

# Creative Technologies Postgraduate & Professional Courses



Anastasios Pantazis - In Focus

**INNOVATION NORTH**  
FACULTY OF INFORMATION & TECHNOLOGY

# POSTGRADUATE & PROFESSIONAL COURSES

## CREATIVE CONNECTIONS

### MODE OF DELIVERY

FLEXIBLE FULL-TIME AND PART-TIME

**Length of Study:**

Variable – 1-2 years

**Start Date:** Typically February / September

**Place of Study:** Headingley Campus

Some courses will be delivered in Old Broadcasting House, Civic Quarter

### COURSE INTRODUCTION

Our programme of postgraduate and professional courses offers a diverse range of subjects within the games design, digital, video and special effects, animation technology, music, sound and performance technologies areas. With a flexible approach to learning, you will choose modules from our scheme of exciting study areas, building a course tailored to your own specific requirements. It may be possible to study just one module to gain, or update, specific skills. Alternatively, study a variety of modules to gain higher qualifications – from a Postgraduate Certificate to a

Masters Degree. This flexibility allows you to build credits towards a postgraduate award at the level of your choosing and to suit your lifestyle.

### TUITION STYLE

You will study in an informal, friendly and supportive environment with enthusiastic subject experts. Typical sessions are small seminar groups followed by hands-on activities. Our modules are supported by on-line information as an added support to your studies.

### STUDENT SUPPORT NETWORKS

Informal collaborative networks have been established by our students, who encourage and support each other whilst working on projects in and outside the University. They also arrange social events which often include past students who wish to stay in touch with the course. This brings real employment expertise and experience to support current students.

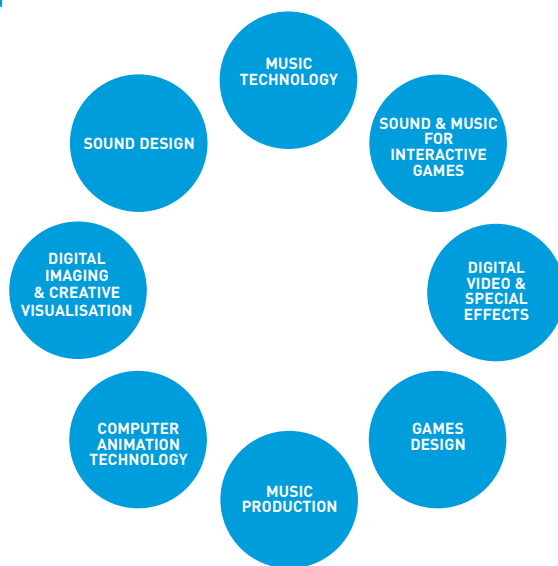


## COURSE STRUCTURE

The awards in the creative technology area have 3 types of modules: Technical Preparation, Integrated Group Working & Contextual, and a Major Individual Project.

We have put together popular themes of Technical Preparation Modules under the areas of:

- Sound Design
- Computer Animation Technology
- Music Technology
- Sound & Music for Interactive Games
- Digital Video & Special Effects
- Digital Imaging & Creative Visualisation
- Music Production
- Games Design

