheffield Crucible, Liverpool Playhouse and Pttlochry Festival Theatre
- International, national and regional tours with theatre companies, including *White Horse Theatre*, *Solomon Theatre* and *Chapterhouse Theatre Company*
- Postgraduate study at The Royal Central School of Speech and Drama; East 15; LAMDA, ALRA and The Shakespeare Institute, University of Birmingham

### Length of course

Three years full-time

### UCAS code

W410

### Language of study

English



**If you're interested in this course you may also like to see information on**

- BA (Hons) *Costume* – p56
- BA (Hons) *Creative Writing* – p80
- BA (Hons) *Creative Writing (Online)* – p88
- BA (Hons) *Dance* – p104
- BA (Hons) *Film Production* – p144
- BA (Hons) *Performance Design and Film Costume* – p216





# BA(HONS) ANIMATION PRODUCTION

Animation is everywhere, from the classic Disney fairytale to the quirky Aardman comedy and the dynamic Pixar blockbuster.



Graduates from this course have gone on to work in studios across the world, including Pixar, Aardman, Karrot, Lupus, and ILM. We'll introduce you to the fundamental skills of drawing and painting, which underpin animation in all forms. Along with training in industry-standard software, you'll be able to apply your skills to hand-drawn, stop-motion, and CGI work. Working as part of a team in an animation studio environment, you'll develop your personal portfolio and produce graduate films.

We have industry-standard facilities, where you'll have access to the following throughout your studies – PC workstations with WACOM Intuos Pro Tablets, a render farm running Deadline render management software, Adobe Creative Cloud, ToonBoom Harmony, Storyboard Pro, Dragon Frame, Mari, Maya, ZBrush, Da Vinci Resolve and Red Giant Complete.

Visits from industry practitioners and opportunities for studio placements will add to your knowledge and prepare you for a career that could see you work in film, commercials or even video game production. We'll teach you skills to shape the future of the industry. The animation revolution starts here!

### First year

Your first year introduces you to the fundamental principles of animation. Through workshops, seminars and lectures, you'll learn traditional animation techniques and how to use contemporary software. We'll teach you the 12 principles of animation in theory and practice, using 2D animation exercises that are used by professionals. You'll learn to use the industry-standard software, and study layout and background design. Using sketchbooks to explore a variety of media, you'll develop a more subtle understanding of character performance and cinematic storytelling.

You'll study critical theories, concepts and analysis, and develop an understanding of historical and contemporary practice within the specialism.

### Second year

In second year you'll develop your individual role within animation production by working on team-based projects. From conception to post-production you'll enhance your understanding of animation through workshops.

You'll also advance in your drawing and painting skills and abilities in 2D, CG and stop-motion. You'll research and develop your own personal project as part of a pitching process in line with industry practices, and be given opportunities for industry experience or overseas study – you may also look at completing an optional work placement.

### Third year

In your final year, you'll successfully demonstrate your commitment to the collective responsibility of production and post-production. You'll identify your specialist role and develop a portfolio of a 2D, CGI or stop-motion film production.

A big focus will be on communication, team-working skills and mentorship guidance. Enhancing your skills as an animation practitioner through exploration of theory and practice, you'll develop strategies for personal planning and self-reflection, consider career aspirations and produce a targeted portfolio.

You'll have the opportunity to pitch your story idea and take part in the process of selecting which films go into full production.





FÊT-NAT BAILLY

**Course Facts**

- Individual workstations and computer suites with specialist software
- Regular visits from industry professionals
- Opportunities to collaborate with other courses
- Annual drawing trips
- Work and educational placements have included: Golden Oak Entertainment (Nanjing, China), Karrot Animation (London), Mikrofilm (Norway), Aardman Animations (Bristol), Volda University (Norway), Kyoto Institute (Japan), MICA Maryland (USA) and PINCA Portland (USA)

**Career Destinations**

- Pixar (USA)
- Aardman Animations (UK)
- Electronic Arts Games (UK)
- Framestore CFC (UK)
- Locksmith Animation (UK)
- Studio Ghibli (Japan)
- Industrial Light and Magic (UK/USA)
- Lupus (UK)
- Brown Bag (Ireland)
- Cartoon Saloon (Ireland)

**Awards**

- RTS Southern Award Winner 2020
- RTS Southern Award Nomination 2020
- Purbeck Film Festival Audience Award Winner, Best Animation 2020
- 2D & 3D Animation Festival Best Character Design 2020
- National RTS Student Award Winner 2018
- Best of International Student Animation Winner at the 2018 Australian International Animation Festival
- Winner, Early Bird President of the Jury Award at the 2018 Early Bird International Student Film Festival
- Winner, Best Student Film at the 2018 Purbeck Film Festival
- Tech Ex Cup International University Student Video Contest, Best Creative Video
- Outstanding Tutor Award and Outstanding Organizing Academy Award
- London International Animation Festival Best Cut-Out Animation
- Purbeck Film Festival Best Animation
- RTS South Student Animation Award, Official Selection at Aesthetic Film Festival

**Length of course**

Three years full-time

**UCAS code**

W615

**Language of study**

English



**If you're interested in this course you may also like to see information on**

- BA (Hons) Film Production – p144
- BA (Hons) Games Art and Design – p160
- BA (Hons) Modelmaking – p208
- BA (Hons) Visual Effects (VFX) for Film and Television – p240



# **BA(HONS) ARCHITECTURE (PART 1 ARB/RIBA)**

On this unique and stimulating course, you'll work in a studio-based environment to make places that make a difference.

At AUB, we understand architecture as being part of a larger story involving people, culture and city. Indeed architecture is an expression of society and can be read in the way we plan, use, demolish and preserve our city. During your studies you'll learn to address your architectural proposals in relation to the city, the environment, and people – through interrelated needs and desires.

As an architect you'll learn to think globally and act locally, seeing your projects as an opportunity to contribute to the larger progress of humanity whilst addressing the many crucial and practical challenges of our time – social, cultural, environmental and humanistic. Your architectural thinking will manifest projects across a spectrum of scales in the challenging conditions this region presents – coastal, countryside and city.

The complexity to be found in the communities and conurbations along the Jurassic coast represents a laboratory for testing your most speculative ideas, to explore the true potential of architecture in a place it's least likely to be found. This isn't to be mistaken with an inward-looking approach. At AUB we're interested in the world of architecture, the history of architecture, in learning from Las Vegas, Mumbai, Barcelona and Dundee. In this sense AUB and a regional study of architecture provides the opportunity to test projects as prototypes, to develop new experimental ways of thinking about architecture that can be applied in global contexts in the future.

### First year

Your first year comprises an introduction to the urban and environmental context of the region. You'll be exposed to a variety of surveying techniques in order to observe, record, interpret and map your surroundings. These observations will form the basis for your first project.

During terms two and three you'll develop an architectural project that engages the coastal environment and harnesses existing energies. You'll explore how a building can relate to its context and users in new and sustainable ways by considering building, material, human and environmental life cycles. Alongside your studio project you'll be introduced to precedents in different contexts, principles of tectonics (materials, structure, building processes, environmental strategies) and health and safety, which will support your project development.

### Second year

The overarching topic in your second year is 'edges'. We'll explore this expanding territory comprising suburbia, the countryside, commercial and industrial activities and speculate on alternative futures. The survey in term one is supported by a 3,000-word essay in 'Contextual and Critical Studies', a precedent study in 'Tectonics' and a business pitch in 'Professional and Ethical Practice' exposing you to a variety of roles that the architect might take on.

During terms two and three you'll design a hybrid architectural project located in a specific edge condition and investigate its experiential qualities as a 'sensorium'. Knowledge of planning processes will inform your strategy and building proposal. With the activities and experiences of potential users in mind you'll develop your project in greater detail and be able to integrate knowledge in relation to structure, materials, environmental systems and sustainable principles.

### Third year

In your final year, you'll search for and survey the social nexus of a specific neighborhood. The aim is to define and document the nature and different types of social spaces that exist in an urban context.

Based on your findings you'll develop a first speculative vision, which sets out the basis for your project in terms two and three. Alongside the survey you'll write a 5,000-word dissertation in 'Contextual and Critical Studies' to investigate, document and present a subject matter of your interest. The dissertation aims to support and inform your studio work.

During term two you'll develop an architectural project in relation to an existing context. The challenge of this term is to consider your project a reuse or adaptation of what's already there. You'll develop your project ideas in greater detail with the input of 'Tectonics' (structure, material, environmental systems and sustainable principles) and 'Professional and Ethical Practice' (building regulations, financial factors).

The final term will allow you to zoom in on a particular detail of your project, develop its tectonic build-up, programmatic layers (different activities at different times) and human experience. Finally, you need to consider how your project can be represented and communicated in a creative and coherent manner.





MIRIAN VANDA

JACK JONES



## CHARLOTTE HARVEY

**Course Facts**

- Accredited by ARB and RIBA
- Projects and past educational study tours to Venice Architecture Biennale, London, Barcelona, Rome, Paris and Berlin
- Dedicated Architecture Studios
- Access to 3D workshops with manual and digital manufacturing equipment
- Preparation for spending one year in practice before choosing to progress to Master of Architecture

**Career Destinations**

- OMA (Rotterdam)
- Wilkinson Eyre (London)
- Footprint Architects (Dorset)
- Foster + Partners (London)
- BrightSpace Architects (Fordingbridge)
- BUJ Architects (London)
- Architecture PLB (Winchester)
- Design Engine (Winchester)
- DMWA (Wimborne)
- Glenn Howells Architects (Birmingham)
- HCC (Winchester)
- Edwards Covell Architects (ECA, Poole)
- Hawkins|Brown Architects (London)
- Jamie Fobert Architects (London)
- Western Design Architects (Blandford)

**Awards**

- John Purcell Paper Prize Winner 2020
- Mike Davies Award For International Travel
- Terry and Annette O'Rourke Undergraduate Architecture Prize
- RIBA President's Medal, Student Bronze Award annual nominations
- RIBA Dissertation Prize annual nomination
- A National Timber Innovations Award, Shortlisted

**Length of course**

Three years full-time

**UCAS code**

K100

**Language of study**

English



**If you're interested in this course you may also like to see information on**

BA (Hons) Design for Sustainable

Futures – p112

BA (Hons) Interior Architecture

and Design – p184

BA (Hons) Interior Architecture and

Design for Health and Wellbeing – p192

BA (Hons) Modelmaking – p208



# BA(HONS) COMMERCIAL PHOTOGRAPHY

The media relies on creative imagery to communicate messages. This course gives you the opportunity to develop a specialist career, working within fashion, advertising, documentary, editorial and portraiture.

This course gives you the opportunity to develop a specialist career, working within fashion/beauty, advertising, documentary/editorial and portrait photography. Through the combination of creativity and technical skill, our students aspire to challenge perceptions, and push boundaries, through making imagery that's at the forefront of contemporary photographic practice.

Graduates from this course have gone on to create images for clients including Louis Vuitton, Stella McCartney, Chanel, The Times Fashion Supplement, Love Magazine, Dazed and Confused, Huck, Kit Magazine, The Telegraph, The Guardian, Vogue (UK, India and Italy), Nike, Adidas, Lacoste, Wall Street Journal and the BBC.

If you want the opportunity to set the future agenda for commercial photography, and have the commitment and drive to make the most of every opportunity the course can give you, then we'd love you to join. We'll help you to gain a broad understanding of photographic practice and theory, so that you graduate confidently with the creative and critical visual language needed to work in the industry as an individual and within a creative team. As part of this course, at all levels, you'll attend guest lectures by visiting photographers and industry professionals.

Collaboration is an essential part of being a successful commercial photographer, be that working in fashion/beauty, advertising or editorial/portraiture. AUB allows many opportunities for working across courses, but BA (Hons) Commercial Photography has worked with a group of them, to provide a real insight into how we as creatives work together, in the form of our Creative Match Nights, in both Year 2 and Year 3. The events see industry professionals discuss collaboration, which is followed by a cross-course Networking Event, which allows our students to find their creative partners.

Employment prospects are good, even before you graduate. In recent years, many students have been commissioned and published while still on the course and have had success through prestigious competitions.

Career options are varied too. As well as setting up freelance businesses, many graduates go on to work in a variety of roles within studio management, retouching, assisting, styling, and advertising.

Over the three years of study, you can choose to focus your specialism within one of the three award titles:

- BA (Hons) Commercial Photography (Advertising)
- BA (Hons) Commercial Photography (Fashion)
- BA (Hons) Commercial Photography (Documentary/Editorial)

### First year

You'll learn the creative, practical and theoretical skills that you'll build upon during your degree. We'll introduce you to a variety of traditional and digital photographic techniques and processes, giving you a strong technical foundation in location and studio lighting, analogue and digital capture, as well as moving image and digital post-production techniques.

This year also covers key historical and theoretical themes through a series of lectures, which support your critical understanding of photographic practice.

### Second year

During second year, you'll continue to develop your creative skills through enhanced ability within moving image, digital skills and promotional awareness, building upon your first-year experience and developing your genre-specific interests, during two practical units.

Your industry understanding will be consolidated by undertaking a work placement, allowing you to gain hands-on experience working alongside industry professionals, whilst also building your own professional profile.

Our 'Critical Analyses' unit explores some of the themes and approaches used in the exploration of photographic meaning and semiotics, developing research and written communication skills, providing you with the academic ability to better understand your practice in broader social and/or political contexts, whilst preparing you for the third-year major written assignment.

### Third year

Your final year allows you to build on your skills and knowledge, with a focused approach to your career ambitions, working in genre-specific study groups. Two major practical units provide the opportunity to create the work that'll become your professional portfolio, and the unit 'Research Paper' will allow you to engage with a critically informed analysis of a subject-related topic.

Graduating from the course, you'll have the opportunity to produce an accomplished commercial portfolio and the critical skills with which to enter the creative industries. It also provides a platform for potential postgraduate study.



RACHEL KOLB





**Course Facts**

- Accredited by The Association of Photographers
- Large range of specialist photographic equipment available
- Creative, collaborative hub
- Rhea Thurstein included in list of prestigious alumni
- Previous placements include Tim Walker, Nick Knight, GQ Magazine, Wonderland Magazine, Getty Images, Wolfgang Tillmans, TANK magazine, The Face Magazine and Skinny Dip Agency
- Past trips have included New York, Berlin and London
- Seven dedicated photographic studios, colour and black and white darkrooms, state-of-the-art digital and printing facilities

**Career Destinations**

- Freelance photographers working for Vogue, The Guardian, VICE, Huck, Telegraph Magazine and Saatchi & Saatchi
- Students have gone on to assist high profile photographers including Tim Walker, Nick Knight, Wolfgang Tillmans and Platon
- Photographic Representation at Art Department, Agent At Large, Lo and Behold Productions, Angela De Bona
- Photographer at Harvey Nichols
- Picture Editor at The Economist
- Senior Retoucher at ASOS.com
- Photoshoot Coordinator at Burton Menswear
- Design Creative at NOW
- Production at Mother Advertising Agency
- Director of Promo Peeps
- Senior Producer at Barbour

**Named Awards in**

- Fashion
- Advertising
- Documentary/Editorial

**Awards**

- Welcome Photography Prize 2020 shortlisted
- EIZO Student Photography Award 2020 winners
- Portrait of Britain 2020 shortlisted
- EIZO award for fashion film
- British Journal of Photography, three students chosen as the Ones to Watch Graduates
- Hunger Magazine, graduate nominated for the feature Five Emerging Fashion Photographers to Watch Right Now
- British Journal of Photography Breakthrough Awards, Winner of Single Image
- Royal Photographic Society Photographic Essay Award and the Open Awards
- Association of Photographers, Student Awards
- Portrait of Britain Winner 2019
- Association of Photographers, Student Awards 2019 Best in Show
- Photographers Gallery Fresh Faced and Wild Eyed and TPG New Talent Awards
- World Photography Awards, Professional Category
- Magnum Photography Ideas Tap Award
- D&A Collaboration Award 'Pencil Winner'
- Fresh Meet Award Winner 2020
- We Are Another, Female Mentorship Scheme 2020

**Length of course**

Three years full-time

**UCAS code**

W644

**Language of study**

English



**If you're interested in this course you may also like to see information on**

BA (Hons) Fashion Branding and Communication – p136  
BA (Hons) Photography – p224

# **BA(HONS) COMMUNICATION DESIGN AND STRATEGY**



**HANNAH DE CASTRO**  
BA (HONS) VISUAL COMMUNICATION

This course uniquely combines the areas of graphic communication and business strategy, empowering students to bring powerful messages to life through strategic design thinking.

WANT THE WORLD TO **CHANGE?** HOW DO YOU WANT THE WORLD TO **CHANG**

BA (Hons) Communication Design and Strategy is an innovative and unique course aimed at equipping students with the necessary design skills and strategic thinking to excel in today's evolving communication landscape. Tailored for individuals passionate about creative design, the course empowers students to integrate strategic thinking into their creative process, generating meaningful and impactful communications.

The interdisciplinary approach of this course incorporates creative design, visual identity, digital and print media, advertising, and branding. Equally balanced with a focus on business operations, marketing strategies, and consumer behaviour, the course offers you a strong understanding of both the artistic and commercial aspects of communication design.

Throughout the course, you'll review complex issues and make informed strategic decisions. You'll learn to scrutinise markets, recognise target audiences, and comprehend user behaviour, all of which will inform and enhance your design process. With access to state-of-the-art resources, including a creative studio and computers loaded with industry-standard software, you'll also have the opportunity to engage in collaborative work through shared spaces.

By the end of the course, you'll be adept in creating strategic communication designs, tell compelling stories, and promote brands successfully. The skills you'll gain will be transferable across a multitude of industries, which will open the door to a wide range of career opportunities, including roles such as marketing strategists, graphic designers, brand strategists, creative directors, and more.

### First year

The first year of the BA Communication Design and Strategy programme is structured into three comprehensive units: 'Introduction to Communication Design', 'Communicating Ideas through Strategy', and 'Designing in Context'. Throughout these units you'll gain an understanding of research methodologies and the design process, complemented by practical skills like image making, visual thinking, and typography, with an introduction to basic digital skills.

You'll also explore design strategy, idea generation, audience identification, and team collaboration, reviewing how research and strategic planning influence the translation of ideas into impactful designs.

Expanding on your understanding of narrative, audience, environment, and context in communication design, you'll have the opportunity to develop your pitching skills, necessary for presenting your ideas convincingly.

### Second year

The second year introduces you to more advanced topics via three units: 'Design Communication and Testing Strategy', 'Preparing for Creative Industries', and 'Design Practice and Strategy'. You'll explore designing and defining systems, and review the role of hierarchy in controlling message and meaning.

In this year you'll be offered industry-focused briefs, enriching guest speaker sessions, and key insights into design agencies. You'll develop your identity and voice within the creative industry through undertaking self-branding exercises, compiling your portfolio, and networking opportunities.

Entrepreneurship opportunities are also covered for those who may want to start up their own business venture, and preparations for an optional placement year commence, giving you a practical perspective on your career path.

### Third year

In the third year, you'll engage in two units during the first term: 'Professional Practice and Working Strategies', and 'Creative Strategy'. Being introduced to real-world applications of your skills, you'll get involved in national competition briefs and working strategies. You'll also have the opportunity to demonstrate your gained knowledge through writing a project proposal and a comprehensive report on an existing project brief. This exercise demands deep research, analysis, and strategic planning to achieve the desired project outcomes.

The last two units, 'Design Practice' and 'Preparing for Creative Industries 2', span across the second and third terms. These will allow you the freedom to craft your own project brief and produce a substantial portfolio piece.

Building on the self-branding exercises and networking opportunities introduced in the previous year, you'll gain an understanding of the logistics of establishing a business (e.g. intellectual property and copyright). This year will leave you well-prepared for a successful career in the fast-evolving creative industries.



SWEEET  
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NO CRAFTY NONSENSE... SYSTEM  
 BREW CO.

BITTER  
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 BITTER  
 BITTER



JUST GOOD BEER. SYSTEM  
 BREW CO.

**DAN COOPER**

BA (HONS) VISUAL COMMUNICATION

**Course Facts**

- Option of a one-year work placement
- Internship opportunities
- Trips on the previous similar course include Amsterdam, New York and Berlin
- Large format printing facilities, laserjets, bookbinding, letterpress and traditional printmaking

**Career Destinations**

Roles achieved by graduates of a previous, similar course, which shares learning with this new course, include:

- App designer
- Art director
- Artworker
- Brand designer
- Creative director
- Digital designer
- Editorial designer
- Event director
- Game developer
- Graphic designer
- Illustrator
- Interaction designer
- Lecturer
- Marketer
- Motion designer
- Photographer
- Studio founder
- Technician
- Type designer
- Visual merchandiser
- UX / UI artist
- Web designer

Graduates from the same previous similar course have gone on to work in a variety of creative industries, from international design agencies and motion graphic studios to book publishers and app developers. They've filled roles such as junior designer at Penguin Random House and art director at AKQA Paris.

Alumni from the previous similar course have also founded careers at:

- BBC
- BBD
- CHS
- Conrad Design Group
- Dam Digital
- Design Studio
- Dyson
- Eleven Miles
- Elmwood
- ITV
- Make Studio
- Otherway
- Jack Renwick
- Sky
- Superunion
- Tatler

**Awards**

Awards achieved by students of a previous, similar course, which shares learning with this new course, include:

- Eight Creative Conscience Awards
- 26 D&AD Awards (Design and Art Direction)
- One IDA Award (International Design Awards)
- 35 ISTD Awards (International Society of Type Designers)
- One OFFF Festival Award
- Three RSA Student Design Awards (Royal Society of the Arts)
- Two YCN Awards (Young Creative Network)

**Length of course**

Three years full-time  
Or four years with optional one-year work placement

**UCAS code**

W213

**Language of study**

English



**If you're interested in this course you may also like to see information on**

- BA (Hons) Creative Direction – p64
- BA (Hons) Curation, Exhibition and Experience Design – p96
- BA (Hons) Fashion Branding and Communication – p136
- BA (Hons) Graphic Design – p168





# **BA(HONS) COSTUME**

Our graduates have gone on to make and supervise costumes for shows for theatre, film and TV productions all over the world.

Recognised as a centre of excellence, the previous BA (Hons) Costume and Performance Design course was awarded the Queen's Anniversary Prize in 2017 for its 'distinguished degree-level education in costume design for the UK's leading creative industries'.

To allow students to dive deeper into specialised pathways two courses have been developed – BA (Hons) Costume and BA (Hons) Performance Design and Film Costume. BA (Hons) Costume offers a comprehensive approach to the study of costume, for all areas of performance from historical cutting and draping to period tailoring and couture. Students on this course all learn costume supervision skills, which enables them to source, procure and manage costume for productions.

### First year

In your first year, the aim is to give you a solid grounding in both Performance Design for theatre and Costume Interpretation with Supervision. You'll explore essential sewing and costume construction skills that'll enable you to learn the creative and technical processes required to be a costume maker.

Design-orientated projects include life drawing, costume design processes and scale model making, as well as exploring contextual and theoretical issues. You'll develop a performance design through the study of a text, culminating in a full set of sampled costume designs and scale model. The final unit allows you to develop period costume construction skills.

In addition, you'll develop your academic research and writing skills through a series of written tasks.

### Second year

In year two, your first unit, 'Historical Costume', will encourage you to be a 'dress detective' through examination and analysis of period garments within a broader historical context.

You'll then get the opportunity to make a historically inspired costume or underpinnings through the acquisition of period draping and construction techniques. In addition, you'll develop your critical and contextual knowledge and academic writing through a written project. This unit is followed by the 'Tailoring' unit where you'll learn how to make a tailored garment using traditional techniques. The final unit challenges you to push the boundaries to develop your creativity. This unit may offer live project briefs, including making and supervising for AUB Productions or other live collaborations.

### Third year

The third year focus is on 'doing it for real'. Projects will range from supervising or making for a live production that'll be staged by BA (Hons) Acting or BA (Hons) Dance to making a costume for a museum or exhibition.

