THE HOME OF CREATIVE CONTENT

The School of Digital Arts is an interdisciplinary school at Manchester Metropolitan University – a £35m investment into the workspaces, networks, teaching and research that will drive the next generation of creative content.

It will house the latest technology, facilities and workshops to support your practice and study, including: digital innovation labs, immersive and wearable production tools and equipment, prototyping and user testing spaces alongside traditional creative tools such as audio visual production studios, presentation and edit suites, screening space, collaborative workspaces and a media gallery.

Find out more and get in touch:
schoolofdigitalarts.mmu.ac.uk
@SODAmcr
@schoolofdigitalarts
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SODA

A DIGITAL CITY

We're situated in the centre of the city of Manchester – one of the largest digital tech hubs outside of London. While studying with us you'll be embedded in an area that is widely recognised as a national and international media hub, home to MediaCity UK, the BBC and Granada, as well as a thriving creative and cultural scene.

We work closely with leading industry partners to ensure that you attain the industry-ready skills and technical abilities you'll need to gain experience, build a network and launch a career in the creative media, arts and digital tech industries.

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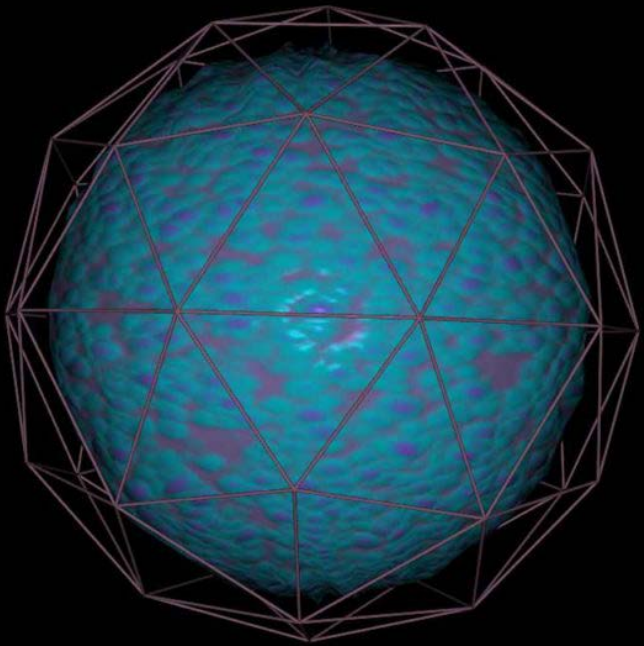

SCHOOL OF DIGITAL ARTS FOUNDATION YEAR

Our Foundation Year course can open up a range of potential creative possibilities. If you have the ambition and the ability to study with the School of Digital Arts, but don't yet have the required qualifications to study the honours degree of your choice, this programme can bridge the gap.

Whatever your creative ambitions, this course is flexible enough to offer a vital launch pad. So, whether you're looking to a future in developing games, designing websites, making films, producing special effects or working with music (to list just a few), this course can help you take the first steps towards making your mark in the creative and digital industries.

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Image: George Hustwick. Degree show work from BA (Hons) Filmmaking 2020

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BA (HONS) FUTURE MEDIA PRODUCTION

With the rapidly changing nature of social and digital media, content needs to be designed strategically, engagingly and at pace. Our BA (Hons) Future Media Production offers the skills and understanding to work at the forefront of the creative and digital sectors. It's a course that will equip you with the tools to design, create, manipulate and deliver engaging digital media content for a wide range of audiences.

The course brings together key aspects of contemporary professional media practice, learning beyond the narrow confines of any single discipline.

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Image: Oliver Nuttall. Degree show work from BA (Hons) Filmmaking 2020

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BA (HONS) ANIMATION

With a toolkit that mixes the creative and the technical, an animator does all this and more. Whether working in the artistic or commercial worlds, animators produce the moving images for anything from film and broadcast media to digital platforms and video games.

Our BA (Hons) Animation course brings together key aspects of contemporary professional animation practice to help you prepare for an exciting range of careers, from animation to concept art to games development.

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Image: Still from *Luz* directed by Maria Samaniego and created by Sasha Gallagher, Remi Rabillat, Ollie Jones, Tristan Pike and Robert Lamellent. BA (Hons) Animation, 2019

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KIND

BA (HONS) FILMMAKING

BA (Hons) Filmmaking is a practice-based course giving you the creative freedom to develop your voice through the dynamic language of film.

Our learning environment incorporates a mix of digital art and film school philosophies, empowering you to express your ideas and stories through narrative fiction, documentary, artists' moving image and new media. You will specialise in original ideas from unique perspectives, with the potential for your work to be screened in international venues.

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Image: Joe Croft, *Hope*. BA (Hons) Filmmaking, 2020

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BA (HONS) GAMES ART

Creating art for games is both specialised and rewarding – a mix of technical know-how and creative thinking that can make a huge impact on the look, feel and experience of any computer game. A game artist can create entire living and breathing virtual worlds, dynamic animated characters and beautiful atmospheric effects in one of the most challenging and exciting roles in the creative industry.

Our BA (Hons) Games Art course offers this mix, with core skills and vital understanding that will equip you for your future career in the games industry.