The atmosphere in the studios reflects the pace and intensity of the industry and you'll have the opportunity to work collaboratively with other courses whilst learning transferable skills, such as teamwork, problem-solving and communication techniques.

In the 'Research Dissertation' unit, you'll write a 5,000 word essay based on your own practice in context.

The 'Major Project' unit is designed to develop your professional skills by working on productions or other live projects.

You'll develop your professional identity by designing your portfolio, CV and personal promotional materials for your launch into the world of theatre and film. You'll also curate your work as part of the graduate summer exhibitions in Bournemouth and elsewhere\*.

\*External exhibitions are subject to competition.



MADISON NIXON

LIBERTY PHILLIPS



## AMY KING-HALE

**Course Facts**

- Open-plan studio spaces
- A dye room
- A studio theatre on campus
- An extensive costume store and archive of historical dress
- Past trips have included London, Venice, Prague and New York

**Awards**

- Awarded to BA (Hons) Costume and Performance Design students and alumni:
- The Queen's Anniversary Prize for Higher and Further Education (2016-18) for 'Distinguished degree level education in costume design for the UK's leading creative industries'
  - Winner for the Costume Society 'Patterns of Fashion' award
  - Podium Awards Silver Medal in Creative Cultural Project Award
  - Brancott Estate World of Wearable Art Awards, New Zealand
  - Podium Awards Bronze Award for Successful Student Led Activity
  - Prime Cuts Festival, Free Range Best Costume
  - The Linbury Prize 2017, for costume and set design

**Career Destinations**

- Costume maker for TV/Film and/or Theatre
- Costume Supervisor for film
- Costume Supervisor for Theatre
- Head of Running Wardrobe
- Costume Assistant
- Dresser
- Costume Buyer
- Tailor
- Prop Costume Maker
- Milliner
- Couture Dressmaker (Bridal and Fashion)
- Alterations Hand
- Breakdown artist
- Pattern cutter

**Credits Include**

- Costume Makers for Disney's Beauty and the Beast and Cinderella
- Tailor at National Theatre
- Tailor at Knights Tailoring (Royal warrant for uniform tailors)
- Costume Department on Pirates of the Caribbean
- Personal Costumier for Johnny Depp
- Costume Team on Star Wars
- Trainee Costumier on Fantastic Beasts and Where to Find Them
- Costume Department on The Trial of Christine Keeler
- Costume Assistant, Oxford Playhouse
- Tailor for Royal Shakespeare Company
- Tailor on 2020 Dracula
- Costume Assistant on Rocketman
- Tailor for Scottish Opera, National Theatre
- Costume Maker on Six the Musical
- Dresser on Les Misérables
- Costume Assistant for White Horse Theatre Company.

Plus significant roles in costume departments both on screen and stage including Bridgerton, Marvel series, Doctor Who, Poldark, Downton Abbey, Sherlock, EastEnders, Lewis, Casualty, Doctor Foster, Father Brown, WPC 56, and the Netflix sensation The Crown and at Oxford Playhouse, Nuffield Theatre, RSC, Glyndebourne and National Theatre.

**Length of course**

Three years full-time

**UCAS code**

W452

**Language of study**

English



**If you're interested in this course you may also like to see information on**

- BA (Hons) Fashion – p128
- BA (Hons) Performance Design and Film Costume – p216
- BA (Hons) Textiles – p232

# **BA(HONS) CREATIVE DIRECTION**



**RACHEL KOLB**  
BA (HONS) COMMERCIAL PHOTOGRAPHY

This course is designed to develop your conceptual thinking, creative problem-solving skills, and strategic vision. It'll provide you with the skills and experience necessary to occupy a role that's the beating heart of this success, the Creative Director.

WANT THE WORLD TO **CHANGE?** HOW DO YOU WANT THE WORLD TO **CHANG**



On this course you'll be introduced to design thinking and the freedom of ideas, and learn to encourage problem-solving. You'll develop innovative brainstorm techniques, capturing even the smallest of ideas that will nurture and grow into solutions that have impact.

This course will help you discover industry and consumer insights that lead to the development of innovative solutions to problems. You'll learn to trust your own judgement and know your customers and users; becoming adept at managing projects, people and resources to deliver on time and on budget. There'll be opportunities to engage in a range of hands-on projects, collaborative exercises, and industry simulations, applying learning in real-world contexts. You'll also have the opportunity to work with industry professionals, agencies, and clients.

It's the blend of real-world experience, project management and design skill that makes studying this course at Arts University Bournemouth unique. This course will place students at the very heart of a creative team as they learn to express themselves, to design, develop and deliver as a Creative Director.

### **First year**

Forming small production teams with support from course tutors and the technical team, you'll learn to design and deliver creative projects.

With guest lectures from specialist speakers, you'll be introduced to different sectors of the creative industries and the way they operate. We'll also take some time to research and understand the potential impacts of creative work on the environment and the communities and stakeholders that engage with it. Finally, student-led creative projects will be delivered to an external audience during the summer term.

### **Second year**

In this year you'll progress to more specialist study, building on experience gained during the first year. Creative projects will provide an opportunity for you to work with an external client, designing a solution that responds to their needs. You'll acquire strong research skills, developing your insights into industry and learning how to pitch for investment for a new creative enterprise.

You'll choose between undertaking a six-week work placement during the final semester or spending a whole year on placement. Allowing you to put your skills into practice, working within an industry setting.

### **Third year**

In your final year the focus is on independent learning, preparing you for the transition into the world of work. You'll have the opportunity to design a major creative project and pitch your idea to colleagues, stakeholders, and alumni. Working as part of a production team with funding from the course, support from tutors and the technical team, the culmination of learning will be to conceive and deliver a project that helps you stand out from the crowd.

You can also choose between either working with an organisation from industry, researching your business to operate as a consultant and make recommendations for your future strategic planning, or choose to research a topic in depth and produce a dissertation that allows you to become an expert in your chosen field.



JANNEL ADUFO

BA (HONS) COMMERCIAL PHOTOGRAPHY



**RACHEL KOLB**  
BA (HONS) COMMERCIAL PHOTOGRAPHY

### Course Facts

- Option of a one-year work placement
- The academic year is planned to include educational visits. During the year, at least one excursion to London or another UK cultural hub is available

### Career Destinations

Roles achieved by graduates of a similar course, which shares learning with this new course, include:

- Head of Operations at Designwerk
- Global People and Development Manager at Moving Brands
- Marketing Manager at Spotify
- Owner, Founder, Director, Jimmy's Iced Coffee/Entrepreneur

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### Length of course

Three years full-time  
Or four years with optional one-year work placement

### UCAS code

W222

### Language of study

English



**If you're interested in this course you may also like to see information on**

- BA (Hons) Communication Design and Strategy – p48
- BA (Hons) Curation, Exhibition and Experience Design – p96
- BA (Hons) Events Management – p120
- BA (Hons) Graphic Design – p168

# **BA(HONS) CREATIVE TECHNOLOGIES**



MOORS VALLEY

This course aims to bridge the gap between creativity and technology and will equip you with the skills and knowledge to become proficient in creative problem-solving and innovative designer-making.

WANT THE WORLD TO **CHANGE?** HOW DO YOU WANT THE WORLD TO **CHANG**

BA (Hons) Creative Technologies, or “CreaTech”, provides a unique opportunity to study, learn and work at the interface of technology and the creative industries on a creative campus.

Creatives need technology just as much as technology needs creativity – and this is where our course comes in. Grounded in a social, inclusive, and politically aware context, students will not only access the very latest in digital technologies but also understand the role that these, and future technologies, play in the creative industries, our lives and global society.

Working alongside BA (Hons) Design for Sustainable Futures, as well as other courses in the School of Design and Architecture, you’ll have the opportunity to draw on expertise from across the university and the state-of-the-art Innovation Studio. This course will develop your practical knowledge of CreaTech through emerging technologies such as AI, projection mapping, digital scanning, VR, AR, responsive animatronics, and physical interactive engagement.

CreaTech at AUB aims to bridge the gap between creativity and technology and will equip you with the skills and knowledge to become proficient in creative problem-solving and innovative designer-making.

### First year

In the first year, you’ll establish a strong foundation in Creative Technologies, while exploring its integral relationship with sustainability, climate futures, and ethics; investigating the convergence of creativity, design, and technology, gaining insights into both historical and contemporary perspectives.

Through design thinking and creative problem-solving, you’ll learn to utilise fundamental coding as a tool to develop interactive systems that materialise data-driven interventions. These interventions will encompass more-than-human interaction and also address environmental impact and ethical considerations, fostering a holistic approach to creative outcomes.

### Second year

Your second year builds upon the knowledge and skills acquired in the first year, which will include building on basic coding through the design of interactive systems, approaches to digital fabrication, and the ongoing understanding of the role of technologies in culture and society.

You’ll advance your conceptual understanding of CreaTech, such as digital storytelling and narrative design, with a specific focus on themes of sustainability and climate change.

At this level the course will encourage you to start exploring evolving technologies, such as augmented reality (AR), virtual reality (VR), and mixed reality (MR) and analyse their potential applications in addressing environmental and social challenges. The ethical understanding of technology-designed experiences will be discussed to ensure responsible and sustainable use.

At the end of your second year there’ll be the option to take an extended work placement.

### Third year

The third year consists of modules focused on advanced creative coding and programming, with an emphasis on sustainability and ethical practices.

You’ll explore programming languages and frameworks within the context of their individual career aspirations.

As well as researching topics relevant to your individual interests for your dissertation, you’ll also be encouraged to explore real-world outcomes that embody sustainable principles and ethical considerations.

Finally, you’ll complete your ‘Final Major Project’, providing an opportunity to showcase all the skills and knowledge gained in developing innovative solutions that contribute to sustainability, address climate futures, and adhere to ethical guidelines.





FUTURE FOREST



**Course Facts**

- Option of a one-year work placement
- This course works closely alongside BA (Hons) Design for Sustainable Futures
- The academic year is planned to include educational visits. During the year, at least one excursion to London or another UK cultural hub is available.

**Career Destinations**

Advertised vacancies for UK Creative Technologies roles grew almost five times faster than the UK economy average between 2017 and 2019 and this exponential growth continues with graduates transforming the creative industries by technology, and taking a lead role in the co-creation of tech products and services.

Creative Technologies graduates are well-positioned to take their expertise into sectors such as design, crafts, music, museums, fashion, film, TV and radio, music and entertainment, e-sports, marketing tech, architecture, AR and VR, adtech, gaming and media.

These are in addition to the shift in film and TV production, which is looking for a 'live' approach to visual and practical effects with a greater need for responsive interactives within props, puppets, characters, etc. Similarly, museum, heritage, and exhibition exhibits are incorporating technology as a default for both communication and accessibility.

**Length of course**

Three years full-time  
Or four years with optional  
one-year work placement

**UCAS code**

P3P1

**Language of study**

English



**If you're interested in this course you may also like to see information on**

BA (Hons) Design for Sustainable Futures – p112

BA (Hons) Games Art and Design – p160

BA (Hons) Visual Effects (VFX) for Film and Television – p240

# **BA (HONS) CREATIVE WRITING**



Stories are at the heart of how we communicate and understand the world. Through this course, you'll gain the skills to join the next generation of creative storytellers.

You'll learn to draw inspiration from existing literature, before developing your own voice. Through a range of exciting projects, you'll explore the whole writing process — from idea generation and research to editing.

With visits from published writers and industry professionals, you'll be able to explore career opportunities and build contacts. When you graduate, you'll have a strong portfolio and a professional network to kickstart your career.

Writers rarely work alone, so this course will give you the opportunity to collaborate with other courses. You might write scripts with animators or filmmakers, or explore narratives with illustrators – at a specialist arts institution, the collaborative possibilities are endless.

### **First year**

Year one allows you to experience different areas of Creative Writing, providing you with a toolkit of fundamental creative and academic skills. A dynamic series of workshops, lectures and seminars, facilitated by staff and visiting industry professionals, are designed to build your competency. You'll read widely throughout this level, gaining a solid knowledge of other authors and their work, and an understanding of how this research can impact on your own practice.

At the core of the course experience will be writing workshops that provide safe environments for you to share your work with lecturers and peers, gaining invaluable constructive feedback. These workshops will build confidence in sharing your work with your peers and develop strategies for giving and receiving feedback.

### **Second year**

You'll be encouraged to apply your developing skills, equipping you with strategies for pushing boundaries, taking risks and experimenting with responsive writing on location.

Through a series of trips, you'll develop a more nuanced understanding of form, genre, and style whilst gaining first-hand experience of the different roles of a writer in today's world.

You'll be paired with a professional writer or editor, where possible, who'll guide you, alongside academic staff, as you undertake a project of your choice.

### **Third year**

You'll enter your final year looking to strengthen existing industry links and networks introduced in second year through further practical engagement and experiences. You'll develop an awareness and understanding of publishing options, literary agencies, and other creative arts and literature-based organisations, and will undertake practical community or industry-based live projects that reflect your interests.

You'll actively explore the mechanics of being a professional writer, developing knowledge in the areas of self-promotion, marketing and managing finances.

Concluding the year, you'll work on an extended project in your chosen area of interest.

### **Wandering Through AUB**

At first, it's a cacophony. A litany of sound. Then a cicada calling from across a concrete rainforest. So, you follow its call to the glass gates which proudly swing open: Welcome. Finally, you have arrived. But then: "Caution all ye who enter here — there are wordsmiths at play." You dart away before the tongue twisters leave you tongue-tied or lure you into their lair with their cryptic verses. Maybe the crafters can point you in the right direction. They draw you striking signs and colourful maps and send you spiralling out on the southerly wind to a place where you can dress like the locals. You run your fingers along their silks and cottons and wonder what finery they'll drape you in.

But wait! What's that noise? You grab a coat from the mannequin and chase the clattering and clinking of metal to a workshop. It's abuzz with woodworkers and modelmakers crafting treasures with magnificent machines. They usher you away from the sound of grinding and sawing and towards the sweet melodies emanating from somewhere close by. It's the music of the movers who feel the rhythm deep in their bones. You could stay with them a while, learn a dance or two but there's a show to catch, an emboldened performance of drama and intrigue. And after, time for a photo— there are no bad angles in this lighting. Then just one more stop before you go, to immortalise your day in film. An animated reel of the day's adventures. A showcase of all the amazing inventors you happened across in this curious place.

Then, as you leave, just the simplest of questions: where will you go wandering next? And you know you could go anywhere.

**Elle Grant**

Level 5 BA (Hons) Creative Writing 2020





**JOSH MACKSONI**

### Course Facts

- Dedicated computer suite
- Access to sound, projection and production equipment
- Six-week industry work placement

### Awards

- Finalist for Poetry in the International Book Awards 2020

### Guest Speakers

- Robert Popper (Writer/Creator Friday Night Dinners; Script Editor Peep Show, The Inbetweeners)
- Henrietta and Jessica Ashworth (Screenwriters Killing Eve)
- Kate Adle CBE (Broadcaster, Memoirist)
- Kayo Chingonyi (Poet)
- Janet Ellis MBE (Broadcaster, Author)
- Andrew McMillan (Poet)
- Inua Ellams (Poet/Playwright)
- Okechukwu Nzelu (Author)
- Lucy Morris (Literary Agent)
- Natasha Pulley (Author)
- Yaba Badoe (YA Author/Documentary Filmmaker)

### Career Destinations

- Copywriter
- Freelancer
- Roles within the publishing sector
- Editing
- Marketing
- Teaching
- Translator
- Journalist
- Postgraduate study

### Visiting Experts and Organisations

- Macmillan Publishers
- Writers and Artists' Yearbook
- Bloomsbury Publishers
- Curtis Brown Literary Agency
- National Writing Day - Official Partner
- Discover Story Centre

### Opportunities

- Weekly trips in second year including London, the Jurassic Coast and a two-day writing retreat in the heart of the New Forest
- Pitch to a top literary agent in second year
- Writer mentorship scheme
- Industry experience including live briefs and competitions
- Collaborative opportunities
- Exhibitions, shows and events

### Length of course

Three years full-time

### UCAS code

W800

### Language of study

English



**If you're interested in this course you may also like to see information on**

BA (Hons) Creative Writing (Online) – p88

BA (Hons) Film Production – p144

BA (Hons) Illustration – p176

**PLASTIC**  
[ TONY /// PUERSCHEL ]  
**FLOWERS**



**POPPY**  
**6?**  
**EDITION**

**TONY PUERSCHEL**  
BA (HONS) CREATIVE WRITING

**BA (HONS)**  
**CREATIVE**  
**WRITING**  
**ONLINE**

Creative writing is becoming more and more important. It's just as integral to arts and entertainment as it is to business and commerce. A career in creative writing could see you working in publishing, a literary agency or in education.

WANT THE WORLD TO **CHANGE?** HOW DO YOU WANT THE WORLD TO **CHANGE?**

Through a range of exciting projects, conducted online, you'll explore the whole writing process – from ideas generation to final draft. A career in creative writing could see you working in publishing, literary agencies, freelance writing, or in education – and that's just the start. Whether you want to create prose, scripts, poetry or non-fiction, we'll offer you an insight into the writing and publishing industries in order to help you with the next stage of your career.

With online talks from published writers and industry professionals, you'll be able to network and build contacts. When you graduate, you'll have a strong portfolio and a professional network to kick-start your career.

### First year

The first year allows you to experience different areas of Creative Writing, providing you with a toolkit of fundamental creative and academic skills. Facilitated by staff and industry professionals, a dynamic series of online workshops, recorded lectures, online tutorials, and seminars, are designed to build your competency and help you to hone your craft.

At this stage you'll try everything: Fiction, Poetry, Scriptwriting and Creative Non-Fiction, before you specialise in your chosen area. You'll read widely throughout this level, gaining a solid knowledge of other writers and their work, and an understanding of how this research can impact on your own creative practice.

At the core of the course experience will be online writing workshops, and activities that provide a safe environment for you to share your work with lecturers and peers, gaining invaluable constructive feedback. These workshops will help you gain confidence in sharing your ideas and developing strategies for giving and receiving feedback online.

### Second year

The second year encourages you to apply your developing skills, equipping you with strategies for pushing boundaries and exploring where you want to take your writing and your stories. There's a lot of creative freedom here – you can specialise in one area or mix and match, depending on your interests.

You'll begin to look at the different platforms available for writers including online, in the community, in publication, and/or in production/performance. This will help give you a solid understanding of where writing can take you in the future.

This process will also help you develop industry links and networks and a clear understanding of different publishing options and routes including traditional, independent, and self-publishing.

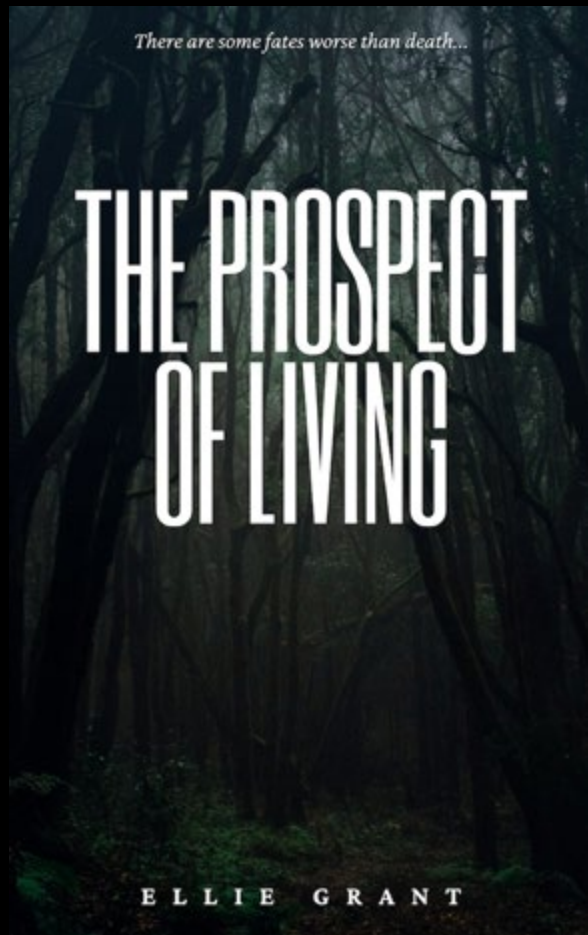
You'll actively explore the mechanics of being a professional writer, developing knowledge in the areas of self-promotion, marketing and managing finances – all transferable and employable skills for the future.

### Third year

You'll enter your third year looking to further strengthen your professional networks introduced during second year, through unique experiences such as our mentorship programme, where you're paired with a practising writer in your chosen field. This programme allows you to develop your work closely with an industry expert, seeking their guidance and advice.

To conclude the year, you'll work on an extended project in your chosen area of interest, meaning you'll leave us with a substantial body of creative work ready to send out to publishers, agents, and/or production companies.



**Course Facts**

- Optional annual visit to AUB offering an exciting extra-curricular opportunity to meet peers, explore AUB, and celebrate Dorset's literary heritage.

**Awards**

- Achieved by students on BA (Hons) Creative Writing, include:
- Finalist for Poetry in the International Book Awards 2020

**Guest Speakers**

- Achieved by students on BA (Hons) Creative Writing, include:
- Robert Popper (Writer/Creator Friday Night Dinners; Script Editor Peep Show, The Inbetweeners)
  - Henrietta and Jessica Ashworth (Screenwriters Killing Eve)
  - Kate Adie OBE (Broadcaster, Memoirist)
  - Kayo Chingonyi (Poet)
  - Janet Ellis MBE (Broadcaster, Author)
  - Andrew McMillan (Poet)
  - Inua Ellams (Poet/Playwright)
  - Okechukwu Nzelu (Author)
  - Lucy Morris (Literary Agent)
  - Natasha Pulley (Author)
  - Yaba Badoe (YA Author/Documentary Film-maker)

**Career Destinations**

- Achieved by students on BA (Hons) Creative Writing, include:
- Copywriter
  - Freelancer
  - Roles within the publishing sector
  - Editing
  - Marketing
  - Teaching
  - Translator
  - Journalist
  - Postgraduate study

**Visiting Experts and Organisations**

- Macmillan Publishers
- Writers and Artists' Yearbook
- Bloomsbury Publishers
- Curtis Brown Literary Agency
- National Writing Day - Official Partner
- Discover Story Centre

**Opportunities**

- Writer mentorship scheme
- Industry experience including live briefs and competitions
- Collaborative opportunities

**Length of course**

Three years full-time

**UCAS code**

W801

**Language of study**

English



**If you're interested in this course you may also like to see information on**

BA (Hons) Creative Writing – p80

BA (Hons) Film Production – p144

BA (Hons) Illustration – p176



# **BA(HONS) CURATION, EXHIBITION AND EXPERIENCE DESIGN**



**THE DRAWING STUDIO**  
AUB CAMPUS

The course will equip you with the knowledge and skills to conceptualise, curate, and design exhibitions and experiences across both cultural and creative industry contexts.

WANT THE WORLD TO **CHANGE?** HOW DO YOU WANT THE WORLD TO **CHANGE?**

Curation, Exhibition and Experience Design is a growing skills area for not only the arts and creative industries, but also for retail businesses and brands. The role of curation in brand storytelling is to create a cohesive and compelling narrative that aligns with the brand's values, identity, and target audience.

This course will offer you a learning experience that draws upon the fields of creative design, curatorial practice, marketing, and project management, which will prepare you for a career in the field of exhibition and experience design.

By the end of this course, you'll be equipped with the knowledge and skills to conceptualise, curate, and design exhibitions and experiences across both cultural and creative industry contexts.

### First year

Forming small production teams with support from course tutors and the technical team, you'll learn to design and deliver creative projects.

With guest lectures from specialist speakers, you'll be introduced to different sectors of the creative industries and the way they operate. We'll also take some time to research and understand the potential impacts of creative work on the environment and the communities and stakeholders that engage with it.

At the end of the year, you'll deliver your final creative project to an external audience during the summer term.

### Second year

In the second year, you'll progress to more specialist study, building on experience gained in your first year.

Creative projects provide an opportunity for you to work with an external client, designing a solution that responds their needs alongside developing their research skills and enhancing industry insights. At this point you'll also learn how to pitch for investment for a new creative enterprise.

You can choose between undertaking a six-week work placement during the final semester of your second year, or spending a whole year on placement before returning to complete the course. The work placement opportunity allows you to put your skills into practice, working in an industry setting.

### Third year

In the third year, the focus is on independent learning, preparing you to transition into the world of work. You'll design a major creative project and pitch your ideas to colleagues, stakeholders, and alumni.

Working as part of a production team with funding from the course, support from course tutors and the technical team, the culmination of learning will be to conceive and deliver a project that helps you to stand out from the crowd and that becomes a source of inspiration to those that'll follow you.

You'll also have the opportunity to choose between either working with an organisation from industry, researching your business to operate as a consultant and make recommendations for your future strategic planning, or to research a topic in depth and produce a dissertation that allows you to become an expert in your chosen field.



AUB SUMMER SHOWS

**GRADUATE FASHION SHOW**  
LONDON GRADUATE FASHION WEEK



## WONDERLAND CARNIVAL



### Course Facts

- Option of a one-year work placement
- Guest lecturers and specialist speakers
- Real industry experience
- The academic year is planned to include educational visits. During the year, at least one excursion to London or another UK cultural hub is available.

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### Length of course

Three years full-time  
Or four years with optional  
one-year work placement

### UCAS code

W290

### Language of study

English



**If you're interested in this course you may also like to see information on**

BA (Hons) Communication  
Design and Strategy – p48  
BA (Hons) Creative Direction – p64  
BA (Hons) Events Management – p120  
BA (Hons) Fashion Branding  
and Communication – p136  
BA (Hons) Fine Art – p152  
BA (Hons) Performance Design  
and Film Costume – p216



# **BA (HONS) DANCE**

Now more than ever, dance has become big business and is a vital creative force in the UK.



Our BA (Hons) Dance programme provides students with a safe and nurturing environment to explore, collaborate, create, produce and perform; allowing the chance to test a wide range of ideas in preparation for the ever-changing landscape of the dance industry.

This contemporary-focused degree works with Pavilion Dance South West as an industry partner. The course prides itself on consistently supporting a student's developing journey, encouraging creativity by the chance to connect and collaborate with artists, projects and initiatives from across the UK.

Our approach to creative collaboration offers a unique and invigorating perspective into the realities of working in the sector. The combination of educational and professional environments lets you experience both worlds at your own pace, whilst you develop your portfolio of skills as an adaptable dance artist of the future.

AUB is one of only 10 arts specialist universities in the UK. Our tight-knit creative community and culture of collaboration will give you the opportunity to build a network of future contacts in everything from film and event producing to fine art, costume and beyond. As a dance graduate, you'll graduate with not only a degree but the skills to thrive as a dance artist, capable of thinking about dance in new and relevant ways.

The arts are a competitive industry, but you're one of a kind and have something great to offer. We're constantly responding to the growth in demand for dance artists working in health, education and community settings. Whatever route you want to explore, we'll help you get there. Our innovative and industry relevant programme allows you to connect with other art forms to become a dance artist with an edge.

### First year

In your first year, you'll develop the core skills that you'll need to enhance your understanding of making, performing and producing across a range of dance contexts. You'll be introduced to the infrastructure that produces dance and begin to develop the fundamental entrepreneurial skills required to sustain and manage a performing arts practice.

### Second year

As you progress to your second year, we expect you to engage in more complex issues, both through your creative work and in theoretical units. You'll continue to gain performance experience in various settings. We encourage you to think about specialised areas of study appropriate to your developing interests in performance, choreography, and applied dance practice or producing.

By the end of this level, you should be confident in your ability to organise your working methods and you'll be prepared with key knowledge and skills that'll allow you to enter the third year of study with confidence.

### Third year

You'll be given the opportunity to test your skills and knowledge that you've developed in the previous two years. You'll collaborate with fellow students in a public performance as well as working towards a final independent project.

The 'Investigative Study' unit gives you the opportunity to pursue advanced independent research in your chosen specialism. In 'Dance Production', you'll work with your peers to create small-scale dance companies, testing out your skills as choreographers, performers and event producers. By the end of your third year, you'll be able to evaluate your development in performance, choreography, applied practice and producing, having demonstrated the skills to work at an industry level through experience on independent projects.

By the end of this year, you'll be ready for a career in the dance industry, utilising skills and knowledge developed through your time at AUB. Each AUB dance graduate has a unique set of personal and professional attributes, ready for the world of work.

You'll also have regular access to the live productions at Pavilion Dance and other local venues, offering you a diverse and continuous range of professional performances to observe and learn from.



**THE FAIRYTALES WE SHOULD TELL OUR DAUGHTERS**

**DANCE STUDIOS**  
AUB CAMPUS



**Course Facts**

- Purpose-built, state-of-the-art dance studios on campus
- A strong focus on technique, fitness, choreography and critical thinking
- The course is in partnership with Pavilion Dance South West (PDSW), the National Dance Development Organisation for the South West
- Cross-course collaboration
- Regular guest lecturers and visiting dance professionals from the industry
- Course trips to relevant performance or industry opportunities
- 100% NSS student satisfaction

**Career Destinations**

- Performance
- Choreography
- Teaching (Educational pathway/private sector)
- Small to mid-scale touring
- Postgraduate Study
- Community Practice
- Technical Theatre
- Digital Dance
- Dance Management
- Event Production
- Fitness Industry

**Length of course**

Three years full-time

**UCAS code**

W500

**Language of study**

English



**If you're interested in this course you may also like to see information on**

BA (Hons) Acting – p16

BA (Hons) Costume – p56

# BA(HONS) DESIGN FOR SUSTAINABLE FUTURES



This course challenges you to look at societal issues and problems that require change; to investigate what you can do that'll encourage positive change.

Sustainability should be at the heart of everything we do as designers and is certainly at the heart of this course.

BA (Hons) Design for Sustainable Futures is about understanding how design happens, and how it can be used responsibly to create a more sustainable future. This course challenges you to look at societal issues and problems that require change; to investigate what you can do that'll encourage positive change; to develop and design proposals for change and to reflect what the world might look like after this change.

We make full use of our purpose-built design studios, digital and traditional workshops and the Innovation Studio. Alongside academics with a wide variety of design experience, technical staff are available to enable students to access and use all of our on-campus industry-leading resources.

Alongside gaining the knowledge and skills needed for design and innovation, you'll study different ways in which sustainability can be defined, understood, and realised as well as the social, economic, cultural, and political context of sustainability; developing a way of thinking about design and problem-solving that leads to a rewarding career in the creative industries.

Throughout the course, you'll use your creativity, ambition, and imagination to propose innovative concepts that'll lead to positive changes in the future – changes that might be big or small, but nevertheless important in making our future more sustainable.

### First year

You'll begin the course by considering how ideas are conceived and developed.

You'll review the conceptual blocks that can limit ideation, and how to overcome these. Using ideas as 'raw material' to design with, you'll also work on a series of short creative briefs.

Concepts and the nature of sustainability are considered throughout this year, in order to both confirm and challenge established design practices.

### Second year

In this year you'll be encouraged to develop your ideas to become more practical, more meaningful, maybe more philosophical, while maintaining an open-minded, highly creative way of thinking.

While considering the "wicked" problems that the world faces today, we'll encourage you to identify problems to address locally, to understand the difficulty of change on a global scale. This will be contrasted with other briefs that challenge you to imagine fictional futures that have been changed by current attitudes and events.

You'll also be encouraged to find your own design problems under the heading of a series of 'Too Ambitious?' projects, which are intended to provide you with the opportunity to specialise, experiment and further develop your personal design languages, resulting in concepts that can be experimental as well as speculative.

### Third year

In the final year you'll define your own design priorities as you begin to develop final year projects. A theme of your final year of study will be the development of your own opinions about sustainable design and how you'll embody these in your work.

Upon graduation you'll be prepared to change the world with your creativity, ambition and imagination.



**OLLIE LAMBERT**  
BA (HONS) VISUAL COMMUNICATION



**EMILIA SMYTHE**  
BA (HONS) DESIGN

**ABBY BUCKINGHAM**  
BA (HONS) DESIGN



**Course Facts**

- Option of a one-year placement
- Course works alongside BA (Hons) Creative Technologies
- During the academic year, at least one excursion to London or another UK cultural hub is planned
- Studio environment
- Industry led
- Access to state of the art digital manufacturing equipment
- Linked to a fully equipped design and making workshop

**Career Destinations**

Design for Sustainable Futures will put you at the centre of one of the fastest growing economic sectors nationally and internationally.

Fundamental to everything we should be doing for a sustainable future, this course opens up a diverse range of potential careers in:

- Systems Thinking and Design
- Sustainable Development
- Planning and place-making
- Service Design
- Sustainable Policy and Strategy
- Innovation and Sustainable Product Development
- Circular Economy
- Health and Social Care
- Education, research and advocacy

**Length of course**

Three years full-time  
Or four years with optional one-year work placement

**UCAS code**

W258

**Language of study**

English



**If you're interested in this course you may also like to see information on**

BA (Hons) Architecture  
(Part 1 ARB/RIBA) – p32  
BA (Hons) Creative Technologies – p72  
BA (Hons) Interior Architecture and Design for Health and Wellbeing – p192

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# BA (HONS) EVENTS MANAGEMENT

The world of creative events is part of an exciting and fast-growing industry that requires a combination of knowledge, skills and imagination.

The world of events and festivals is full of well-organised Project Managers. However, the most successful Event Managers are those that can also design experiences. Focusing on that blend of project management and design skills is what makes our course unique amongst other event management courses. We'll provide you with the skills that you need to become not only the experienced manager that's at the heart of every event but an experienced architect, a designer of time.

The practical nature of the course means that you have opportunities to build a portfolio of work experience that potential employers will find attractive. Alongside your academic studies you'll also be offered further opportunities to add to that portfolio including a formal work placement. It's the stories that you tell about the many projects you worked on and the contacts that you make with our stakeholders and alumni that'll help you to seamlessly transition into the career you want to pursue.

The alumni from your course are some of the most successful and creative Event Managers in our industry. When you join us you'll be taking the first step towards joining them. As one of the longest running Events Management courses in the UK, we'll connect you with our network and a range of industry practitioners via guest lectures and site visits to events and festivals. Many students secure employment via the network of contacts that they develop on the course.

Our graduates have gone on to use their design and management skills in festival production, experiential marketing, brand activations, fashion shows, wedding planning, managing world-class museums, and fundraising for leading charities.

Events are the product of teamwork involving people from a wide range of backgrounds and interests working together. A unique aspect of this course is that you'll work with fellow students each year to devise and deliver a live event. You'll discover and develop your own specialist interests and have the satisfaction of seeing the events you organise go 'live' in front of an audience.

### First Year

Forming small production teams with support from your tutors and the audio-visual technical team you'll learn to design and deliver unique experiences that are safe, well organised and that have an audience. You'll deliver your first live event during the first semester of your first year.

You'll also have guest lectures from specialist speakers who will introduce you to the different sectors of the event industry and the way they operate. We'll also take some time to research and understand the potential impacts of your work on the environment and the communities and stakeholders that engage with your work. Finally your live event project will be at a themed one-day festival that you deliver during the summer term.

### Second Year

In year two you'll go on a work placement, which will allow you to put your skills into practice, working in an industry setting. You'll also progress to more specialist study, building on the experience gained in your first year.

Your live event project will be an opportunity for you to work with an external client, designing an experience that fulfils their requirements. You'll also develop your research skills by learning how to develop programmes that respond to specific audiences, understand how events and festivals can be vehicles for positive change in society and learn how to pitch for investment for a new creative enterprise.

### Third Year

In your final year, the focus is on your independent learning, preparing you to transition into the world of work. You'll work with an organisation in the event industry, researching their business to operate as a consultant and make recommendations for the strategic plan of your host organisation. You'll also research a topic in depth and produce a dissertation that allows you to become an expert in your chosen sector of the event industry.

Finally you'll design a major event and pitch your idea to your colleagues, stakeholders and alumni. You'll then deliver one of those major event ideas. Working as part of a production team with funding from the course and support from your tutors and the audio-visual technical team, the culmination of your studies will be to conceive and deliver a unique experience that stands out from the crowd and becomes a source of inspiration to those that'll follow you.

## AUB GALA



**SUSTAIN-  
ABLE?**

**RUNWAY**  
13:00  
15:00  
17:00

**MARKET  
FILM  
GALLERY  
TAPP'D**

**SAT  
MAY  
7TH**

**12:00 /  
18:00**

Bobby's & Co. 1st Floor  
The Square, BH2 5LY  
Donation upon entry all  
profits donated to Fashion  
Revolution

**Bobby  
& Co.**  
The Square, Bournemouth

**WINE**

**WINE**

SUSTAINABLE?





ALICE IN SPRING

**Course Facts**

- Studio environment
- Industry-led
- Access to state-of-the-art digital manufacturing equipment
- Linked to a fully equipped design and making workshop

**Career Destinations**

- Deputy Head of Support Services at The National Theatre
- Production Manager at Boomtown Fair and Co-founder of Shangri-la, Glastonbury
- Head of Operations at Designwerk
- Global People and Development Manager at Moving Brands
- Managing Director at Port Elliot Festival
- Head of Event Production at Somerset House
- Marketing Executive at BH Live
- Director at MRC Presents
- Patrons Manager at Natural History Museum
- Marketing Manager at Spotify
- Central Events Co-ordinator at Chewton Glen, Clarendon House, The Lygon Arms, The Mayflower Townhouse
- Assistant Location Manager at Netflix
- Project Manager at ITV Experiences
- Production Manager and Music Booker at Secret Garden Party
- Operations Manager at Royal Horticultural Society

- Programming and Producing Trainee at Sheffield Theatres
- Senior Event Manager at The Royal Parks
- Senior Events Officer, Arts and Events at Bristol City Council
- Music Programme Co-ordinator at Boomtown Fair
- Owner, Founder, Director, Jimmy's Iced Coffee/Entrepreneur
- Events Operations Manager at Tate
- Head of Programme at Coventry City of Culture
- Visitor Experience General Manager at the Bovington Tank Museum
- Production Director at Swans Events
- SFX Buyer at Fio Fireball Films (Universal)
- Head of Content Marketing at Gawronski Media
- Festival Brands and Social Co-ordinator at AIGMedia International
- Producer at The Manuel, London
- Press and Marketing Manager at Mast Mayflower Studios
- Marketing Assistant at Brighton Fringe
- Creative Producer at English Heritage

**Length of course**

Three years full-time

**UCAS code**

WN12

**Language of study**

English



**If you're interested in this course you may also like to see information on**

- BA (Hons) Creative Direction – p64
- BA (Hons) Curation, Exhibition and Experience Design – p96
- BA (Hons) Graphic Design – p168
- BA (Hons) Modelmaking – p208

# **BA (HONS) FASHION**



This course gives you an opportunity to merge traditional skills and craftsmanship with contemporary cutting-edge technology and ethical practice, essential in today's ever-changing fashion world.

The 21st century fashion industry is a fast-moving and dynamic place to work, and our course responds quickly to these ever-changing demands and opportunities. We have a reputation for producing industry-ready graduates who have gone on to work with brands, such as Burberry, Vivienne Westwood, Celine, Roksanda, COS, Victoria Beckham, Christopher Raeburn, Missoni (Italy), H&M (Sweden), and Ralph Lauren (New York).

The global fashion industry depends on creative individuals who want to make change and a difference through their work. You'll be encouraged to challenge assumptions, take creative risks, and develop your own individual style and creative DNA.

You'll learn traditional craft skills and ways of thinking that'll shape your own design philosophy as you build towards a specialism. Over three years, you'll develop a creative and entrepreneurial approach by exploring the journey of a fashion product, from concept through to realisation and ultimately presenting it to market.

You'll discover the complexities of a diverse development and how to attract and speak to your fashion audience.

Over the three years of study, you can choose to focus your studies and specialise in one of the four award-titled BA (Hons) pathways offered:

- **BA (Hons) Fashion Design**
- **BA (Hons) Fashion Design Technology**
- **BA (Hons) Fashion Design Menswear**
- **BA (Hons) Fashion Product Design**

### First year

In your first year, you'll study six skill-based units. Theory is embedded throughout, offering you the opportunity to critically reflect on the study of fashion. These units encourage you to investigate a range of study areas in which you may later specialise. You'll undertake a series of projects, exercises, and activities that'll teach you the traditional skills and craftsmanship required to realise and develop fashion products, as well as teach you the modern, cutting-edge digital technologies critical for contemporary fashion design practice.

This year concludes with an individual project where you'll begin to define strengths and specialist choices.

### Second year

In this year, you'll explore industry practice and market opportunity for multiple aspects of fashion product design. Theory is embedded throughout the year, which underpins the understanding and realities of professional practice within the industry.

You'll be encouraged to develop your individual design handwriting, and identify markets and brands that operate in a way you aspire to. In the third term, you'll have the opportunity to go out into industry and spend a period of time as an intern working directly with a company you relate to.

Alternatively, you have the option to work on a live industry project, working directly on a product range for a live client, such as Vivienne Westwood, Burberry or COS.

### Third year

Your final year is the most challenging. You'll apply all the previous knowledge and focus on your specialist study, whilst also preparing for the 'Final Major Project'.

In the 'Research Project' unit, you'll either conduct research to produce a dissertation relevant to your practice, or develop a business proposal that further prepares you for a professional career.

In the 'Final Major Project' unit, you'll develop a specialist body of work whilst the 'Design Futures' unit prepares you further for a career in fashion, and culminates in attending and exhibiting your work at Graduate Fashion Week, the world's largest exhibition profiling graduate work to the industry.



MILAN FLÍČEK



## ISOBEL COUGHLAN

**Course Facts**

- Opportunities for industry engagement and professional practice
- Privileged partner with Lectra and UK's leading provider of digital fashion education
- Accredited by the BFC Colleges Council
- Previous field trips include: London, Paris, New York, Antwerp, Beijing

**Career Destinations**

- Design for Ralph Lauren New York, Missoni Italy, Christopher Raeburn, Victoria Beckham, Roksanda, Erdem, Vivienne Westwood, COS and River Island Kids
- Buyer/Product Developer for Ted Baker, Debenhams, Mothercare, Tommy Hilfiger, House of Fraser and Arcadia
- Digital Technologist for Burberry, Vivienne Westwood, COS, H&M Stockholm, Turnbull & Asser and F&F
- Fashion Textiles for Melissa Oberdash and Celine

**Awards**

- Creative Conscience Award Winner
- Class of 2023 Catwalk Show, London Fashion Week
- GFW (Graduate Fashion Week) Catwalk Adaptation Award Winner, Christopher Bailey Gold Award, Vivienne Westwood x Lectra Design Award, Mothercare Kidswear Award, Clarks Footwear Award, Debenhams & Henry Holland Design Award, Debenhams Menswear Design Award, Catwalk to High Street Award Winner
- FAD x Missoni Design Award
- Sophie Hallette Lace Award
- Hand & Lock Wilcom Embroidery Award
- London Fashion Week Student Showcase Exhibition
- Bodyform Designer Vagina Award

**Length of course**

Three years full-time

**UCAS code**

W230

**Language of study**

English



**If you're interested in this course you may also like to see information on**

BA (Hons) Fashion Branding and

Communication – p136

BA (Hons) Textiles – p232





# **BA (HONS) FASHION BRANDING AND COMMUNICATION**

Behind every successful fashion brand or publication is a team of top communicators, working tirelessly across the diverse and rapidly evolving areas of marketing, branding, PR, styling, social media, and trend prediction, which fuels the £26 billion British fashion industry.

Our BA (Hons) Fashion Branding and Communication course will help you to become a part of this rapidly growing and exciting aspect of the fashion industry.

On this course, you'll gain practical skills and explore the thinking behind fashion branding and communication. You'll create image and film alongside fashion writing and publication design, developing visual identities using the latest creative software. We'll also teach you the theory behind everything from creating a narrative for an image to building a global brand identity.

Great fashion communication comes about through collaboration and within AUB's creative community, you'll have the chance to do just that.

You'll be introduced to, and work with, students on other BA (Hons) courses, including Fashion, Commercial Photography, Textiles and Make-up for Media and Performance, so the opportunities to apply your skills and collaborate are limitless.

With a degree from AUB, you'll also make your own unique mark in this exciting area of the broader fashion industry, working for brands such as WGSN, Protein Media, Condé Nast and Future Lab, or establish yourself as a freelance specialist in image making, styling or art direction.

### First year

Throughout this course, you'll experience challenges and new possibilities while seeking innovative solutions to concept origination, application and final outcomes. You'll develop key skill sets, inform your professional growth and develop a sense of place in the industry.

Historical design studies and academic theory are embedded across the units, introducing students to a range of practices and areas of study. Concluding your first year, you'll create an individual project concept that may involve aspects of collaboration, helping you to define strengths and specialist choices through the production of a publication.

### Second year

During your second year, you'll be able to undertake a UK or international work placement or take part in an AUB in-house 'Live Project' with a current brand or design company, e.g., Burberry, size? and ASBO Magazine. You'll also undertake field trips that'll broaden your professional experiences and networking skills. You'll develop a critical understanding of consumer awareness and market diversity, whilst directly informing focused communication development and market analysis.

Your second year prepares you for a professional role in industry, encouraging you to question existing practices whilst developing a portfolio of visual and written material.

### Third year

In your final year, you'll undertake a 'Final Major Project' and units relevant to your desired future career or postgraduate study. Where possible, you'll have the opportunity to be involved with exhibitions in the Bournemouth locality, Graduate Fashion Week or publish a plausible branding and communications outcome.

You'll undertake a 'Personal Branding' unit, preparing you further for your career by developing a professional portfolio and CV.

The final year requires you to define the final direction of your theory and practice. We actively encourage you to form collectives, start-up businesses, organise events, complete internships, enter competitions and work collaboratively.