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Image: Ivona Ivanova. Degree show work from BA (Hons) Animation 2020

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BSC (HONS) GAMES DESIGN

Games design offers a route into a form of entertainment that's not only one of the world's most popular but is also constantly evolving, innovating and redefining its own boundaries. The games industry is an exciting place to be and our BSc (Hons) Games Design course can offer your route into it.

Throughout the course, you'll find an activity-led approach focused on the practical processes of making games. So, with our support you'll build up a strong portfolio of games and game-like artefacts.

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Image: Diana Kasavetova, *Broken Sword*. Degree show work from BA (Hons) Animation 2020

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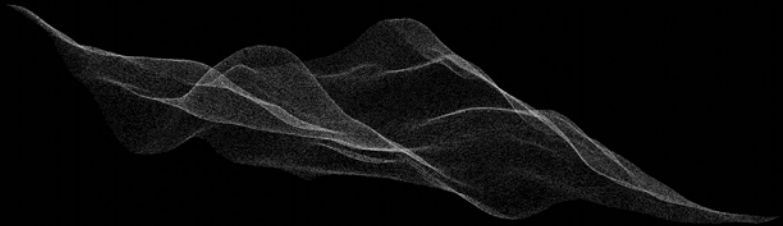

BA (HONS) MUSIC AND SOUND DESIGN

Music and sound design is a field that mixes the artistic and the technical to produce the vital ingredient for a range of media. On the one hand, it's a discipline of creative composition and emotional interpretation. On the other, it's about harnessing the latest technology and studio techniques to produce compelling music and sound content. Our course offers the chance to learn both sides, letting you explore your creative passions while equipping you for a career in the fast-paced digital arts and media sector.

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Image: Ben Heyes, Body & Land. Degree show work from BA (Hons) Photography 2020

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BA (HONS) PHOTOGRAPHY

Photography offers an exciting range of career paths and specialisms and this course provides the perfect starting point for them.

You will have the opportunity to discover and push the boundaries of current practices and approaches. You'll discover how photography can be used to tell powerful stories and communicate your personal interests within cultural and industry contexts. You will also have an opportunity to explore a wide range of different subject areas such as fashion, documentary, editorial and commercial photography. Throughout the course you will have the chance to experiment in a purpose-built studio, darkroom and digital facilities.

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Image: Louise Colebourn, *Mask*. Degree show work from BA (Hons) Photography 2020.

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BSC (HONS) WEB AND USER EXPERIENCE DESIGN

Whatever the purpose and whoever the user, web design marries the technical with the creative. The pioneers and leaders in this industry over the past 20 years have been both talented developers and left-field thinkers – a combination of creativity and code that has helped shape the modern digital experience.

With an innovative curriculum that ignores the narrow limits of aany one discipline, on this course you'll have ample opportunity for collaborating with fellow SODA students – whether they're studying games, photography, animation or sound design (to name a few).

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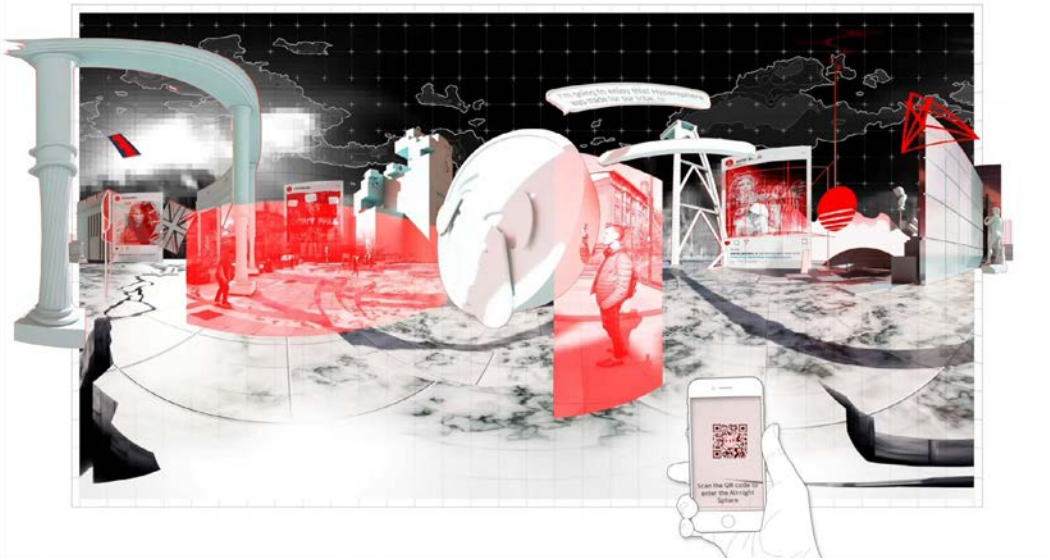
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DIGITAL USER EXPERIENCE PROFESSIONAL DEGREE APPRENTICESHIP

Developed with leading employers and industry groups, the Digital User Experience (UX) Degree Apprenticeship builds essential skills.

The apprenticeship is an innovative blend of higher education and work-based learning. It will develop you into a confident Digital UX Professional so you can work in a range of businesses, from creative and tech to manufacturing or finance. You could work as a User Interface Designer, a UX or User Researcher, an Interaction Designer or a UX Product Manager.

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Image: Joseph Stancer, *The Medium 2.0*. Degree show work from MArch Architecture 2019

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