OLGA PETRUSEWICZ



**Course Facts**

- Opportunities for industry engagement and professional practice
- The course works in an omni-media fashion, encouraging students to explore a plethora of media content platforms and tools (both analogue and digital).
- Opportunities to collaborate with other BA (Hons) courses

**Career Destinations**

- Marketing Creative for Protein Media and On Road Research
- Stylist for White Room, Inca and Freelance styling
- Production Buyer/Merchandiser for Top Shop, Selfridges and M&S
- Publication at Condé Nast, WGSN
- Sales and Marketing at Free People, 3rd Rock and Office Shoes
- Product Design and Marketing at GP & J Baker Eyewear and Rokku
- Visual Merchandiser for Mulberry, Anthropologie and Allsaints
- Digital and App Design at Digital Labs
- Futures Analyst at The Future Laboratory

**Graduate Awards**

- GFW (Graduate Fashion Week) Media Award Winner, Publication Award Winner, Styling Award Winner, Art Direction Award Winner
- Aesthetica Short Film Festival 2019 Shortlist
- Graduate Fashion Week Styling Awards, Publication Awards, Portfolio Awards
- ID: Diversity Now Award
- ASVOFF Fashion film awards
- Aesthetica Film Festival 2019 Student film awards
- Creative Conscience Bronze Award 2020
- Converse x Size? Competition 2020 Shortlist

**Length of course**

Three years full-time

**UCAS code**

W111

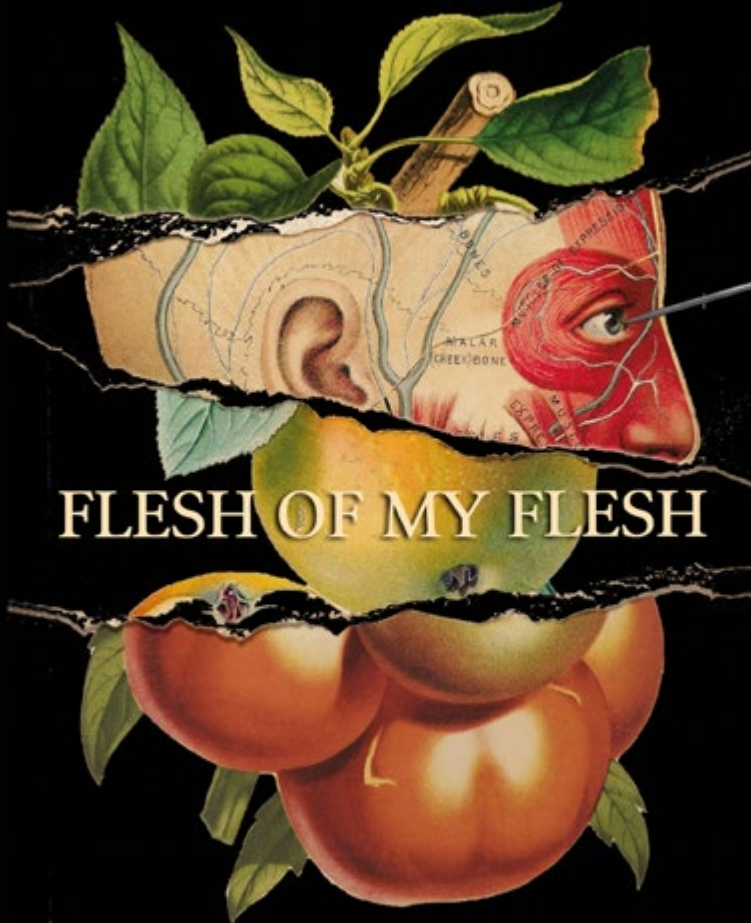
**Language of study**

English



**If you're interested in this course you may also like to see information on**

- BA (Hons) Commercial Photography – p40
- BA (Hons) Communication Design and Strategy – p48
- BA (Hons) Curation, Exhibition and Experience Design – p96
- BA (Hons) Fashion – p128
- BA (Hons) Textiles – p232



# **BA (HONS) FILM PRODUCTION**

We have an international reputation in the film business. Recent graduates have worked on Oscar-winning productions, BBC documentaries and dramas, and for major studios such as DreamWorks.



Communication, passion, creativity, technical ability, vision, research, commitment, respect and professionalism – all these are essential characteristics of those who work in film. Our course is designed to foster these skills and abilities through a wide range of exciting and challenging film production experiences – from the moment of a film's inception to its final distribution to cinema, streaming platforms or other media to be viewed by the audience.

This programme is 'hands-on' from the outset and students gain a solid grounding in fundamental, traditional practices, such as shooting on film, as well as exploring the complex creativities of digital production and modern filmmaking protocols. The specialist and focused nature of the course helps you to develop your understanding of the creative and commercial realities of film production.

Making films is a collaborative process and team working is a key part of the course. You'll work with student peers, lecturers, and technicians on the course, but also with contemporaries and staff from other subject areas across the University. You'll have the opportunity to formally and informally collaborate with other courses such as BA (Hons) Acting, Animation Production, Costume, Make-Up for Media and Performance, Visual Effects (VFX) for Film and Television, and others.

### First year

In your first year, you're asked to consider how film production relates to the current media environment and our course of study.

You're introduced to the core principles of film production through technical tuition, practical application and historical and contextual study. You'll be encouraged to experiment with your practice and back up your decision-making with informed research and reflection. Units include tuition related to set protocols, effective collaboration and health and safety, all of which are essential within the film industry, and which continue to be reinforced throughout the course. Through practical workshops you engage in many aspects of the production process, enabling an informed and guided choice of specialism at the end of the year.

### Second year

During this year, your specialist skills are developed, your practical and critical abilities are enhanced, and you become further accustomed to the teamwork that's an essential feature of the film production process.

You deepen your specialist learning and develop your ability to reflect on and evaluate your work. Your contextual knowledge and understanding are extended, and you become prepared for the more rigorous pace and scale of work demanded by your third year. Relevant health and safety practice continues to be emphasised throughout the year of study. Specialist skills training – some of which is certified – is offered as part of the curriculum and will continue into your final year.

### Third year

Final-year students demonstrate their abilities within their respective specialist roles and their commitment to the collective responsibility for the pre-production, production and post-production of graduation films. This year enables you to develop and consolidate your specialist production roles, building on your previous learning.

You're required to undertake significant independent study while also contributing effectively as a team member to the production process. Successful fulfilment of the demands of your third year will allow you to demonstrate your professional knowledge, including current health and safety practice, your creative and technical abilities, and intellectual maturity, all of which are necessary for effective operation in the film and media industries, or for progression to postgraduate study.



ABY KURIAKOSE MATTAM

VIOLET LEWIS



## IZZY LAMBERT-STILES



### Course Facts

- Three film studios, professional filmmaking equipment, editing suites, production hub and recording booths
- The course offers full membership status for CILECT
- Students can choose one key specialism from:
  - Producing
  - Production Design
  - Sound
  - Cinematography
  - Editing
- Students can opt from the following subject areas:
  - Directing
  - Non-Fiction and Experimental Filmmaking
  - Screenwriting

### Career Destinations

- Film Director of Shaun of the Dead and Hot Fuzz
- Screenwriter of Slumdog Millionaire
- Director of The Killing and Bora Bora
- Boom Operator for The Hurt Locker and The Sweeney
- Recordist on Men Don't Lie and The Glowing Hours
- Partner/Co-Founder of BOKO Creative and BOKO Advertising
- Film Editor for Finnish TV
- Prop Assistant on Les Misérables
- Sound Assistant on Fast & Furious 6

### Awards

- Royal Television Society Awards Nominees
- Best Student Drama Award, Royal Television Society Awards
- 21st Madrid Experimental Cinema Week, The Audience Award
- The Cambridge International Student Film Festival
- Best Cinematography at Waterspite Festival
- The National Student Film Festival
- Exposures Film Festival Manchester Best Screenplay Award Nominee
- Screentest Festival Best Sci-Fi Fantasy, Best Performance (Ensembles) Nominee, Best Production Design Nominee
- Kodak Student Commercial Awards Winner
- New York City International Film Festival
- Saatchi New Director's Showcase
- Toronto International Film Festival Exhibition

### Length of course

Three years full-time

### UCAS code

W610

### Language of study

English



**If you're interested in this course you may also like to see information on**

- BA (Hons) Animation Production – p24
- BA (Hons) Creative Writing – p80
- BA (Hons) Creative Writing (Online) – p88
- BA (Hons) Visual Effects (VFX) for Film and Television – p240

# BA (HONS) FINE ART



Be part of an exciting and enterprising fine art course, set within our dynamic and supportive culture of making in our North Light studios.

Be part of an exciting, multi-discipline fine art course, set within our dynamic culture of making in our purpose-built studios.

Developing your art practice is the focus of the course, therefore our curriculum is carefully designed for you to do this by offering a range of activities that'll help you to thoroughly understand how your materials and concepts work together.

The first year encourages you to broadly experiment with different approaches in a mixed-discipline studio. In the second and third years, you select a specialist zone of practice to work in: painting, sculpture, or media and performance.

Exhibiting and being enterprising is a key part of our course. We offer many opportunities for you to exhibit your work with an emphasis on site-specific locations thanks to our unique partnerships with local museums, councils and research centres. We also have a series of international student artist residency placements and worldwide partner university study exchanges. All these experiences are specially created by our tutors to give you a real sense of what it means to be a professional artist - both in the studio and the broader world.

### First year

This year builds upon your previous learning. You'll experiment broadly, acquiring new skills and knowledge, from both practice and theory sessions. You'll attend various workshops, work in a mixed-practice studio and learn about curating and how to exhibit your work. An important part of the first year is helping you to confidently speak and write about your work. In the final unit, you'll define your practice and determine which areas you wish to specialise in.

### Second year

Your second year encourages you to examine the positioning of your work within the fine art industries and to consider its relationship to audiences by exhibiting publicly. You'll have opportunities to study abroad and participate in exciting site-specific projects. We encourage work experience in this year. Your research into career options will be supported by building your artist website, CV and artist statement.

### Third year

In your final year, you'll continue to develop and refine your understanding of your own practice, specifically your fine art discipline, its visual and conceptual language and how it's interpreted by viewers. Your third year ends with the celebratory degree exhibition. Importantly, during your third year, you'll receive career support and networking guidance to help you plan successfully for future career pathways.





SADIE ASTON



## CHARLOTTE CROZIER AND TUI HARRIS

**Course Facts**

- Previous field trips include Amsterdam, Madrid, Paris, Berlin, New York, Venice and Kraków
- Purpose-built 'North Light' studios
- We have regular London visits to ensure we're well-connected to new contemporary art developments

**Career Destinations**

- Curatorial fellow at Baltic, Newcastle
- Many educational roles from primary level to Further and Higher Education
- Business owner at Velo Domestique
- Arts Programme Co-ordinator at Horatio's Garden, Dorset
- Assistant Director at Patricia Fleming Gallery, Glasgow
- Studio supervisor at Slade School of Art
- Painting Technician at AUB
- Freelance Artist
- Founder and Director of PULSE Contemporary Art Fairs America
- Founder of Celine Gallery Glasgow
- Studio Assistant for Damien Hirst and Ian McKeever
- Manager of Contemporary Art Gallery, Trondheim, Norway
- Gallery Manager of Hackelbury Fine Art
- Associate Director at Museum of Art & Photography (MAP)
- Prop Maker at Pinewood Studios
- Jewellery Designer/Maker at Spearworks Jewellery
- Art Therapist at The Arts of Change
- Creative Director at HP Music

**Awards**

- ITV Creates, eight students' work on commission for new logo ident seen by 34 million viewers
- Europa Capital Prize London, nine graduates selected for exhibition in London offices, awarded £1,000 each and artists' mentoring.
- Best Individual Work at Free Range Art Week
- Shortlisted for John Moores Painting Prize
- Five students selected for 'Camouflage' video art competition in Milan gallery
- National 'Lynne Stainer Painting Prize'
- Two graduates selected for inclusion in the Dangerous Women exhibition, alongside Tracey Emin
- Five students selected for Hans Brinker Painting Prize exhibition in Amsterdam.

**Length of course**

Three years full-time

**UCAS code**

W100

**Language of study**

English



**If you're interested in this course you may also like to see information on**

BA (Hons) Curation, Exhibition and Experience Design – p96  
BA (Hons) Illustration – p176





# **BA(HONS) GAMES ART AND DESIGN**

This course enables students to create and develop innovative gaming perspectives through conceptualising and developing their own computer games.

BA (Hons) Games Art and Design gives you the chance to grow creatively and conceptually.

On this course you'll research games, explore your ideas and generate original concept art. You'll experiment with gameplay, learn character animation techniques and have the opportunity to gain valuable knowledge of the gaming industry. You'll also be introduced to emerging technologies, such as AI scripting.

By the end of this course you'll be able to produce your own games via software such as Unity and Unreal. Through development and review you'll gain critical viewpoints on games and their cultural and social relevance, encompassing topics like power, identity, and ethics, as well as the function that games play in social change, health, and educational endeavours.

### First year

The first year provides you with the principles of games creation. At this level the course will develop your understanding of the concept of identity within gaming, including avatar and character development. You'll be introduced to concept art and aesthetics, game mechanics, and the basics of software, which are essential skills for game design and development.

In addition to technical skills, the course emphasises research and understanding the history of gaming through its development, both digital and non-digital.

You'll develop a thorough understanding of the concept of "play" and how it has evolved over time. You'll also learn the importance of storytelling, as it's an essential aspect of creating successful games.

### Second year

At this level, you'll consolidate your skills and knowledge by producing a skills audit.

This helps identify areas where you need to improve and where your strengths lie. You'll then collaborate on a set project in different roles used in the games industry, to gain experience in different aspects of game design and development, preparing you for future careers.

The second year emphasises the importance of gender, identity, and values in designing games. You'll explore how these factors influence the design of games and how they can be addressed in game development. This will give you a deeper understanding of the role of games in society and how they can be used to promote equality, diversity and inclusion.

You'll experience a wide range of creative challenges, including undertaking competition briefs, learning how to launch your own games business and writing your own self-initiated project. You'll also produce a case study of companies or designers that relate to your own interests.

### Third year

The final year is designed to prepare you to enter the games industry or to undertake postgraduate study. You'll have the opportunity to work on industry-set projects, allowing you to gain practical, professional experience.

In addition to industry projects, you'll compile a portfolio of work. This includes a technical and conceptual 'Final Major Project', which will be the focal point of your portfolio, showcasing your skills and abilities to future employers or clients. Alongside this, you'll also write an industry-focused report to deduce which aspect of the industry you want to progress into, or to see where your business enterprise will lead you.

**LOUISE KRUSE**

BA (HONS) ILLUSTRATION

**BEXLEY BAKER**

BA (HONS) VISUAL COMMUNICATION







**INES CAREY**  
BA (HONS) VISUAL COMMUNICATION

#### Course Facts

- Option of a one-year placement
- A dedicated, well-resourced games studio, with hi-spec professional level hardware and software
- During the academic year, at least one excursion to London or another UK cultural hub is planned

#### Career Destinations

Graduates of a Games Art and Design course can pursue a wide array of career paths within the gaming industry and beyond. These include:

- Game Designer
- Concept Artist
- Game Developer/Programmer
- 3D Artist
- Level Designer
- Game Tester
- UI/UX Designer

Many graduates may also choose to start their own independent game development studios, while others might find opportunities in related fields like virtual reality, animation or digital media.

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#### Length of course

Three years full-time  
Or four years with optional  
one-year work placement

#### UCAS code

I620

#### Language of study

English



#### If you're interested in this course you may also like to see information on

BA (Hons) Animation Production – p24  
BA (Hons) Creative Technologies – p72  
BA (Hons) Illustration – p176  
BA (Hons) Visual Effects (VFX)  
for Film and Television – p240  
FdA 3D Animation and Visualisation  
for Film and Games – p248



# BA (HONS) GRAPHIC DESIGN

This course is about the innovation of design communication to inform, educate, delight, and persuade in a wide variety of social, cultural, technological and ecological contexts.

On our award-winning course you'll learn in dedicated year group studios taught by passionate and experienced staff who are qualified educators and specialist practitioners in both traditional and digital technologies. Graphic Design has an international reputation and takes a wide-ranging approach to gaining knowledge and skills, which mirrors the breadth of opportunity in the creative industries. The course benefits from an understanding of professional practice sustained through ongoing dialogue and collaboration with industry.

The course achievement is evident in the number of national and international awards that our students gain: D&A New Blood, Adobe Design, Creative Conscience, Firestarters, Shine Awards and ISTD accreditation.

Our core aims are to provide a supportive community, to challenge established ideas, instil a feeling that anything is possible and explore a more human-centred, ideas-led approach with the user, the consumer, the audience at the centre. You'll be encouraged to collaborate, experiment and ask critical questions while working on a range of projects including digital, informational, editorial, typographic, way-finding, experimental, social, speculative, moving image and many other applications of graphic design in its broadest sense. In addition to developing strong skills in creative and strategic thinking, we encourage you to bring your own experiences and interests to your work.

By connecting and engaging fully with the programme, you'll be equipped with core technical skills and values, conceptual attributes and an understanding of graphic design practice, enabling you to thrive in the creative industries.

At AUB we have ambitious aspirations, and as graphic designers we have a vision that we'll all use our creative skills responsibly, as a force for good. Within our programme we acknowledge the need to achieve the UN Sustainable Development Goals for an inclusive and sustainable planet by 2030.

### First year

In this year, you'll be exposed to the full breadth of graphic design skills and solutions. All units are designed to promote confidence in your practice and provide you with experience in the studio, workshop and digital areas. By exploring screen, print, interactive, typographic and theoretically based issues, you'll learn the importance of staying open and flexible to communicating across a broad range of media platforms. First year experience will promote an experimental, discovery approach to creative thinking and ideas-led communication.

Through study, interaction and collaboration you'll establish research processes, core design skills, principles, values, responsibilities and knowledge. You'll build your skills as a graphic designer learning how to generate ideas and design solutions in response to increasingly more complex problems. Units in the first level of the course provide an introduction to fundamental skills, principles, processes and knowledge. You'll be encouraged to think critically about your design solutions.

### Second year

Throughout second year, you'll continue to develop your knowledge and understanding, and design thinking and making skills to relate creative aims to critical and contextual frameworks. We'll challenge you to use ideas-led communication to highlight and explain problems that we face as a society, exploring potential for a more human-centred approach. You'll have opportunities to work collaboratively as part of a team on industry-set 'live' projects, and you'll showcase and celebrate your work during an 'Industry Network Event' at the end of the year.

The second year experience allows you to develop more confident and reflective approaches and demonstrate increased self-directed learning. Theoretical understanding runs in parallel to studio practice and your knowledge and understanding of design will be placed in a wider context by consciously considering social, ethical, cultural, political and sustainability issues.

### Third year

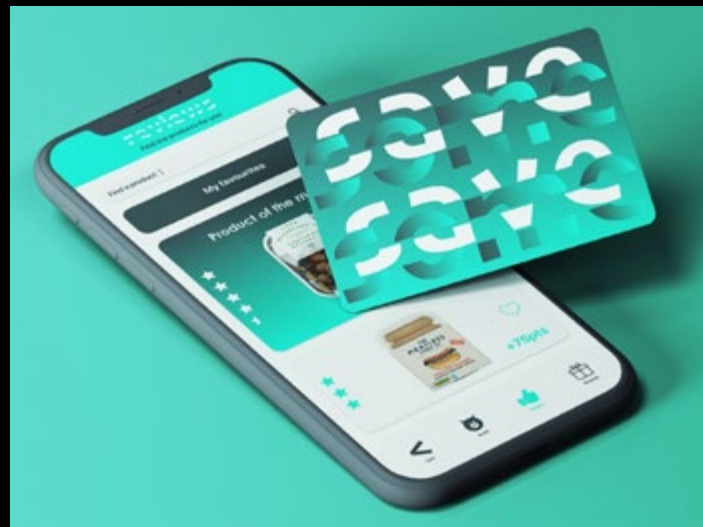
A culmination of all you've acquired comes to fruition. Your third year encourages you to personalise and strategically position your design practice, to produce professional-quality work, and build your own authentic portfolio that reflects you and your responsibility as a designer. You'll be encouraged to view your projects as a springboard into a career and use the output to open doors into industry.

You'll prepare pitch presentations of your design solutions for entry into a range of international competitions. The 'Major Project' unit provides an opportunity for you to demonstrate a professionally focused attitude, the maturity of your creativity, in-depth enquiry, personal interests and expressive abilities. Likewise, the 'Investigative Study' unit affords opportunities to pursue a programme of advanced independent research.

Graduates of this course demonstrate strong skills in research, analysis, critical thinking and communication, which are highly prized and appropriate for entry into employment or postgraduate study.

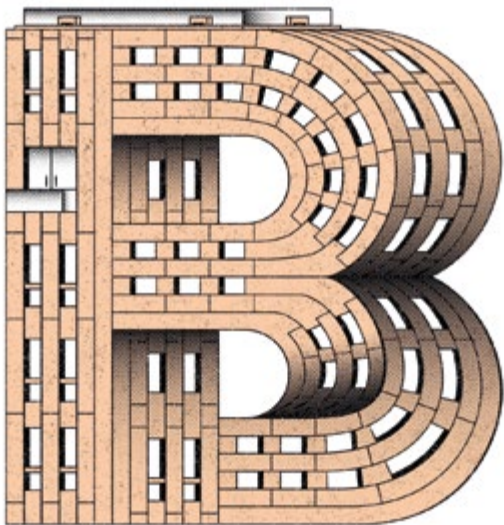


PAIGE BARSON



TOM CORNWELL



**Course Facts**

- Study trips have been made to: Berlin, New York, Madrid, Venice and Barcelona
- Showcase event D&AD New Blood in London
- Close network connections with leading industry experts across all levels

**Career Destinations**

Graphic Design has close links with industry, and graduates are actively recruited by leading national and international design companies, including:

- Forpeople
- JDO
- Moving Brands
- NB Studio
- Bond & Coyne
- Pentagram
- Sky Creative
- Walker Agency
- Tide
- Ustwo
- Nice and Serious
- Bright Blue Day
- MultiAdaptor
- Dyson
- Ogilvy
- Bow & Arrow
- 20ten Creative
- Battenhall
- Lightfield

**Awards**

- SHINE Graphic Design Competition Winner
- Creative Conscience Award Winner
- D&AD pencil winner and six 'Ones to Watch' awards
- Creative Conscience three Winners and six highly commended
- ISTD Accreditation Awards
- Adobe Awards Finalists
- Southwest Digital Winner

**Length of course**

Three years full-time

**UCAS code**

W210

**Language of study**

English



**If you're interested in this course you may also like to see information on**

- BA (Hons) Communication Design and Strategy – p48
- BA (Hons) Fashion Branding and Communication – pt36
- BA (Hons) Illustration – pt76





# BA (HONS) ILLUSTRATION

Illustration is a way of seeing and understanding the world around us.

Through a variety of image-making techniques, you'll discover how to work on live briefs, explore creativity and produce work that connects with people.

In our studio environment, you'll learn to experiment, test, and develop your work through the diverse world of illustrative practices. Through processes that might range from drawing, painting and printmaking to photographic, moving image, digital 3D and interactive media, we'll help you create your own unique voice within the discipline. On this journey, you'll be a member of a lively community of illustrators. You'll be encouraged to enter competitions, show your work in national and international contexts, and work closely with other students to form illustration collectives.

Our tutors will help you to gain the confidence, skills and ideas needed to make a success of your career within the creative industries.

Our Illustration graduates have gone on to work with publishers, animators, creative agencies and digital businesses – and many enjoy success as independent illustrators.

On this course, you'll be part of a rapidly evolving discipline, one that blurs boundaries between different kinds of visual practice. You'll challenge and interrogate the way that we think about creativity, imagery and style. You'll have the option to graduate with a specialist named award in your final year. The choices available are:

- **BA (Hons) Illustration (Animation)**
- **BA (Hons) Illustration (Printmaking)**

### **First year**

Your first year is all about experimentation and taking creative risks as you're introduced to the diversity of illustration. The emphasis is on learning through practical experience and critical reflection, in order to form your own unique visual vocabulary.

You'll attend workshops by our dynamic group of tutors, as well as specialist visiting lecturers. Our students develop their studies through independent learning, studio practice, tutorials and group critiques, and benefit from regular feedback, which prepares them for the second year experience.

### **Second year**

In this year, your practice will become increasingly independent. You'll develop a critical understanding of key concepts and principles and start defining your own approaches to illustration contexts and audiences.

You'll immerse yourself in the eclectic nature of image making and explore the synergy between traditional and digital modes. You'll investigate the evolving landscape of contemporary illustration and locate your practice within it.

You'll have the opportunity to articulate your ideas through animation or printmaking, with the option of graduating with a specialist named award.

### **Third year**

The emphasis in your third year is on professionalism, ambition and innovation. You'll be encouraged to manage your own practice. Through the 'Pre-Major Project' and 'Investigative Study' units, you'll identify the subject matter and contexts that influence and position your practice.

These findings will then be developed, tested and refined within the 'Major Project' and 'Professional Practice' units.

We'll encourage you to relate your research and learning to your professional aspirations. You'll build a portfolio of work that will prepare you for career opportunities within the creative industries.



JULIE STONE



FRANCESCA NICHOLSON

## TANYA KEARSEY

**Course Facts**

- Emphasis on developing skills to that allow students to adapt to the rapidly diversifying field of contemporary illustrative practices
- Regular guest speakers
- Extensive specialist equipment, resources, and materials
- Three purpose-built, multi-use studio spaces
- Educational visits
- Open access to specialist print areas

**Career Destinations**

- Children's book illustrations for Penguin, Puffin Books, Macmillan, Nosy Crow, Little Tiger Books, Ladybird books and Flying Eye
- Illustrations for esteemed authors such as Philip Ardagh, Enid Blyton and David Olusoga
- Editorial illustrations for The Independent, The Guardian, Wall Street Journal, New York Times and Google
- Advertising, campaign and promotional materials for Jamie Oliver's, Carluccio's, Marks & Spencer, Seimens, Waitrose, Lush, J&B Whisky, Adidas, Sony, Walmart, and Google
- Promotional materials and music videos for the music industry for artists such as Enter Shikari, Lice, Pip Blom, Weird Milk, Coach Party and Justin Bieber
- Animated content, idents, shorts, music videos and graphics for media production houses such as Channel 4, BBC, Sky TV, Nick Jr, Adult Swim, and MTV
- Jewellery, homeware, ceramics and textiles for Tate Modern, John Lewis, Peagreen, Eudon Choi
- Our Alumni are represented by illustration agencies including Jelly London, Folio Illustration, The Artworks, The Greenhouse and The Bright Agency

**Named Awards in**

- Animation
- Printmaking

**Awards**

- Penguin Student Design Awards 2020 silver winner
- Penguin Children's Cover Award 2020 shortlisted
- Five students won bronze awards at Creative Conscience Awards in 2020
- One current and one alumni student shortlisted for the AOI World Illustration Awards 2020
- One alumni Highly Commended in AOI World Illustration Awards 2020
- Student named in AOI top 10 'Ones to Watch' in 2020
- One student won gold, and one won bronze at Creative Conscience Awards in 2019
- Student won Macmillan Children's book awards in 2019, and two others were Highly Commended
- Student won the Cheltenham Illustration awards 2019
- Student named in 'The Graduates 2018' list as 'most exciting' by It's Nice That
- Folio Society Longlist
- Winner of the D&AD New Blood Awards 2018
- Shortlisted for V&A Illustration Awards 2018
- Macmillan Prize Highly Commended
- The Book Illustration Competition Longlist
- D&AD New Blood Wood Pencil
- D&AD New Blood 'Top Dog' (Best in show)

**Length of course**

Three years full-time

**UCAS code**

W220

**Language of study**

English



**If you're interested in this course you may also like to see information on**

- BA (Hons) Animation Production – p24
- BA (Hons) Fine Art – p152
- BA (Hons) Games Art and Design – p160
- BA (Hons) Graphic Design – p168



# BA (HONS) INTERIOR ARCHITECTURE AND DESIGN



This course will teach you to understand the three-dimensional potential, the atmosphere, and the identity of the spaces in which we live, work, rest, and play.



This course will offer you the knowledge and experience that you need to become a leader in one of the most dynamic, creative, economically valuable and diverse areas of design. You'll develop your skills through the adaptive reuse, rebranding, remodelling, recycling and recomunication of existing spaces, structures and environments.

Our students explore this diversity throughout their course by pushing the boundaries of interior architecture and design into different areas, including commercial, exhibitions, festivals and performance, hospitality, residential and retail. They also explore non-physical spaces through virtual and augmented reality.

Interior Architecture and Design has an enviable record in graduate employment both nationally and internationally, often working with clients on real design projects in a studio-based, professionally-focused learning environment.

We offer you the chance to gain extended work experience in your second year, a uniquely valuable opportunity among UK degree courses and one which increases your graduate employment potential.

### **First year**

Your first year aims to generate a fundamental understanding of space: its analysis, theoretical manipulation, habitation, technological construction and materiality and scale.

The units throughout the years are intended to show how the course looks across both interior architecture – generally considered to be the remodelling of existing buildings and the development of attitudes towards those spaces and structures – and interior design – the creation of a range of interior environments that articulate identity and atmosphere through the manipulation of spatial volume, placement of specific elements and the treatment of surfaces.

### **Second year**

In this year you'll enhance your creative and professional development, encouraging you to develop your methods of realisation and visualisation. Technical knowledge will also be established with design units being used to demonstrate your knowledge and critical understanding.

Technological developments and developments in the nature of interior practice will be explored, such as the communication of semiotics, atmosphere and identity, ideas of brand and image, interactivity, the real and the virtual. In the summer term, you can choose between an extended work placement of up to ten weeks or a comprehensive, research-intensive, design project. You'll also determine the broad area for research to be explored in the dissertation and design project that will occur in the first unit of third year.

### **Third year**

Your third year is your opportunity to consolidate your learning, skills and knowledge in the production of professionally orientated, creative work that will examine and emphasise your research theme.

One of the fundamental strengths of the course is that it does not attempt to define the interior for you, rather it encourages you to challenge, theorise, conceptualise and visualise your notion of the "interior" in contemporary society. At the end of the year, you'll have produced a comprehensive body of written and design work that will demonstrate your professional, practical and thinking skills.



DAMINI PITHIYA



THOMAS KEMP

**Course Facts**

- Extended work placement option during second year
- Dedicated design studio, computer suite and state-of-the-art digital manufacturing suites

**Career Destinations**

- High-end domestic and commercial at Ob Architecture
- Super-yacht interiors at Design Unlimited
- Hospitality, restaurants and hotels at Focus Design
- Retail and exhibition at Studio TILT
- Lighting, exhibition and event design at Michael Grubb Studio

**Awards**

- Best Model in Show at Free Range for 'Traveling Studio' Project
- Gold award winner and four Bronze at Creative Conscience Awards

**Length of course**

Three years full-time  
Or four years with optional one-year work placement

**UCAS code**

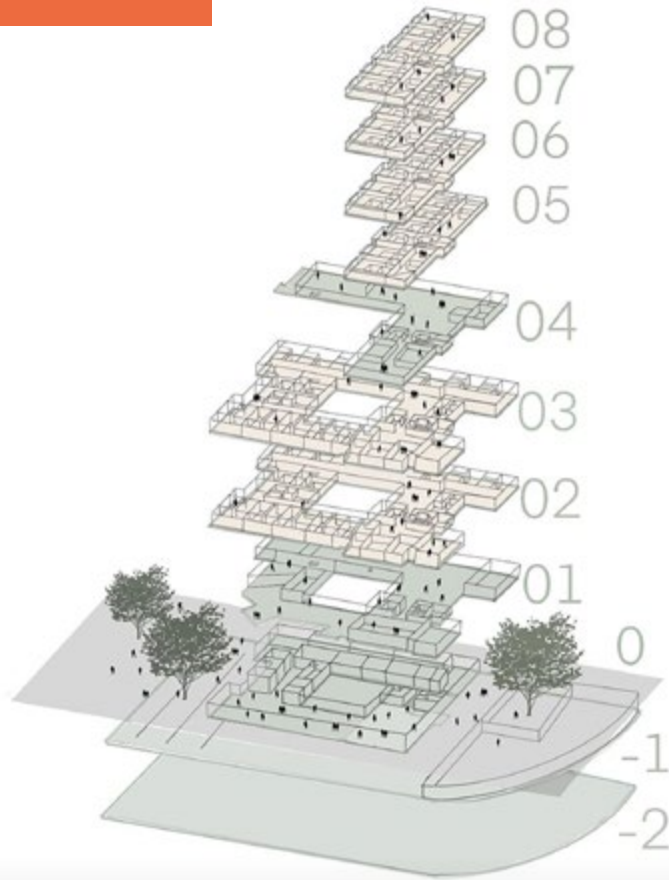
KW12

**Language of study**

English

**If you're interested in this course you may also like to see information on**

BA (Hons) Architecture  
(Part 1 ARB/RIBA) – p32  
BA (Hons) Design for Sustainable Futures – p112  
BA (Hons) Interior Architecture and Design for Health and Wellbeing – p192  
BA (Hons) Modelmaking – p208  
BA (Hons) Textiles – p232



**LARA MONASINGH**  
BA (HONS) INTERIOR ARCHITECTURE AND DESIGN

# **BA (HONS) INTERIOR ARCHITECTURE AND DESIGN FOR HEALTH AND WELLBEING**

In this course you will place human-centred design at the heart of everything you do to transform our environmental experience from debilitation to invigoration.

BA (Hons) Interior Architecture and Design for Health and Wellbeing has – as its central aim – the re-integration of people's health and wellbeing into our everyday environments: where we live; where we work; where we learn and where we relax, both physically and mentally.

Our course provides you with the opportunity to learn to design spaces and environments that don't expose people to situations that might be dangerous to their health.

Throughout the course you'll learn to plan and design environments that support and promote health and wellbeing, taking into consideration the physical and mental welfare of the users. You'll also learn to recognise, understand and influence the links between people's health and the spaces that we all live in: from historical, social, cultural, and political perspectives, public health has had a greater impact on the design of our environment than anything else.

### **First year**

Your first year aims to generate a fundamental understanding of space: its analysis, theoretical manipulation, habitation, technological construction, materiality and scale.

During this first year you'll be asked to consider the totality of interior space. You'll learn the knowledge and skills necessary to understand and manipulate those spaces to create the environments required by set project briefs.

### **Second year**

The second year of your course aims to build on your prior learning undertaken and encourages you to investigate your own methods of realisation and visualisation in a range of more complex design projects.

At this stage, the learning will start to focus more on health and wellbeing, where you'll gain an understanding of specialist knowledge and the application of design principles.

At the end of your second year there'll be the option to take an extended work placement.

### **Third year**

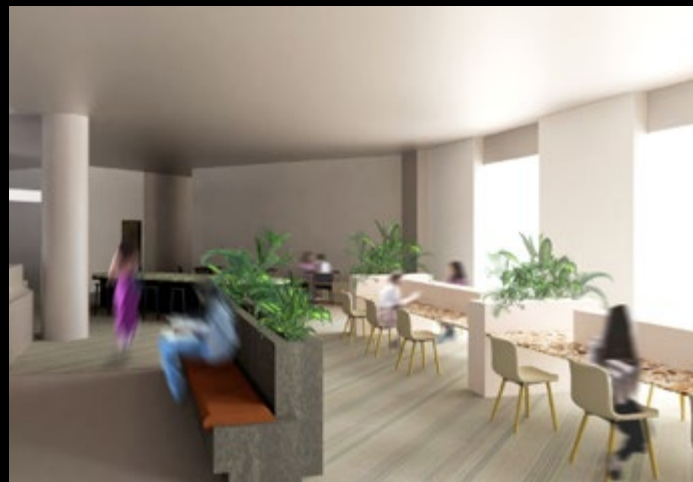
The final year provides you with the opportunity to bring all your learning, skills, and knowledge together in the production of a package of professionally orientated, creative work that'll examine and emphasise your chosen research theme.

You'll graduate from this course as a designer with a complete understanding of the impacts design choices have on health and wellbeing, as well as the necessary tools, knowledge, and skills to support them in creating healthier places for all of us, for now and for the future.





**TALA ALKHIAMI**  
BA (HONS) INTERIOR ARCHITECTURE AND DESIGN



**ISABELLA WILLIAMS**  
BA (HONS) INTERIOR ARCHITECTURE AND DESIGN



**Course Facts**

- Option of a one-year placement
- Course works alongside BA (Hons) Interior Architecture and Design

BA (Hons) Interior Architecture and Design for Health and Wellbeing has been developed based on several years of successful collaborative work between our existing BA (Hons) Interior Architecture and Design degree and our partners in the NHS, Dorset Integrated Care Partnership, Macmillan and Architects for Health. These collaborations have enabled the regional NHS to develop and realise a strategy of health prevention through bringing health facilities out of signature hospital buildings and into the community – “health on the high street”.

The success and longevity of this partnership has been and continues to be demonstrated through the realisation of projects such as a new “BEACH” unit and Outpatient Assessment Unit, both at Royal Bournemouth Hospital; the “Living Space” social prescribing unit in the Dolphin Centre; the Retreat at Bournemouth University and the Macmillan Unit at Christchurch Hospital.

To see more details of the success stories that helped shape this new course, please visit [aub.ac.uk/news](http://aub.ac.uk/news)

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**Length of course**

Three years full-time  
Or four years with optional one-year work placement

**UCAS code**

KW13

**Language of study**

English



**If you're interested in this course you may also like to see information on**

- BA (Hons) Architecture (Part 1 ARB/RIBA) – p32
- BA (Hons) Design for Sustainable Futures – p12
- BA (Hons) Interior Architecture and Design – p184
- BA (Hons) Modelmaking – p208



# **BA (HONS) MAKE-UP FOR MEDIA AND PERFORMANCE**

Spectacular make-up and dramatic special effects can transform a production.

Our graduates have worked on Amazon, BBC and ITV and Netflix productions: such as Doctor Who, Line of Duty, Game of Thrones: House of the Dragon, Penny Dreadful, Carnival Row, A Midsummer Night's Dream, Coronation Street, Casualty, Grantchester and The Durrells. And films: Marvel Film Productions, Beauty and the Beast, Maleficent 2, Star Wars: Episode VIII – The Last Jedi, Fantastic Beasts: The Crimes of Grindelwald, Redcon 1, The Mummy, Star Wars: Rogue One, Spectre, Cinderella, Pan and War Machine – with some working at Leavesden Warner Brothers and Pinewood Studios.

Graduates have also worked on Theatre Productions at the Royal Shakespeare Company and English National Opera, and musicals, such as: Hamilton, Hairspray, Wicked, The King and I, Matilda and Priscilla Queen of the Desert. Make-up for Media and Performance gives you the skills that you need to play a key creative role in performance, fashion, film or television. The make-up artist is an important member of any production team and you'll have the chance to work with students who are studying BA (Hons) Acting, Commercial Photography, Costume, Fashion, Fashion Branding and Communication, Performance Design and Film Costume, Film Production and Visual Effects to create 'live' collaborative projects.

On this course, you'll learn a diverse range of make-up skills. You'll study make-up and hair design for drama, ballet, opera and music. A different perspective will give you the skills for fashion and photography shoots. You'll also construct wigs and hairpieces and create prosthetic make-up FX for film and television. In short, you'll develop skills that are a real asset to a wide range of performance industries, from theatre to TV, and from the music business to the world of fashion and film.

### First year

The first year aims to teach you the fundamental creative, practical, analytical and critical skills needed by make-up artists working in various media and performance industries.

Workshops and practical projects will help you to extend existing skills in make-up, wigs and hair design and application through learning about postiche.

Interpersonal, communication and employability skills are developed through practical make-up and hair projects.

The development of analysis, critical thinking, research, reflection and writing skills are an important part of the course and link with the development of your practical and creative work.

### Second year

The second year develops the skills and knowledge that you've gained and gives you the opportunity to consider professional specialisms and career pathways.

Employability and professional skills are developed through exploring professional make-up contexts, digital technology in make-up, industrial links and collaborative engagement. You'll refine your technical abilities and work on a variety of live projects, including live performances, shoots and make-up events – an important aspect of the course. You'll develop a contextual understanding of the art of make-up transformation and performance work through research.

### Third year

In your third year, you'll formulate and identify your particular professional and academic interests.

Your final year will further develop your potential to become intellectually motivated and increasingly autonomous professionals.

There is a strong emphasis on balancing conceptual skills, research methods, practical and technical skills, working independently and as part of a team and acquiring lifelong learning skills.

You'll develop your professional intent, extend your portfolio of work and investigate your own practice, developing philosophical understandings of key critical and contextual issues.





SHELLEY GRAY



**Course Facts**

- Work placement opportunities throughout your study
- Educational visits include New York and India
- Specialist workshop facilities, including life casting, body painting, mould making, silicone and plaster rooms, specialist foam ovens and wig drying cabinets
- The Studio Theatre, photographic spaces and off site opportunities at local performance spaces
- Accredited by ScreenSkills
- State-of-the-art make-up studios

**Career Destinations**

- Prosthetic make-up FX assistant, artist, designer, mould maker or workshop assistant
- Commercial and repertory wigs and make-up departments, and international wig makers
- Freelance fashion, commercial and photographic make-up artist, agency work, bridal hair and make-up
- Make-up and hair assistant, artist, supervisor, designer for TV and film productions

**Awards**

- Illamasqua 'Distinction in Make-up Artistry' Finalist
- Warpaint Make-up Championship, London
- 'The Art of Bodypainting', Olympia
- Body Paint Pro at the North Make-up Championships
- Warpaint Make-up Championships
- National Make-up Awards
- Brush Wars Fashion Make-up Competition

**Length of course**

Three years full-time

**UCAS code**

W45G

**Language of study**

English



**If you're interested in this course you may also like to see information on**

BA (Hons) Costume – p56

BA (Hons) Modelmaking – p208



# BA (HONS) MODELMAKING

Our graduates enjoy working with the precision of Formula One, the fantasy of Star Wars, and the innovation of rapid prototyping.

This engaging and creative course will be your stepping stone to an exciting career in making. Our graduates have joined teams creating the tallest skyscrapers and the lightest folding bikes. With access to the latest technology and traditional resources, you'll learn to make things using an extensive array of materials, tools, and techniques. You'll develop the making skills needed for rewarding careers in film, architecture, exhibition, and design. You'll develop as an independent thinker, who is capable of solving problems and taking imaginative leaps in creative design and making.

You'll work on live collaborative projects with students from other courses and with industry professionals. Using our strong links with the creative industries, you'll have opportunities to undertake work experience with leading companies in the UK and abroad.

Our graduates have progressed in their careers to run departments at Pinewood Studios, RSHF, Foster + Partners, Chalk Studios and Rusty Squid. This course has been the first step in the journeys of many successful graduates, leaders and innovators. You'll get the opportunity to work in our award-winning and purpose-built 'CRAB' Drawing Studio, designed by Professor Sir Peter Cook RA. In addition to our studio-based CAD/CAM facilities, you'll also have access to our central, fully-equipped workshop.

### First year

You'll be introduced to the core skills of a professional modelmaker, including making processes and techniques, design thinking and the essential function of the model as a form of communication.

You'll challenge, reframe and develop your previous assumptions about skills, methods, thought processes and representation to build the necessary foundations for professional practice. Teaching seeks to move you swiftly from 'rule-seeking' behaviour to independent decision making. You'll explore design ideas, critical thinking, visualisation skills and interpretation. You'll attend specialist demonstrations and practical studio and workshop sessions.

### Second year

During this year, you'll continue to develop your understanding of modelmaking as communication.

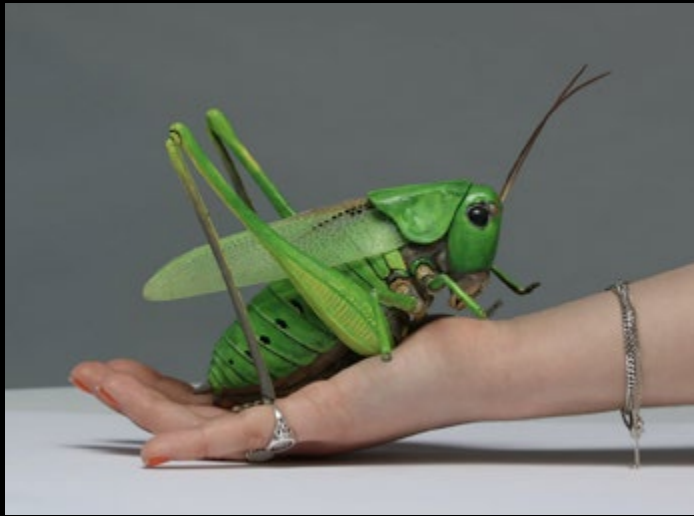
You'll turn your attention outwards to clients, industry and society as a whole. Engagement and interaction with industry, audiences and consumers are integrated throughout, as is research, reflection and the use of writing to develop understanding.

We'll encourage you to develop interests and lines of enquiry which will inform the choice of creative and career directions in the third year. Teaching seeks to facilitate your self-discovery and build your confidence in pursuing independent paths in skill development.

### Third year

In your final year, you'll work on more complex studio projects and carry out a major theoretical piece of research. Both the direction of the course and of your decision making will be firmly towards the outside world, as characterised by clients, the industry and audiences.

You'll carry out a 'live' or simulated project, working to a client-led brief which must succeed within the constraints and expectations of the commercial world. Your final major project is designed to promote your professional intent, direction, creativity, individuality and strength in your specialist area. Your third year traditionally culminates in a show in London where you can meet potential employers.



OLIVIA CUNNINGHAM

CHRIS BRADBURY





REBA BAWDEN

**Course Facts**

- Essential materials provided
- Optional work placements
- Accredited by the Association of Professional Model Makers
- Award-winning purpose-built studios and CAS suites
- Studio-based 3D printing, 3D scanning, laser cutting and CNC
- Agreed work experience at Foster + Partners
- Internship opportunities at Aardman
- International internships available

**Career Destinations**

- Animation at Aardman and Mackinnon & Saunders
- Architecture for Foster + Partners, RSHP, Wilkinson Eyre and Allies and Morrison
- Costume for Robert Allsopp
- Film at Shepperton, Pinewood and Leavesden Film Studios
- Arrival Electric Vehicle design, prototype and manufacture of EVs
- Medical Prosthetics for Dorset Orthopaedics and Ottobock
- Product for Dyson and Berry Place
- 3D Printing at Chalk Studios
- Digital Sculpture at Propshop
- Visual Effects at Analog Pixel

**Awards**

- APMM competition 1st and 2nd prize 2020
- New Blades 2023 show winners
  - Maddie Fuggle – Best in Show, Best Product Model, Best Finish, Best Use of 3D Printing
  - Jamie Lord – Runner-Up Best in Show, Best Use of Creative Materials
- Holly Bignell – Model Maker Group Fine Scale Model Award, Asylum Best Modelmaking
- Christianna Altani – Leviation Workshop Award
- Anna Rumary – Sustainability Award
- Sam Teanby – Howells Award
- Jack Wase – Outside the Box Award

**Length of course**

Three years full-time

**UCAS code**

W291

**Language of study**

English



**If you're interested in this course you may also like to see information on**

BA (Hons) Architecture

(Part 1 ARB/RIBA) – p32

BA (Hons) Interior Architecture and

Design for Health and Wellbeing – p192

BA (Hons) Visual Effects (VFX)

for Film and Television – p240





# **BA (HONS) PERFORMANCE DESIGN AND FILM COSTUME**

This course encourages students to be innovative, individual and adaptable designers.

The BA (Hons) Performance Design and Film Costume (PDFC) course trains students to become innovative and adaptable designers by offering you hands-on experience in historical, contemporary and experimental costume design for Film and TV, and performance design for Film, TV, Theatre and site-specific performance.

PDFC holds a Student Union award for Sustainability and has been consistently active in a range of sustainable and ethical design projects, including 'Fair-Trade Fortnight' and 'Costume for Change', and is proactive in embedding sustainable practice in the Film, TV and theatre industries through our involvement with the Theatre Green Book, and We Are Albert programmes.

Throughout your degree, you'll have the opportunity to work collaboratively with other courses as part of our internationally-recognised Bournemouth Film School. PDFC students work particularly closely with our sister course BA (Hons) Costume. It is important to remember when making your course choice that PDFC focuses on design processes for Film and TV costume, while BA (Hons) Costume focuses on the practical making of costumes.

Our Scenic Studio is a large workshop dedicated to the construction and painting of sets, props and puppets, and the creative buzz in all our well-equipped on-campus studios reflects the pace and intensity of the professional industry.

### First year

First year design projects include life-drawing, costume design processes and scale model-making. You'll explore essential construction skills and learn about contextual and cultural issues related to performance, design and representation.

In the first year you'll develop a realised Performance Design based on the study of a text, and produce a full set of sampled costume designs and a scale model. You'll learn about the role of the costume designer in the Film and TV industry and develop your academic research and writing skills through a series of written tasks.

### Second year

The second year's all about helping you develop as an independent Creative Designer with high aesthetic standards and strong technical ability. In the second year 'Critical Contexts' unit, you'll develop your contextual knowledge and academic writing skills, in preparation for your final year 'Research Dissertation'.

Throughout the year, you'll attend industry masterclasses and explore film, tv, theatre, site-specific design, festival design, carnival and puppetry. In the Design-Led Practice unit you'll bring all these skills together, while the Creative Projects unit looks specifically at costume design for film through a series of in-depth film analysis lectures.

### Third year

Our third year focus is on 'doing it for real'. You'll get to choose from a range of supported, independent projects which could include designing for live film, theatre and site-specific performance, or working up designs for festivals, installations and exhibitions.

You'll have opportunities to develop and realise costumes and set design for an AUB production performed by BA (Hons) Acting students, or to design costumes for graduate films produced by BA (Hons) Film Production. The third year also includes opportunities for industry work placements, working alongside our many professional partners in film, tv and performance.

In the 'Research Dissertation' unit, you'll write a 5,000 word academic essay based on your own practice in context. We also offer Inclusive Assessment options for students with specific learning styles such as dyslexia, as an alternative to the academic essay. The 'Major Project' unit develops your professional skills by working on a production or film project that feeds directly into your graduating portfolio.

We make sure that when you graduate you have an effective, professional web presence and promotional materials in Performance Design and Film Costume that showcases your work across a range of platforms and boosts your contacts and employability. You'll also curate your work as part of the graduate summer exhibitions in Bournemouth and London, subject to competition.

We push the boundaries of traditional theatre and film making and encourage our students to think critically and take creative risks. Our students go on to become award-winning theatre designers, highly sought-after costume illustrators, festival designers, commissioned artists, theatre and event makers.

MEG GUNN



KIERAN WILKINSON





RHIANNON BINNINGTON

**Course Facts**

- Open plan studio spaces
- A 300m<sup>2</sup> scenic studio
- A fully-equipped dye room
- A studio theatre on campus
- An extensive costume store and archive of historical dress
- Past trips include London, Prague, Venice and New York

**Awards**

Awarded to BA (Hons) Costume and Performance Design:

- The Queen's Anniversary Prize for Higher and Further Education (2016-18) for 'Distinguished degree level education in costume design for the UK's leading creative industries'
- Winner for the Costume Society 'Patterns of Fashion' award
- Podium Awards Silver Medal in Creative Cultural Project Award
- Brancott Estate World of Wearable Art Awards, New Zealand
- Podium Awards Bronze Award for Successful Student Led Activity
- Prime Cuts Festival, Free Range Best Costume
- The Linbury Prize 2017, for costume and set design

**Career Destinations**

- Theatre Designers including both set and costume design for theatre
- Event and Festival Designers
- Performance Producers
- Costume Designers for Film and TV
- Costume Illustrators
- Personal Assistants to Costume Designers for film
- Assistants and Modelmakers for Theatre Designers
- Dressers in theatre and film
- Stand-by on film
- Continuity for film

**Credits include**

- Personal Costumier for Johnny Depp on Pirates of the Caribbean
- Costume team on Poldark
- Trainee Costumier on Star Wars
- Creative Producer at Inside Out international performance festival

- Installation Designer at Larmer Tree Festival
- Costume Illustrator on Good Omens
- Costume Designer on Phoenix Dance
- Associate Designer at Globe Theatre
- Costume Designer at Royal Shakespeare Company
- Set and Costume Designer for Edinburgh Fringe Festival
- Installation Designer for Camp Festival
- Festival Designer for The Big Feast
- Costume Designer for Angel Exit Theatre Company
- Personal Assistant to Film Designer Paco Del Dado Death on the Nile
- Personal Assistant to Film Designer Joanna Johnston Jurassic World 3
- Costume Designer on One Day Closer to Death
- Costume Designer on Father Brown
- Costume Co-ordinator on Fast & Furious
- Principal Actors Standby (dressers) on The Crown
- Creature FX Co-ordinator on Star Wars: Episode VIII - The Last Jedi, Solo and Rogue One

Plus significant roles in costume departments on Doctor Who, Poldark, Downton Abbey, The Crown, Sherlock, EastEnders, Lewis, Casualty, Doctor Thorne, Father Brown, WPC 56 and at Oxford Playhouse, Nuffield Theatre, RSC and National Theatre.

**Length of course**

Three years full-time

**UCAS code**

W453

**Language of study**

English



**If you're interested in this course you may also like to see information on**

- BA (Hons) Costume – p56
- BA (Hons) Curation, Exhibition and Experience Design – p96
- BA (Hons) Fashion – p128
- BA (Hons) Film Production – p144





# **BA (HONS) PHOTOGRAPHY**

World leading photographers such as Giles Duley, Wolfgang Tillmans and Nick Knight started their careers at AUB.



As a Photography student at AUB, you'll be joining a course with an international reputation, a challenging curriculum and inspiring teaching. We encourage you to engage with contemporary photography in an individually creative and experimental manner. Visually led, the course offers an opportunity to define your practice against a historical background and position it within a contemporary context.

To support your practical work, we provide an extensive range of professional analogue and digital cameras and ancillary equipment for use in the studio or out on location. You'll be introduced to our professional-standard production areas and outstanding analogue and digital facilities in the form of state-of-the-art lighting studios, traditional darkrooms and post-production suites.

You'll use a range of processes and technologies – from 19th century to high end digital, with the potential to create virtual and computer-generated imagery. You'll be supported in all areas of the department by a team of highly skilled technical instructors and technicians.

We introduce each unit with a briefing and contextual lecture. These are followed by a range of seminars, lectures, individual and group tutorials, inductions, workshops, presentations, viewings and critiques.

### **First year**

We'll introduce you to the technical skills, historical and contemporary practices and theoretical issues that are fundamental to photography.

You'll work on a range of visual projects including briefs set by industry professionals to develop your creativity and establish a strong grounding in photographic production. In support of this, a series of technical workshops will provide you with skills and a working knowledge of studio and darkroom practices and digital image editing and printing.

### **Second year**

During this year, you'll explore key concepts in contemporary photography, integrate theory and practice and begin to make exhibition-ready work.

You'll develop an understanding of the creative industries, start to consider future career directions and engage with industry professionals.

### **Third year**

In your third year, you'll refine your practice and produce a substantial body of work for exhibition. The relationship between theory, practice and technical skills will be consolidated and your knowledge of professional practice deepened.

With the opportunity to use our extensive alumni and professional network you'll be able to make informed choices in preparation for your future career.



**Course Facts**

- Professional-standard production areas
- Outstanding analogue and digital facilities
- State-of-the-art lighting studios
- Traditional darkrooms
- Post production suites
- Frame-making equipment and workshop area
- Equipment store for both studio and location
- Past trips have included Paris, New York, Amsterdam and Berlin

**Career Destinations**

We are immensely proud of our alumni and their considerable achievements.

Their roles include:

- Contemporary Artists and Photographers
- Exhibiting in commercial galleries and museums worldwide
- Commercial Photographers and Directors working for the most prestigious clients worldwide, represented by leading agencies such as Webber Represents
- Artist Filmmakers, winners of the 2019 Jerwood/FVU Award
- Film Directors, commissioned by BBC New Creatives 2019
- Museum Directors
- Gallerists
- Gallery Managers, worldwide
- Creative Producers, working for Apple in San Francisco, California
- Photographic Agency Directors
- Advertising Directors
- Art Directors
- Art Buyers

- Photographer's Assistants
- Art Institution photographers
- Medical/Forensic photographers
- Photographic Technicians
- Lighting Technicians
- Studio Managers
- Studio Assistants
- Creative Retouchers
- Artist's Assistants
- Art Handlers
- Installation Technicians
- Fine Art Framers and Fabricators
- Picture Librarians
- Archivists
- Curators
- Gallery Education Officers
- Teachers
- Technician Tutors
- HE Lecturers and Course Leaders

**Awards**

- APHE Bursary
- Eizo Award
- Float Art Prize
- Jerwood FVU Award
- New Creatives – BBC Arts
- Portrait of Britain
- Source Graduate Photography Showcase
- South West Graduate Photography Prize
- The Photographers Gallery Development Award

**Length of course**

Three years full-time

**UCAS code**

W640

**Language of study**

English



**If you're interested in this course you may also like to see information on**

BA (Hons) Commercial Photography – p40  
BA (Hons) Fine Art – pt52

# **BA (HONS) TEXTILES**

On this course, you'll learn the practical, professional and entrepreneurial skills to work as part of a team, or even set up your own business in Textiles.



'Made in Britain' is a sought-after label throughout the world, so a career in the creative textile industry could see you working with businesses that range from fashion to interiors.

On this course, you'll learn the practical, professional and entrepreneurial skills to work as part of a team, or even set up your own business in Textiles. You'll study textiles in its widest sense and learn many skills, from print and stitch embellishment to dyeing and mixed media construction.

You'll have the opportunity to focus on a variety of specialist areas, including textiles for fashion, textiles for interiors and textiles as design/crafts.

Traditional skills are taught together with expertise in modern design development, production and contemporary invention.

Whether you go on to work for a retail brand or an international design house, we'll prepare you for the challenges that the creative textile industry holds.

### First year

This year provides an exciting and creative practical base for your study of the subject, contextualised by a parallel study of aspects of contemporary, historical and visual culture relevant to Textiles and surface pattern. Workshops, projects, lectures, seminars, practical demonstrations, visits, case studies, guided tutorials and peer reviews will be used to disseminate information to develop your necessary skills. You'll learn through experimentation and discovery and develop skills within a personal context. You'll be introduced to a variety of applications and to the fundamentals of critical theory and professional studies that will underpin your knowledge of textiles design, production and creative usage.

Work placements are run during the end of the first year and on your return, you'll present a report based on your experience and learning.

### Second year

During this year you'll focus on your individual interests, developing your professional and technical skills through first-hand experience with industry specialists.

The units anticipate that you'll be able to apply the knowledge, concepts and skills addressed to fully utilise the range of opportunities for your personal creative development.

You'll work with fellow students on live industry briefs and enter major national and international competitions. Previous briefs have included: Sling, Hand & Lock, live fashion and interior studio briefs, Style Council NY and live gallery briefs.

### Third year

Your final year allows you to refine your existing creative practice. The course nurtures students to develop into original, mature and autonomous textile practitioners, encouraging them to lead rather than respond to industry trends.

You'll be encouraged to formulate and identify your particular skills and potential. Intellectual and academic integrity will be further encouraged, both through written content and 'thinking through practice'. External experiences are highly prized throughout, from course trips to trade shows, Paris, New York and London exhibitions. This year focuses on employability and building professional portfolios.



DARCIE-MIA LEWIS



RUBY BANNISTER



TIANNA PEPE

**Course Facts**

- Professional-standard facilities and equipment
- Dedicated print, stitch and dye room
- Outstanding analogue and digital facilities
- Past optional trips have included Paris, Florence, Barcelona, New York, London, Brownsea Island

**Career Destinations**

Past placement opportunities include:

- Matthew Williamson, Eley Kishimoto, Zndra Rhodes, Mirjam Rouden studios, Eyefix Studios, Mollie Regan, Burberry' and with artist Susan Stockwell
- Assistant Print Designer at Alexander McQueen
- Fashion Print Designers for New Look and Bay & Brown
- Interior Print Designers for Blendworth fabric and Kristjana Williams
- Embroidery Designers for Ralph & Russo couture and Hand & Lock
- Designers for technology, accessories, fashion fabrics and the automotive industry e.g. Clarks Shoes, Rolls Royce.
- Buyers for fashion accessories, hosiery, luggage and menswear
- Technical Testers of textiles
- Range Assistant for children's footwear design team
- Interior Design company textile assistants
- Menswear Print Design Assistants
- Designers for glasses and accessories design at Specsavers
- Materials designers

**Awards**

- Winner of the Robin and Lucienne day Foundation Textile Design Prize 2020
- New Designers Award 2020, Clothworkers Foundation for Printed Textiles Shortlisted
- NextGen Awards Premiere Vision International Textile Graduate Competition 2020 Shortlisted
- Hand & Lock Awards 2020 Shortlisted
- Creative Pool Design Award Winner

- Exposed Designers Class of 2020 Virtual Degree Show
- Winner New Designer's Award
- Winnovate and Wilko award 2019
- Lucienne Day Prize 2019 Joint winner
- Texselect Award 2019 Winner
- I-Dott designs Winner
- Quilters Guild Bursary 2019 Winner
- Mamas and Papas Award Winner
- Crafts Council Kick start award 2019 Winner
- Batsford Prize for Applied Art 2019 Winner
- New Designers One Year On Winner
- Finalist INDUSTART: International Industrial Design Awards 2020 for Jewellery & Accessories
- Shortlisted Design for Business Competition November 2018
- Hand and Lock Winner
- Wilcom Award Winner 2018
- New Designers Turner Bianca Associate Prize Winner
- The Design Council 'One to Watch' Winner
- New Designers Wilcom Associate Prize Winner 2018
- Winner Rocas Graphics Contest Winner
- Batsford Prize Winner 2018
- Winner of the 2018 Student Bursary Award from The Quilters' Guild
- TexSelect 2018 Winner
- Textile Society Bursary Award Winner

**Length of course**

Three years full-time

**UCAS code**

W236

**Language of study**

English



**If you're interested in this course you may also like to see information on**

BA (Hons) Costume – p56  
 BA (Hons) Fashion – p128  
 BA (Hons) Interior Architecture and Design – p184



# **BA (HONS) VISUAL EFFECTS (VFX) FOR FILM AND TELEVISION**

Britain is a leading country in the production of high quality visual effects for film.

The British film industry is hungry for new talent and our Visual Effects course is designed to feed it with highly-skilled graduates of the required professional standard. Since the Harry Potter boom in the early 2000s, alongside a recent influx of new releases from studios, such as Disney and Marvel, the Film and VFX industry is expanding at an exponential rate. This has firmly established the UK as a leading country for high-quality Visual Effects work and created an unprecedented demand for fresh, highly-trained graduate talent from the UK education system.

Designed from the ground up by industry professionals, specifically to address this demand, the primary ethos is to create the quality required for employability within the industry. Developing a foundation in traditional artistic techniques, such as drawing, colour theory, perspective, photography and composition, you'll learn what it takes to create your own feature film-quality visual effects.

Our pipeline workflow uses industry-standard software to make you production ready. For the 2D side, we use Nuke for compositing, roto and prep work, but we also use Silhouette for more specific roto and paint tasks. For the 3D side, we use Maya/Zbrush and Arnold for 3D and 3D Equalizer for matchmove. Our colour pipeline is based on an industry model with custom LUTs to ensure accurate monitoring of colour in our fully-calibrated VFX labs.

All of our VFX labs are equipped with top-of-the-range, industry-level workstations and are supported by our ender farm, fibre network and clustered storage.

With smaller class sizes, students have full access to the VFX labs and workstations on specified lab days alongside a more personal teaching approach. You'll experience a team-based production process that replicates industry best practice which includes pre-visualisation, concept development, on-set data acquisition, asset building and compositing. We'll introduce you to the underlying concepts and fundamental principles of visual effects work and teach you the necessary creative and technological disciplines, developing your knowledge of 2D and 3D software.

The course prides itself on the currency of its staff. You'll be taught by a small core of very experienced academics and industry professionals who know the VFX industry inside out – between them they've worked at studios, including ILM, Framestore, Double Negative, Electronic Arts, MPC, Image Engine and many more.

We've taken the knowledge gained at these studios and have brought it to the classroom. Having worked in the industry at the highest levels, we not only know what makes a strong artist but also what the visual effects industry is looking for. We're focused on our graduates' successful entry into the VFX industry, as well as them having a long and successful career.

The visual effects industry community is very close, much like a family where everyone knows each other. Through the personal connections of our staff we can bring in top class guest speakers, such as Christian Manz, Creative Director, Film at Framestore and Sue Lyster, Director of Studio Operations at ILM, to name a few recent guests.

### **First year**

In your first year, we take you on a journey through the visual effects pipeline, covering all the major roles within the industry.

We'll show you how we go from on-set data acquisition, through pre-visualisation, asset creation, matchmove, concept, roto/paint, digital matte painting and compositing to give you a full understanding of the 2D and 3D pipeline respectively.

Your practice is reinforced by an engagement with the historical and cultural contexts in film, which develops essential research and study skills.

MARIO SEREGI



AMELIA WALLENDER



## JULIUS BURTON



### Course Facts

- Past trips include Iceland and Oxford
- State-of-the-art facilities allowing you to produce work to VFX industry standard
- We work with models, costumed figures, martial artists, still life and digital reference material to refine our students' practice.

### Career Destinations

Graduates have worked at:

- Industrial Light and Magic
- Framestore
- The Mill
- Passion Pictures
- Outpost VFX
- One of Us
- Dupe VFX
- Pixomondo

in fully paid positions as part of the teams creating VFX for movies, such as Captain Marvel, Spider-Man: Far From Home and Avengers: Infinity War

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### Length of course

Three years full-time

### UCAS code

245K

### Language of study

English



**If you're interested in this course you may also like to see information on**

- BA (Hons) Animation Production – p24
- BA (Hons) Creative Technologies – p72
- BA (Hons) Film Production – p144
- BA (Hons) Games Art and Design – p160
- BA (Hons) Modelmaking – p208
- FdA 3D Animation and Visualisation for Film and Games – p248

# FDA 3D ANIMATION AND VISUALISATION FOR FILM AND GAMES

This Foundation Degree-level course will focus on providing students with the skills that they need to meet the needs of clients in live music production, studio recording and media-based contexts. You'll develop your potential, further your knowledge and refine your skills in this demanding industry.

You'll work in a studio environment with small groups of typically 10-20 students, where you'll practice fundamental skills linked to art and visualisation subjects which are taught throughout the course. Whatever your level and specific interests, we encourage the development of storytelling techniques, creativity, technical and visual communication skills.

This course will be taught at Bournemouth and Poole College, partnered with Epic Games as an Unreal Academic Partner. You'll learn in studio-based facilities with the latest industry-standard software, and all necessary resources, including a fully operational green screen studio.

#### Length of course

Two years full-time

#### UCAS code

3DAV

#### UCAS institution code

B49

#### Language of study

English

#### Location of study

Bournemouth and  
Poole College



**If you're interested in this course you may also like to see information on**

BA (Hons) Games Art and Design – p160



#### MARIO SEREGI

BA (HONS) VISUAL EFFECTS FOR FILM AND TELEVISION



# FDA MUSIC AND SOUND PRODUCTION

This Foundation Degree-level course will focus on providing students with the skills that they need to meet the needs of clients in live music production, studio recording and media-based contexts. You'll develop your potential, further your knowledge and refine your skills in this demanding industry.

As a student on FdA Music and Sound Production, you'll study units embracing studio production, live music applications, audio electronics and sound synthesis. The course is expected to explore analogue (tape) recording as well as digital. You'll produce work using several of the major music software platforms in current use and will develop academic knowledge of music technology from historical, cultural, social and economic perspectives.

It's intended that the course will provide you with a vehicle for creative experimentation as well as training to be able to provide industry applications.

This FdA course is part of a franchise collaboration between Arts University Bournemouth and Bournemouth and Poole College. This course will be taught at Bournemouth and Poole College.

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**Length of course**

Two years full-time

**UCAS code**

MS24

**UCAS institution code**

B49

**Language of study**

English

**Location of study**

Bournemouth and  
Poole College



**If you're interested in this course you may also like to see information on**

BA (Hons) Film Production – p144



# GRADUATE SCHOOL

Our postgraduate courses are between one and two years in length, depending on the subject and mode of study. Our MAs also attract students from a wide range of arts and humanities backgrounds, who have the discipline to study but who want to broaden their knowledge in a new area.

# MA ANIMATION PRODUCTION



MA Animation Production enables our students to develop themselves and their work by focusing on practice, theory, professionalism and the 'critical dialogue' between them. The overall aim of the MA course is to enable students to develop their specialism – whether in 2D/drawn, CG, stop motion or other forms of animation – and produce excellent work that synthesises the 'strands' of theory, practice and professionalism.

## Course Overview

Your engagement with the course may involve pre-production, production or post-production specialisms. These might include character design, storyboarding, concept work or other specialisms, such as puppet-making or costume design for animation. You may choose to make an animated film as your final 'outcome', or develop a body of work through one of these other forms of specialist practice. The structure of the course enables you to interrogate your ideas across practical, theoretical and professional modes of understanding and bring your work to fruition in the Masters Project unit.





# MASTER OF ARCHITECTURE (PART 2 ARB/RIBA)

The world is changing. Architects are responding, and making a difference. The Master of Architecture (ARB/RIBA Part 2) is a professionally accredited course that explores new approaches to architectural practice, through making, innovation and collaboration. The amazing coastal, rural and urban contexts of both Dorset and beyond are tested and explored utilising the industry resources available in the Innovation Studio, within which there is an expanding culture of experimenting, making and production.

## Course Overview

The course cuts into society's deepest, darkest myths, and builds interventions in environmental utopias and dystopias, past, present, and future, working with fellow postgraduate makers and collaborators. The first year is structured around the idea of performing, researching, and making from the body to the wider landscape. The coastal, rural, and urban contexts are investigated from their deep and remarkable history to their material and global impacts, influenced by bats and Greta Thunberg and supported by lidar scanning. Through the second year you develop your own complex 'Architectural Design Thesis' project, with professional and material, physical and digital modelling.

On-and-off-campus the context is shifting. The very blue AUB Drawing Studio has been joined on campus by the very orange Innovation Studio, this is where Wynne Leung, our Architecture Industry Fellow, and the Innovation Team will encourage you to be the maker, and design entrepreneur, of the future. The course is professional, and you're supported and assisted towards future research and practice. If you're looking for something different and fresh in your route to becoming an architect in a changing world, our course is for you. You'll join a creative and diverse architecture student body. Our international and national architect and artist visitors range from the spirits of Ola Dele Kuku, Elizabeth Scott and Thomas Hardy, to architects Norman Foster and Mike Davies, both AUB Fellows, as well as choreographers, and fine art makers.



# MA DESIGN AND INNOVATION

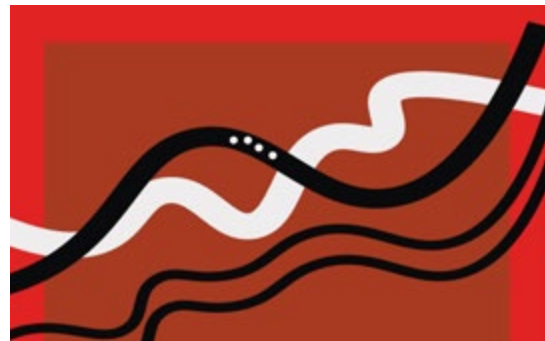
The MA Design and Innovation course enables graduates and practitioners to question the nature of their practice and its context relative to the creative industries.

## Course Overview

Closely aligned with the AUB Innovation Studio and supported by partners in the design industry, live projects, business and entrepreneurship will be integral elements of your study. Reflective practice and the inherent ability to remain open-minded, paired with a passion for design and a desire to challenge traditional practice and current world views, will form the starting point for your professional or academic career.

Design problems will be addressed through the development and application of rigorous and systematic design practice, using design methods to analyse and comprehend situations and behaviour and generating alternative, novel and even speculative solutions.

Research is the fundamental driver for creative thinking and innovation, which is developed through a specific individual and critical approach to reflective enquiry and practice.



# MA DIGITAL FASHION INNOVATION

Research is the fundamental driver for creative thinking and innovation. MA Digital Fashion Innovation students will be encouraged to develop this exploration and discovery through a focused and critical approach to reflective enquiry and future design practice. MA Digital Fashion Innovation represents an exciting opportunity for you to challenge and build on your previous achievements and to study at an advanced level. Our course encourages and supports designers to explore and work with advanced digital technologies, interrogate and question current fashion practice and challenge the ideals around how a product is realised.

## Course Overview

Fashion is currently recognised as one of the most damaging industries on the planet, abusing natural resources, dumping masses of redundant waste and product into landfill and flushing tonnes of chemicals into the oceans on a daily basis. It's therefore critical that design practice acknowledges and attempts to address and integrate a conscious and considered approach to both the design and realisation of a fashion product.

These design problems will be addressed through applying a process of systematically questioning existing ideas, using innovative design methods to analyse and comprehend problems and behaviours. This questioning will lead to the generation of alternative, creative and experimental design solutions, produced either autonomously or in collaboration with a current industry brand partner/practitioner.

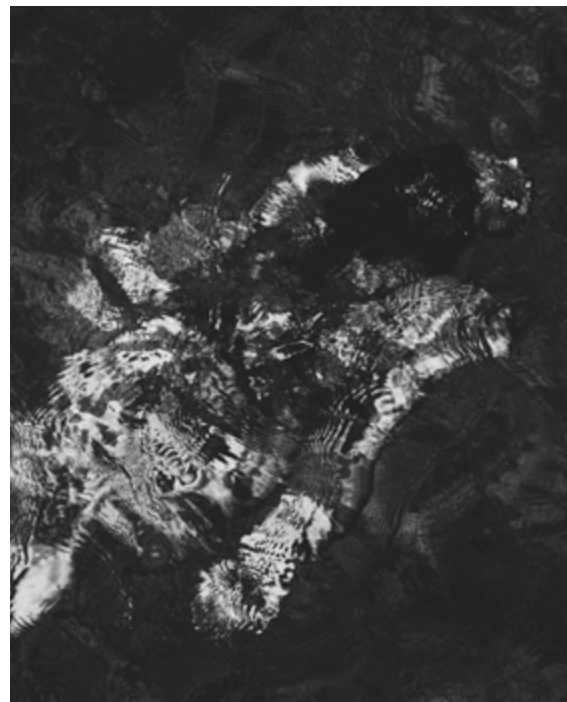


# MA FILM PRACTICE

MA Film Practice offers you a unique opportunity to develop your practice, specialist awareness and creative potential within a dynamic filmmaking environment, supported by experienced and professionally active practitioners and researchers.

## Course Overview

MA Film Practice offers a distinctive learning environment that is driven by a diverse and evolving understanding of film's potentiality. Its practice-based research ethos celebrates experimentation, ideas, and the development of authorial voices. The course offers access to exemplary resources and focused support. It will refine your professional awareness and enable the production of a personal and exciting body of work.





# MA FINE ART

MA Fine Art offers a distinct focus and reassessment of autobiography and the familiar, through differing understandings of creativity. What constitutes a meaningful and useful research methodology in one culture may be considered unknown, unnecessary or redundant in another. You're encouraged to explore and unpick your own working strategies and methods, in the context of broader cultural and educational differences offered by the course and your peers, in order to explore how 'detour permits access' (Jullien, 2004). The resulting tensions form the very fabric of this Fine Art course, as deliberate cross-cultural dialogue, provides a vehicle for your working rationales, practices and methodologies.

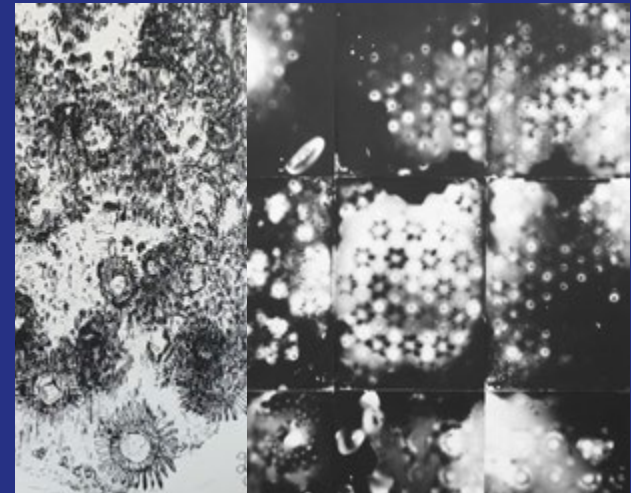
## Course Overview

MA Fine Art represents an exciting opportunity for students to challenge and build on their previous achievements and to study at an advanced level. Students deepen their knowledge and their ability to focus on their chosen field in relation to the key aspects that inform it.

Set within a community and culture of makers, students engage in dialogue and debate with their peers, both within and across MA pathways. This experience provides dynamic and interactive sessions, which are vital to the enhancement and testing of new thinking and ideas generation as well as offering the broadest available critical arena for discussion of student work.



MATHEUS BIANCHI



FRAN QUINLAN

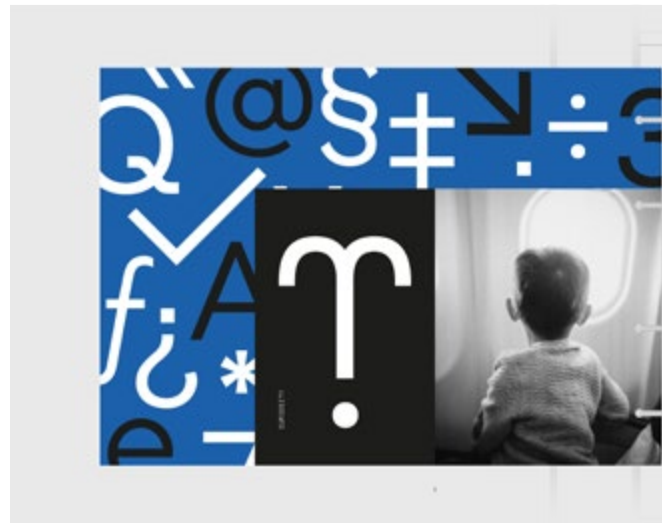


# MA GRAPHIC DESIGN

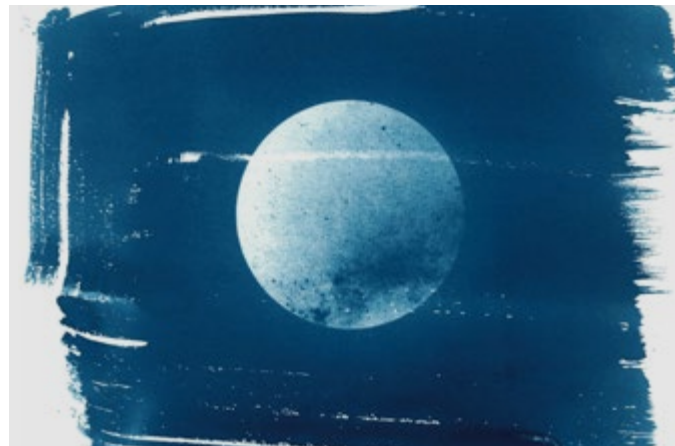
As graphic designers we design acts of communication that are yet to happen. We consider the materials, users, and spaces (whether virtual or physical), that are instrumental to this communication taking place. We provide visual and other cues in the things that we design, that enable people to share in the meanings we imagine. This process of communication is resolved on this course through the study of cognition, which provides insights into the ways that form and meaning are fused in our experiencing of designed objects.

## Course Overview

Whatever your background, you'll be required to reflect on your worldview, the underlying assumptions and understanding that guides and constrains your practice, and to use this reflection as a starting point. Your practice can take many forms. It can be self-expressive or socially orientated; print-based, screen-based; or three-dimensional. It can focus on an aspect of a well-defined area of design, such as branding, experimental typography, publishing and user-centred design, or on something more unconventional that is defined as part of your study.



DANIEL HAGUE



TOMOKO HAYASHIKOSHI

# MA HISTORICAL COSTUME

The MA Historical Costume course engages the student in the potential of performance design and garment construction to explore complex ideas, some of which could stray into other areas of artistic experimentation. This Master's programme supports and encourages the student to investigate individual practice within an interdisciplinary framework, whilst developing a critical theoretical context for their work. The very special and unique nature of course delivery, through shared lectures, seminars, field trips, critiques and tutorials encourages both a 'free-wheeling' atmosphere as well as an intense immersion in creative practice.

## Course Overview

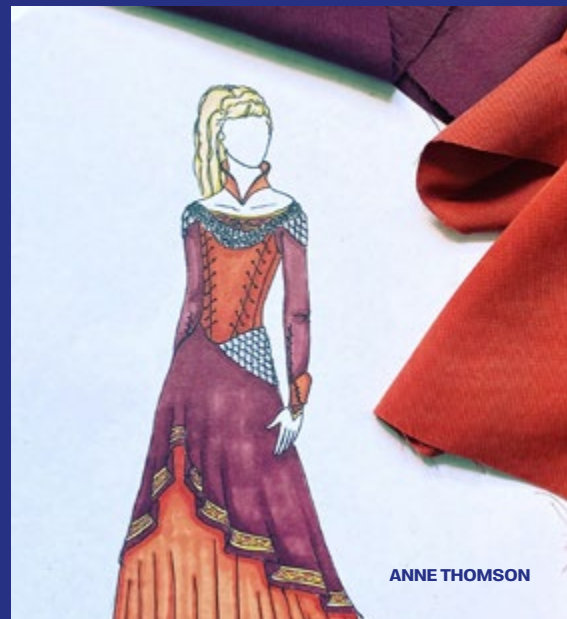
MA Historical Costume supports and develops advanced practitioners who have ambition to explore, challenge and redefine the relationship between a historical artefact and the redesigned and interpreted costume in a contemporary context.

Through research, scholarship, enquiry and the making of work, you'll strive toward innovative solutions to complex and individual creative proposals that are the central focus for your personal and artistic development. Whether you're interested in looking at historical influences or current socio-political issues related to dress, you'll challenge the context of your study in design or historical costume construction within the broader framework of contemporary practice.

MA Historical Costume is designed to enable you to follow your research interests at a higher level whether that interest lies in historical costume construction or performance design. Working with students and staff from across a breadth of MA disciplines, you'll enrich the wider post-graduate dynamic at AUB with the individual experience and graduate expertise you'll bring with you. Areas of expertise within the course team include: historical costume construction, costume design skills, costume supervision, theatre design, scenography and dress history.



SHELLEY VENABLES



ANNE THOMSON

# MA ILLUSTRATION

The MA Illustration course encourages practitioners to question the nature of their illustration practice, and its context and position relative to the creative industries. This course provides an opportunity to further refine your creative identity, offering an exciting incubator between degree-level and professional illustration practice. Many creative professionals return to study at Master's level in order to reflect upon their studio practice and consider new directions and possibilities. This course doesn't promote a particular house style or preferred platform – we're interested in attracting practitioners to the course who are able to think independently and self-initiate work within a contemporary illustration context.

## Course Overview

This course recognises and embraces an expansive understanding of illustration through the exploration of relationships between illustrator and author, audience and context. Ideas are developed through specific individual approaches to research into practice and reflective enquiry.

This course encourages Master's level students to engage imaginatively with illustration in relation to the academic subject and practice of illustration. Illustration is considered within a global context, and with an awareness of the emergence of new and innovative approaches that interrogate, challenge and advance traditional practice.

Graduates from the MA programme will be able to carve their own niche in an evolving market for visual material. Our students go on to work in diverse roles within the creative industries and they have won awards, including House of Illustration (Folio Society), the V&A and Creative Conscience.



CLAIRE FLEXEN



# MA PAINTING



ELLA SHEPARD

What is thinking in painting, rather than thinking about painting?

Painting defines its particular practice through the peculiarities of the painted field, the making materiality of the unique object, a globally acknowledged cultural history, the dedicated and dynamic relationship of the painted object to the painter. The MA Painting course will explore this innovative and expansive territory in-depth, dedicating itself to specialist study at postgraduate level.

## Course Overview

Contemporary painting has vitality and relevance within the 21st century. Painting now and what it can be, do and declare is meaningful; we ask how, why and according to what means? Enjoying a growing resurgence in the last decade, recent exhibitions such as *Mixing It Up: Painting Today* at the Haywood Gallery and *Radical Figures: Painting in the New Millennium* at the Whitechapel Gallery demonstrate a renewed interest in painting and acknowledgement of its unique and innovative position within contemporary visual practice. The MA Painting course looks to establish a new and distinctive voice in Fine Art study, both nationally and through collaborative ventures, internationally.



HARRY PARKER



# MA PHOTOGRAPHY

This course is an exciting combination of art and commerce, and is ideally suited to photographers who wish to make substantial self-initiated projects. Photography students have access to stunning facilities, including seven studios and high-end digital equipment.

## Course Overview

This course is led by the renowned photographer and educator Professor Paul Wenham-Clarke, Fellow of the BIPP and member of the Association of Photographers. MA Photography students will be engaged in a breadth of creative practice, including advertising, fashion, editorial, documentary and fine art photography, with a strong emphasis on freelance working.

By a combined approach of practice, theory and professionalism, the course will provide a challenging and stimulating environment in which you are able to develop your full potential, with the aim of becoming a practitioner at the forefront of the discipline in your future career. You'll expand your potential market by applying genre practices across contexts; for example, the aesthetics of documentary can be applied to advertising, editorial, fashion or fine art outcomes.

You're encouraged to make industrial links across a broad range of organisations relevant to your chosen professional specialism. Using these links, you'll learn to manage and exceed client expectations through the application of your new academic understanding to the production of inventive saleable work.



SOPHIA CLIFFE



VIKTORIJA SMIDTAITE



# MRES ARTS

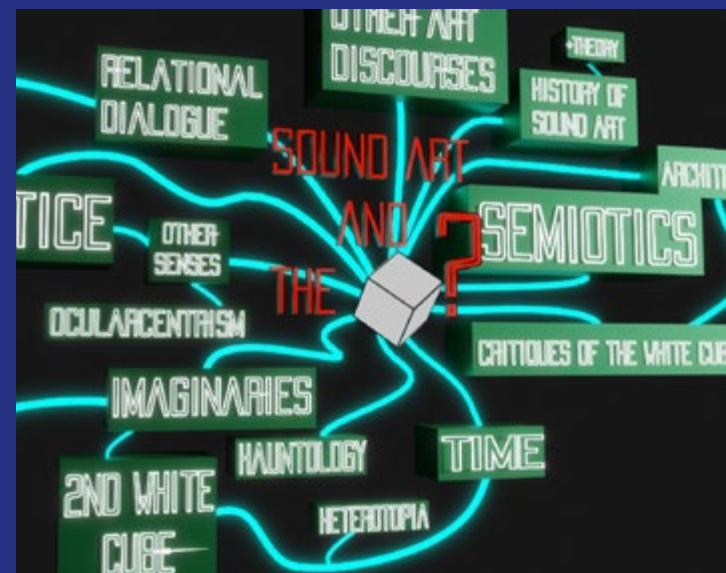
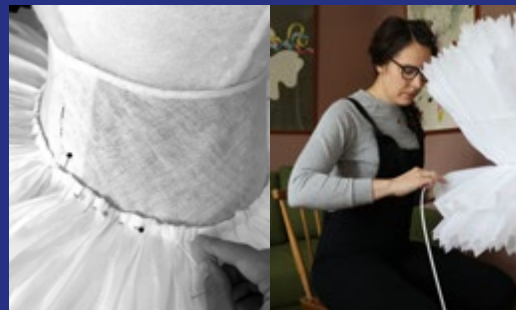
The MRes Arts (Master of Research) is a qualification aimed at makers, designers and thinkers who wish to undertake an independent, critical and creative study within and across the disciplines offered by the university.

Our MRes Arts programme aims to develop your research skills and provide a good preparation for doctoral study. We provide an opportunity for individuals from a range of creative and academic backgrounds to gain a critical appreciation of maker cultures to advance innovative research practices in the arts.

## Course Overview

The MRes Arts offers a unique foundation for innovative research in the arts, media, performance, design and architecture. It asks you to engage in a socially and ethically responsible research practice where making, in its varied manifestations across the arts, occupies a central part of the research approach. You'll be encouraged to develop new ways of looking, reading and understanding our interaction with things, the environment and each other. You'll follow a programme of study which combines practical and theoretical approaches to making and maker cultures, emphasising the knowledge and skills needed for doctoral study.

You'll be supported in developing your own disciplinary, or cross-disciplinary research area by engaging with the diverse expertise across the university. You'll develop mastery in the theories, methods and practices of research through independent study and a taught programme of lectures, seminars and workshops offered by researchers and professionals working in the field.



# MPhil/PhD

We offer an exciting opportunity for students wishing to undertake postgraduate research within or across theoretical and practice-based programmes in art and design, where Arts University Bournemouth can provide appropriately qualified supervision. We welcome applications for study across a wide range of creative disciplines including art, design, architecture, film, animation, photography, creative technology, performance, and textiles.

## Course Overview

The format of study is very different from a taught degree. You'll design your own programme of independent research guided by your Director of Studies and experienced supervisors. Together they'll help you define what's original about your research and how to best present your arguments, either as a purely written thesis or combined with creative work.

Research degrees are offered on a full and part-time basis. International students can choose to study by distance learning (online only).

Awarding Body University of the Arts London (UAL).



DAVID LUND



# SHORT COURSES

Whether it's about enhancing your creativity or mastering a new skill, our short courses provide an opportunity to develop your ability to express yourself creatively whilst making the most of our specialist facilities.

We're proud to offer courses for all ages and abilities and have no formal entry requirements to study with us. You'll learn in a welcoming and inclusive environment where there's no right or wrong way to be creative.

## EVENING AND WEEKEND COURSES

Our evening and weekend courses are suitable for adults aged 18 and over. Courses are delivered in the evenings and/or Saturdays, so you can fit them around your work, life, study or family commitments. We offer more than 50 courses across our autumn and spring terms in the following subjects:

- 3D Design, Modelmaking and Sculpture
- Acting, Performance and Dance
- Adobe Creative Suite
- Art, Design, Drawing and Painting
- Business, Marketing and Web Publishing
- Creative Writing
- Design and Print
- Fashion Textiles and Accessories
- Filmmaking and Production
- Interior and Architectural Design
- Jewellery
- Make-up and Prosthetics SFX
- Photography
- Graphic Design and Illustration

## SATURDAY ART SCHOOL

Our courses for aspiring young artists allow budding makers, designers and artists aged 7-18 to explore creativity outside regular school art classes, guided by our expert tutors. Taking one of our 24 courses in a wide range of subjects could be the start of their creative journey:

- 3D Design and Modelmaking
- Art and Design
- Animation
- Photography
- Filmmaking
- Jewellery
- Fashion
- Graphic and Digital Design
- Special FX Make-up
- Portfolio Preparation

## SUMMER COURSES

Each year we're proud to welcome students from around the world to join our vibrant and inclusive summer community. If you're looking to add value to your art portfolio, experiment and learn new skills or simply have fun with your creativity over the summer months, then we've got the course for you!

Plus, many of our courses offer competitive residential and catering packages, meaning you can fully immerse yourself in our creative community and experience life as a full-time AUB student.

### Creative Arts Summer School (7-15 years)

Our one-week inclusive, supportive, and vibrant Creative Arts Summer School courses allow young artists to set their imaginations free and find their creative voices. Plus, they'll make friends and have fun along the way, too.

### Portfolio Preparation (15-18 years)

Portfolio preparation courses are an essential part of your creative journey and will ready you for your future art and design studies. Our courses will boost your confidence and equip you with the tools you need to succeed and create a winning portfolio.

### Artisan Workshops (18+ years)

Flex your creativity with our range of bespoke, specialist artisan craft courses, and master a range of exciting, unique disciplines that are currently in high demand across the creative industries.

# A COLLABORATIVE COMMUNITY

This is AUB. An environment to shape and build your work; to learn, share, provoke and collaborate.

A creative community for original thinkers and inventive innovative makers where boundaries are pushed and creative alliances formed. A place from which convention is tested, the landscape altered and creative careers launched. A living, breathing, connected academic environment for creativity. We're a leading arts university for the creative industries. We relentlessly innovate, collaborate and connect in ways that turn creative talent into careers.



# SCHOOL OF ARTS, MEDIA AND CREATIVE INDUSTRIES MANAGEMENT

The creative industries never stand still, so at AUB we'll challenge you to think big. You'll be placed in real-life and industry scenarios, where you'll develop your leadership, problem-solving and strategic skills.

Be heard. You'll become a leader, a storyteller, a project manager, a curator, a problem-solver. Ready to shape brands across industries.

We give you the chance to shape your own narrative. This is where creative and management skills intersect. Whichever subject you choose to study, you'll collaborate with other courses to bring creative visions to life.

- BA (Hons) Communication Design and Strategy
- BA (Hons) Creative Direction
- BA (Hons) Curation, Exhibition and Experience Design
- BA (Hons) Events Management

# BOURNEMOUTH FILM SCHOOL

With a history spanning over 50 years, Bournemouth Film School (BFS) sits at the heart of AUB, setting the standard for turning creativity into careers. Many film schools can offer the opportunity to specialise and form production teams, but we forge collaborations like no other.

Our multi-award-winning BFS productions contain contributions from our full complement of collaborative courses, creating industry-ready graduates with both practical experience and impressive showreels and portfolios. BFS is recognised within industry at an international level, through our many industry partners and successful alumni.

It takes many disciplines to make a film, and Bournemouth Film School is home to all of them. With 11 main programmes, we're the largest film school outside of London.

- BA (Hons) Acting
- BA (Hons) Animation Production
- BA (Hons) Costume
- BA (Hons) Creative Writing
- BA (Hons) Creative Writing (Online)
- BA (Hons) Dance
- BA (Hons) Film Production
- BA (Hons) Make-up for Media and Performance
- BA (Hons) Performance Design and Film Costume
- BA (Hons) Visual Effects (VFX) for Film and Television
- FdA 3D Animation and Visualisation for Film and Games
- FdA Music and Sound Production



# SCHOOL OF DESIGN AND ARCHITECTURE

We equip you with the diverse blend of skills required to dissect problems and realise your career ambitions.

Our spaces aim to promote creativity. We've worked with world-leading architect Sir Peter Cook to create unique areas where students are never stuck for inspiration. You'll have freedom and space to gain the skills and confidence to step into the creative industries.

We're here to help shape your future. With so much talent in one place, whichever subject you choose to study, you'll collaborate with other courses to bring creative visions to life:

- BA (Hons) Architecture (Part 1 ARB/RIBA)
- BA (Hons) Creative Technologies
- BA (Hons) Design for Sustainable Futures
- BA (Hons) Fashion
- BA (Hons) Fashion Branding and Communication
- BA (Hons) Interior Architecture and Design
- BA (Hons) Interior Architecture and Design for Health and Wellbeing
- BA (Hons) Modelmaking
- BA (Hons) Textiles

# SCHOOL OF ARTS AND COMMUNICATION

Nothing ever came from playing it safe, and that's why our courses promote exploration and creative risk-taking, enabling you to develop your own voice.

As part of a leading creative community we work with other like-minded individuals in our collaborative, studio-based environment to inform, inspire, entertain and provoke the world around us.

Be the storyteller. Shape the narrative. From typography to TikTok, we empower you to be heard.

We've invested in building a campus like no other – whatever you want to create, we have the space and technology to make it happen. Supported by industry-standard equipment and a studio-based culture, you can graduate with the skills and confidence to step into the creative industries.

We're here to help shape your future. With so much talent in one place, whichever subject you choose to study, you'll collaborate with other courses to bring creative visions to life:

- BA (Hons) Commercial Photography
- BA (Hons) Fine Art
- BA (Hons) Games Art and Design
- BA (Hons) Graphic Design
- BA (Hons) Illustration
- BA (Hons) Photography



## AUB Human

AUB Human is a space where we celebrate social, ethical and sustainable creative practice, working together to make the world a better place.

We connect designers, architects, filmmakers and other creative practitioners who want to bring about positive change for global good. AUB Human plays an integral part in our creative community who are using their skills to engage with, and address some of the most pressing issues that face humankind.

The initiative has put world-class artists and installations, like Michael Pinsky's Pollution Pods, in front of AUB students, young people and the local community.

Toured by environmental activist Greta Thunberg at the UN Climate Summit in New York, the Pollution Pods, which emulate pollution levels across five countries, were brought to Brownsea Island in Poole Harbour in collaboration with Activate Dorset and climate change think-tank Cape Farewell.

Each year, AUB Human hosts numerous annual workshops, events and symposia, which welcome a broad range of speakers from leading academics to innovative industry practitioners. Our guests speak on a range of topics, including human influences and impact on the natural environment as well as ethics in design and creative practice.

AUB Human is also connected with industry, encouraging collaborations and partnerships between our students and organisations like RNLI, Royal Bournemouth and Christchurch Hospitals Trust and the Movember campaign.



CHRISSEY LEVETT



MARTEN SIMS



ANNA RICHELL

# ECOCAMPUS PLATINUM

Sustainability is the responsibility of us all.

In 2022, we celebrated an unprecedented year of sustainability success after receiving EcoCampus Platinum and an International Organisation Standard for our environmentally friendly campus.

Minimising our environmental impact through a number of campus and university-wide initiatives, our campus and community has recycled more, and produced less waste per student or staff member, than we've ever done.

Our annual Sustainability Awards celebrate final-year student work with an innovative approach to sustainability, and our students' union, AUBSU, offers a number of initiatives to encourage recycling, clothing donation and charity.

AUBSU has also worked hard to achieve 'Excellent' in the UN award-winning Green Impact programme, which supports environmental and social sustainable practice.

On campus, we host a dedicated Beryl Bike bay for hireable sustainable cycle transport, and as part of our aim to reduce reliance on single-use plastic, we've removed plastic cups from the campus completely.

New building developments at the campus have strong focus on sustainability in their design, using a mixture of solar panels, air-source heat pumps, natural lighting and heating systems powered by electricity from renewable energy sources. A range of new projects will also enhance and encourage sustainable travel through new cycling facilities and infrastructure.

Bournemouth Film School, the University's award-winning department for film, TV, media and performance has also committed to the environmental certification body, Albert, which ensures that productions actively reduce their carbon footprint.



# STUDENT SERVICES

## SUPPORTING EVERYONE'S NEEDS

Being a student involves so much more than studying. Starting university can be challenging as well as exciting. It's natural to take a while to find your feet and you may experience a hiccup along the way. We offer extra help to anyone who needs it and provide a range of specialist services to make managing your time here easier.

## STUDENT ADVICE

Our Student Services Advisers provide advice and guidance on a range of issues including funding and financial support available for students, as well as accommodation queries and living in the community e.g. local travel and transport, local amenities and general information. For more details visit [aub.ac.uk/support](http://aub.ac.uk/support)

## ACCOMMODATION

Finding the right home, where you can be happy, is important. We know that our students like different styles of places to live and so we have a range of halls of residence, on and off campus, each offering something unique. All rooms in our halls of residence are ensuite and have excellent bus and public transport links to enable students to easily access the university campus and town centre. Halls of residence are available for all students in the first year of their course at AUB.

## AUB Community

AUB's residential life programme for students living in AUB Halls. With a wide range of activities every week, AUB Community supports students across three main areas of wellbeing, connections and skills development.

If you don't wish to live in a halls of residence, we have a specialist accommodation website [AUBStudentpad](http://AUBStudentpad) which lists student accommodation registered with us by local landlords who've been accredited by a national association. You can browse the site to see what kinds of properties are available.

For more information on AUB Accommodation, please visit [aub.ac.uk/accommodation](http://aub.ac.uk/accommodation)

## FEES AND FINANCE

We believe that money shouldn't worry you when thinking about university, so we've laid out everything as clearly as we can. For information on fees and finance support available to AUB students please visit [aub.ac.uk/fees](http://aub.ac.uk/fees)

## STUDY SKILLS AND ENGLISH FOR ACADEMIC PURPOSES (EAP)

1:1 and small group study skills tutorials are available for all students for help with academic assignments, time management and academic skills.

If English is not your first language, our EAP team can help you improve your language skills to get the most out of your studies. For more details visit [aub.ac.uk/studyskills](http://aub.ac.uk/studyskills)

## DISABILITY SUPPORT

You don't have to tell us about your disability, but it can be useful if you do. You'll have access to more support and help for your studies, as well as possible extra funding. The Senior Disability Adviser can provide advice and guidance on all disability related issues from advice on your application, to support at interview and throughout your course. We'll work in partnership with you, your course team and any external agencies to make sure that your needs are supported. For more details visit [aub.ac.uk/disabled-students](http://aub.ac.uk/disabled-students)

## WELLBEING SUPPORT

Any of our students can contact the Senior Wellbeing Practitioners to discuss any concerns or worries, particularly if you have mental health difficulties, addiction or eating disorders, or feel that you are struggling to remain on your course due to personal issues. This support focuses on identifying practical strategies for self-management, as well as guidance on community support and services. A daily drop-in service is available for same-day support.

## UNIVERSITY RETREAT

A collaborative service with NHS, Dorset Mental Health Forum, BCHA, BU & AECC, The University Retreat offers a safe informal space for students aged 18+ who are experiencing a mental health crisis and wish to access support.

It's located on the Talbot Campus and open Monday-Saturday 16.00-21.00

## COUNSELLING

The BACP Accredited Counselling Service offers single therapeutic sessions for one hour, booked on a session-by-session basis.

The Counselling Service is student focused, adhering to the key theoretical principles of a person-centred approach as its foundation. Talking to a counsellor in a safe, non-judgmental and confidential setting can enable you to work through your problems with the aim of reaching a solution.

For more details on our wellbeing and counselling support and services visit [aub.ac.uk/wellbeing](http://aub.ac.uk/wellbeing)

## AUB FUTURES – CAREERS AND ENTERPRISE

There's rarely one straightforward career path, that's why the AUB Futures team are on hand to offer support and guidance as you plan your career throughout your time at university and beyond. We organise a range of events with industry professionals and AUB graduates who have been in your position and can share their experience and insights. The AUB Futures Hub offers a range of jobs, opportunities, events and one to one appointments with a Careers Coach.

For more details visit [aub.ac.uk/aubfutures](http://aub.ac.uk/aubfutures)

For more information regarding any of the services we provide, please contact us on 01202 363780 or [studentadvice@aub.ac.uk](mailto:studentadvice@aub.ac.uk)

# APPLICATIONS, INTERVIEWS

## MAKING AN APPLICATION

The Admissions team process all applications to AUB. We guarantee that all applications received by the UCAS 31 January deadline are given equal consideration. Although we can accept applications after this date, places may be limited on some courses. Applications to full-time undergraduate courses are made via UCAS. Applications for Foundation Diploma and Postgraduate courses are made direct to AUB using the individual online application form for your chosen course, which can be found on the specific course page. You can apply via UCAS from mid-September right through to the end of June. UCAS will acknowledge your application and forward it to us. You can track all of your UCAS applications through UCAS Track. When we receive your application, we'll send you an email which includes your login details the AUB Applicant portal. This is where you're able to access all the information you need through the AUB application process. If you have any problems applying via UCAS please contact [ucas.com](http://ucas.com)

Alternatively, please email [admissions@aub.ac.uk](mailto:admissions@aub.ac.uk) or phone **+441202 363225** or **+441202 363228**

## INTERVIEWS, AUDITIONS AND OFFER HOLDER DAYS

There are only a few courses where you'll be asked to attend an interview or audition. The courses currently requiring interviews are BA (Hons) Make-up for Media and Performance and BA (Hons) Textiles. BA (Hons) Acting and BA (Hons) Dance require auditions.

If you're invited to an interview or audition you'll have at least 10 days notice. These give you an opportunity to demonstrate your commitment and motivation.

They're also an opportunity to ask any questions that you may have about the course and AUB. Interviews, auditions and Offer Holder Days normally take place between November and April.

If you live outside of the UK, or are unable to attend your interview we'll ask you to send us a link to your portfolio of work. We'll send you details of how to send it to us using the portfolio task in the AUB Applicant portal. After your interview, audition or portfolio review, we'll contact you via the Applicant Portal, and if you've applied via UCAS you'll be able to see the decision on UCAS Track. Decisions are sent swiftly because the interview, audition or portfolio review is the final stage of the decision making process. Decisions are processed and usually sent within five working days. However, if there is any reason for a longer delay, Admissions will contact you via the AUB Applicant portal. Find out more at [aub.ac.uk/guidelines](http://aub.ac.uk/guidelines)

# AUDITIONS AND PORTFOLIOS

## PORTFOLIOS

We're interested in how you, as a potential artist or designer, translate your ideas visually for others. Not all of our courses require a portfolio, but if we ask to see one we'd expect to see examples of work – both finished and work in progress – that showcase your particular skills and interests. The content of a portfolio should be presented in a logical, ordered, and simple fashion. Your portfolio should demonstrate sufficient knowledge, skills, and abilities appropriate for the entry level. If you're considering a pre-degree level or undergraduate level, it's expected you'll have explored areas of subject knowledge developed through a particular medium or a combination of media. It would be beneficial to evidence your own self-initiated personal enquiry through the visual statements you make.

Your ideas could demonstrate your ability to think about a particular issue in depth through experimentation. This could be in the form of process working, such as sketchbooks or working drawings, concept ideas, and problem solving skills, as well as finished pieces. The portfolio guidelines vary according to the course you are interested in. Please refer to [aub.ac.uk/guidelines](http://aub.ac.uk/guidelines) for detailed advice.



# HOW TO APPLY AND YOUR APPLICATION

## PRE-DEGREE (DIPLOMA) COURSE APPLICATIONS

Course	Length of study	Application method	Entry requirements, interviews and portfolios
Foundation Diploma in Art and Design	One year  Courses commence September 2024	Please apply online at <a href="https://aub.ac.uk/apply-fd">aub.ac.uk/apply-fd</a> We recommend that you apply by 31 March for Foundation. We'll consider applications received after this date, but places may be limited.	Entry requirements can be found online at <a href="https://aub.ac.uk/foundation">aub.ac.uk/foundation</a>  Digital portfolios are required. The portfolio guidelines can be found online at <a href="https://aub.ac.uk/apply/portfolios">aub.ac.uk/apply/portfolios</a>
International Foundation Diploma (IFD) – January start	Six months	Applications should be made by 19 December, through our online application system <a href="https://aub.ac.uk/ifd">aub.ac.uk/ifd</a>	

## BA (HONS) DEGREE COURSE APPLICATIONS

Course	Length of study	Application method	Entry requirements, interviews and portfolios
BA (Hons) – Acting – Animation Production – Architecture (Part 1 ARB/RIBA) – Commercial Photography – Communication Design and Strategy* – Costume – Creative Direction* – Creative Technologies* – Creative Writing – Creative Writing (Online)* – Curation, Exhibition and Experience Design* – Dance – Design for Sustainable Futures* – Events Management – Fashion – Fashion Branding and Communication – Film Production – Fine Art – Games Art and Design* – Graphic Design	Three years  Courses commence September 2024  * length of course subject to optional placement year  – Interior Architecture and Design – Interior Architecture and Design for Health and Wellbeing* – Illustration – Make-up for Media and Performance – Modelmaking – Performance Design and film Costume – Photography – Textiles – Visual Communication – Visual Effects (VFX) for Film and Television	There are several routes that you can use to apply to one of our undergraduate courses depending on your circumstances.  If you're applying from the UK or Channel Islands, you'll need to apply to us through UCAS. If you're applying from the EU or overseas you need to apply through UCAS. There are also other options available, like applying directly or through an agent.  Before starting an application, you should also make sure you read through our portfolio guidelines, English Language requirements and entry requirements.  For more details visit <a href="https://aub.ac.uk/apply-ba">aub.ac.uk/apply-ba</a>	Entry requirements can be found online at <a href="https://aub.ac.uk/entry">aub.ac.uk/entry</a>  Applicants who meet our entry criteria may be invited to an interview when required or alternative options will be offered if the applicant is residing overseas.  For more guidance, visit <a href="https://aub.ac.uk/guidelines">aub.ac.uk/guidelines</a>

# HOW TO APPLY AND YOUR APPLICATION

## POSTGRADUATE/MA COURSE APPLICATIONS

Course	Length of study	Application method	Entry requirements, interviews and portfolios
<ul style="list-style-type: none"> <li>– MA Animation Production</li> <li>– MA Design and Innovation</li> <li>– MA Digital Fashion Innovation</li> <li>– MA Fine Art</li> <li>– MA Graphic Design</li> <li>– MA Historical Costume</li> <li>– MA Illustration</li> <li>– MA Painting</li> <li>– MA Photography</li> <li>– MRes Arts</li> <li>– MPhil/PhD</li> </ul>	<p>One year full-time</p> <p>Two years part-time</p> <p>Courses commence September 2024 and January 2025</p>	<p>Online at <a href="https://aub.ac.uk/apply-ma">aub.ac.uk/apply-ma</a></p> <p>Applications taken throughout the year – no set deadlines. However, there are deadlines to be considered for scholarships; please check our website for details.</p>	<p>Entry requirements can be found online at <a href="https://aub.ac.uk/apply-ma">aub.ac.uk/apply-ma</a></p> <p>Applicants who meet our entry criteria will be invited to interview. If applicants are residing overseas, alternative options will be offered.</p> <p>Guidelines can be found at <a href="https://aub.ac.uk/guidelines">aub.ac.uk/guidelines</a></p>
<ul style="list-style-type: none"> <li>– MA Film Practice</li> </ul>	<p>One year full-time</p> <p>Course commences September 2024</p>	As above	As above
<ul style="list-style-type: none"> <li>– Master of Architecture (Part 2 ARB/RIBA)</li> </ul>	<p>Two years full-time</p> <p>Course commences September 2024</p>	As above	As above

## POSTGRADUATE MPhil/PHD APPLICATION

### Postgraduate MPhil/ PhD applications

To apply for a postgraduate research degree, please contact the research office on [researchoffice@aub.ac.uk](mailto:researchoffice@aub.ac.uk)

## AUB ONLINE MA COURSES

### Postgraduate MPhil/ PhD applications

- MA Creative Writing
  - MA Film Practice
  - MA Graphic Design
  - MA Interior Design
  - MA Illustration
  - MA Landscape Architecture Studies
  - MA Photography
- [online.aub.ac.uk](https://online.aub.ac.uk)

## FDA COURSES

### Course

- FdA 3D Animation and Visualisation for Film and Games
- FdA Music and Sound Production

Applications should be made to Bournemouth and Poole College directly on **01202 205180** or [he@thecollege.co.uk](mailto:he@thecollege.co.uk)

## OTHER COURSES

### Study abroad course applications

Applications should be made direct using our online application form on our website [aub.ac.uk/studyabroad](https://aub.ac.uk/studyabroad)

### Short, Summer course and Saturday Art School applications

Bookings can be made online at our website [aub.ac.uk/short](https://aub.ac.uk/short)



# INTERNATIONAL

With 4,000 students enrolled from over 60 countries, our creative community thrives upon innovative thinking and global-minded individuals.

Our international students are an integral part of this, bringing with them a diverse mix of experience, cultures and ideas that helps shape the dynamic and exciting atmosphere of makers and creators here on campus.



I've been so incredibly happy with my course so far. My course tutors are so knowledgeable and supportive in every way possible. AUB not only helps in building your practical skills and artistry, but there is a focus on setting each student up for their future success. Studying in the UK has been such an amazing experience that I won't ever forget.

**KAYLA | USA**

BA (HONS) COSTUME AND PERFORMANCE DESIGN

## SUPPORT FOR YOU

If you're thinking of joining AUB and you currently live or study in a different country, you may have questions or need a little more guidance. To help you with this, we have a number of services and resources.

- Application and Portfolio advice, including 1:1 sessions with international academic staff
- Dedicated International team to answer questions and support where needed
- Online webinars and virtual talks on courses and life at AUB
- Pre-arrival advice and information
- Priority Accommodation within our AUB Halls of Residence
- Orientation events and new student support
- Mentoring sessions and student buddy scheme
- Graduate Route visa support and Careers advice including access to AUB& alumni platform
- Stay up-to-date with the latest AUB news and support for international students via our monthly newsletters

## SCHOLARSHIPS

Our scholarships are awarded to recognise and support creative individuals within the global student community. Our EU and International scholarships are awarded for every year of your course; you could receive between £2,000 – £15,000, giving you financial support throughout your time at AUB.

[aub.ac.uk/scholarships](http://aub.ac.uk/scholarships)

## VISAS AND IMMIGRATION

If you're coming to study in the UK and you don't hold a British passport, it's likely that you'll need to apply for a student visa. Find out whether you need a visa to study in the UK on our website. [aub.ac.uk/visa](http://aub.ac.uk/visa)

## ENTRY REQUIREMENTS AND ENGLISH LANGUAGE

Our academic entry requirements vary depending on what course you want to study. You can find our entry requirements on our website, including accepted qualifications by country. [aub.ac.uk/apply](http://aub.ac.uk/apply)

We offer a range of English Language support, both in preparation for and during your time at AUB. If you're unsure whether you need an English Language test to study with us or would like to know what test you need to take, take a look at our English Language requirements. [aub.ac.uk/english](http://aub.ac.uk/english)

## HOW TO APPLY

If you are looking to join our Foundation Diploma or International Foundation Diploma (IFD), you can apply to us directly.

# WIDENING ACCESS TO AUB

All those with the potential to benefit from higher education, no matter their background, deserve the opportunity to do so. At AUB, we're committed to making that happen.

We value our strong relationships with schools, colleges, and the community in delivering activity to widen access to opportunities in creative education and employment.

## OUTREACH ACTIVITIES

We provide an extensive programme of outreach activities with groups who are currently underrepresented in Higher Education.

This includes students living in neighbourhoods with historically low participation in Higher Education, those encountering barriers related to their socio-economic position, and those navigating a range of other challenges which have been linked with inequality of access to university.

### Being a Boy

Our award-winning project for pre-16 students provides fully funded places on workshops that explore the themes of masculinity and identity. The workshops explore the possible implications for boys' future health, happiness, and educational success.

### All Access AUB

Our flagship post-16 access programme is specifically designed to support entry to creative Higher Education. Students take part in a fully funded residential summer school to support them build a strong portfolio and are given extra consideration at the point of admission to AUB, including a reduced offer of up to two grades.

## FINANCIAL SUPPORT WE OFFER

To be eligible for support you must be in receipt of a full maintenance loan from Student Finance England, with a residual household income of £25,000 (verified annually). What you're entitled to receive will depend on your precise, individual circumstances.

### Travel costs to attend Offer Holder Days for AUB applicants

One-off award of up to £50 for travel costs to attend Offer Holder Days and university induction/transition events.

### Accommodation costs for first year students

Rent reduction of £1,000 if you're living in AUB accommodation.

### Travel costs for second year students

Payment of £200 to assist with travel costs associated with your studies.

### Support for students who are care experienced, are young adult carers or are estranged

A bursary of £2,000 per annum. This is not means-tested and is in addition to any other bursaries and benefits that you may be entitled to.

### Support for disabled students

If you're required to make a £200 contribution towards a laptop previously provided through DSA, AUB will pay this £200. In addition, we provide support for the cost of an Educational Psychologist. This is in addition to any other bursaries or benefits that you may be entitled to.

### Opportunities linked to graduate employment

We have an annual fund available for you to receive a one-off award of up to £300 for:

- Travel and accommodation costs for interviews, internships, and other opportunities
- Attendance fees for courses, conferences, or residential training events
- Smart clothing
- Application costs for further study
- Specialist equipment (not including laptops, computers, or books)
- Some costs associated with the course
- Other expenses related to engagement with opportunities in the creative industries

### Open Day Dates

Foundation and Undergraduate  
(on campus)

- 23 September 2023
- 7 October 2023
- 4 November 2023
- 2 December 2023

To find out more about our Open Days and book your place, visit

[aub.ac.uk/opendays](http://aub.ac.uk/opendays)

### Open Day Hub

We know that not everyone can make it to an Open Day, so we've created a 24/7 virtual hub that brings together all the information you need to know, whenever you need it. Register at

[aub.ac.uk/opendayhub](http://aub.ac.uk/opendayhub)

### Campus Tours

If you can't make an Open Day, pop along to one of our campus tours and explore our creative campus and its general facilities with one of our student ambassadors. To find out more and book your place visit [aub.ac.uk/opendays](http://aub.ac.uk/opendays)

### Find us

The University is situated two miles from the centre of Bournemouth, on the border between Bournemouth and Poole. For details on how to find us, visit

[aub.ac.uk/findus](http://aub.ac.uk/findus)

### Parking

Parking facilities on campus are very limited and only available to those who hold permits or visitors attending interviews, auditions and Offer Holder Days. Those visiting for Open Days and Campus Tours will receive detailed instructions and parking arrangements with their booking.

### AUB:360

Can't make it to our creative campus? No worries – we'll bring it to you.

Explore AUB:360 our new virtual campus tour at [360.aub.ac.uk](http://360.aub.ac.uk)

### Get in touch

If you're unable to attend an Open Day or Campus Tour, get in touch. We'd be delighted to hear from you:

UK Applicants  
+441202 363228 or +441202 363225  
[admissions@aub.ac.uk](mailto:admissions@aub.ac.uk)

International applicants (EU & Non EU)  
+44 1202 363233  
[international@aub.ac.uk](mailto:international@aub.ac.uk)

### Visit Us

We have Open Days and campus tours throughout the year that are open to individuals or groups.

Arts University Bournemouth  
Wallisdown, Poole,  
Dorset BH12 5HH

[aub.ac.uk](http://aub.ac.uk)  
[facebook.com/inspiredAUB](https://facebook.com/inspiredAUB)  
[twitter @inspiredAUB](https://twitter.com/inspiredAUB)  
[instagram @inspiredAUB](https://instagram.com/inspiredAUB)  
[#AUBMAKERS](https://www.instagram.com/inspiredAUB)





# AUB DIRECTORY

We've put together a little directory of AUB contacts and information to help you on your way. We do everything we can to make you feel welcome.

## Admissions

Including entry requirements, qualifications, interviews and applications:

**+44 1202 363225** or **363228**

**[admissions@aub.ac.uk](mailto:admissions@aub.ac.uk)**

## Student Services

For all queries regarding student support, funding and accommodation:

**+44 1202 363780**

**[studentadvice@aub.ac.uk](mailto:studentadvice@aub.ac.uk)**

**[aub.ac.uk/support](http://aub.ac.uk/support)**

## International

For all enquiries from overseas students:

**+44 1202 363233**

**[international@aub.ac.uk](mailto:international@aub.ac.uk)**

## How to apply

**[aub.ac.uk/apply](http://aub.ac.uk/apply)**

## Guidelines on portfolios and interviews

**[aub.ac.uk/guidelines](http://aub.ac.uk/guidelines)**

## Accommodation

**[aub.ac.uk/accommodation](http://aub.ac.uk/accommodation)**

## Fees and financial support

**[aub.ac.uk/fees](http://aub.ac.uk/fees)**

## Students' Union

**[aub.ac.uk/studentunion](http://aub.ac.uk/studentunion)**

## News and events

**[aub.ac.uk/news](http://aub.ac.uk/news)**

## Foundation courses

**[aub.ac.uk/foundation](http://aub.ac.uk/foundation)**

## Undergraduate courses

**[aub.ac.uk/ba](http://aub.ac.uk/ba)**

## Postgraduate Awards

**[aub.ac.uk/ma](http://aub.ac.uk/ma)**

## Research degrees

**[aub.ac.uk/res](http://aub.ac.uk/res)**

## Study Abroad

**[aub.ac.uk/studyabroad](http://aub.ac.uk/studyabroad)**

## Summer courses

**[aub.ac.uk/summer](http://aub.ac.uk/summer)**

## Evening and weekend courses

**[aub.ac.uk/shortcourses](http://aub.ac.uk/shortcourses)**

## Saturday Art School

**[aub.ac.uk/saturday](http://aub.ac.uk/saturday)**

## Open Days

**[aub.ac.uk/opendays](http://aub.ac.uk/opendays)**

## Widening access to AUB

**[wp@aub.ac.uk](mailto:wp@aub.ac.uk)**

**[aub.ac.uk/wp](http://aub.ac.uk/wp)**

## **Inspiring change**

A creative degree is about you, and the world we live in. It's about how you want the world to look, sound, feel, shock and inspire. It's about equipping you with the skills you need to get the job you want, so that you can thrive in today's world.

**since 1883**