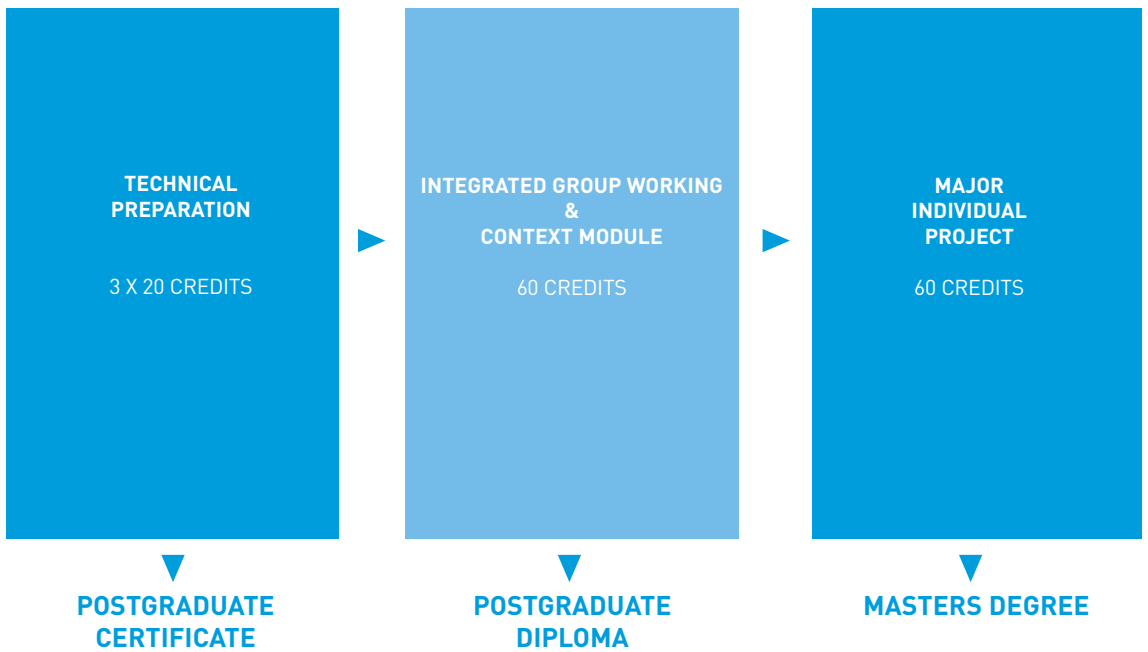


Warren Goff - Face Shadow

## ASSESSMENTS

Assessments on these courses have a “real-world” feel to them as they have no written examination papers! Your final individual project is assessed at a professionally-orientated show that attracts those practising in industry. To reduce your load, practical assessments are carried out synoptically across modules. If you already have skills, which you would like to claim credit for, we can help you do this. Additionally, we encourage you to investigate areas that are of particular interest to yourself, so for example if you are currently working in an appropriate environment it may be possible to use your creative work for academic credit.

## MODULE STRUCTURE



TITLES	CORE TECHNICAL MODULES			CREATIVE CONTEXT MODULE	INTEGRATED GROUP PROJECT + MAJOR INDIVIDUAL PROJECT
MUSIC TECHNOLOGY	CREATIVE SOUND DESIGN	LIVE PERFORMANCE TECHNOLOGY	MUSIC & AUDIO APPLICATIONS		
SOUND & MUSIC FOR INTERACTIVE GAMES	CREATIVE SOUND DESIGN	SOUND MUSIC & IMAGE	SOUND & MUSIC FOR INTERACTIVITY		
SOUND DESIGN	CREATIVE SOUND DESIGN	SOUND MUSIC & IMAGE	STUDIO & LOCATION SOUND		
MUSIC PRODUCTION (MA/MSc)	CREATIVE SOUND DESIGN	SOUND MUSIC & IMAGE	CREATIVE MUSIC PRODUCTION		
DIGITAL VIDEO & SPECIAL EFFECTS	SOUND MUSIC & IMAGE	3D GRAPHICS	MOVING IMAGE, POST PRODUCTION & SPECIAL EFFECTS		
DIGITAL IMAGING & CREATIVE VISUALISATION	3D GRAPHICS	INTERACTIVE ENVIRONMENTS	DIGITAL IMAGING		
GAMES DESIGN	3D GRAPHICS	INTERACTIVE ENVIRONMENTS	GAME PLAY		
COMPUTER ANIMATION TECHNOLOGY	3D GRAPHICS	MOVING IMAGE, POST PRODUCTION & SPECIAL EFFECTS	2D ANIMATION		
CREATIVE TECHNOLOGY	CHOICE FROM ABOVE	CHOICE FROM ABOVE	CHOICE FROM ABOVE		

Please note that your choice of modules may be restricted to the scheme timetable and requirements.

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## ENTRY REQUIREMENTS

Applicants should possess an honours degree, a professional qualification or have significant work experience, within a creative/media/art-based/music subject area with evidence of a substantial technological content.

International applicants must be able to demonstrate sufficient command of the English language in terms of reading, writing, listening and speaking to satisfactorily complete the programme of study. You may be required to provide evidence of your proficiency.

The current requirement is a minimum of IELTS (International English Language Testing System) 6.0, with no skill below 5.0; or equivalent.

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## PART-TIME STUDENTS WELCOME

We have an excellent record of supporting part-time students who may have chosen just to do individual modules, certificates or diplomas at their own pace of study. So if you wish to study with us and do not want to take a full award at this time still come and discuss how we can adapt the course to your needs.



Frank Verhulst - Lady In Red

## CAREER PROSPECTS

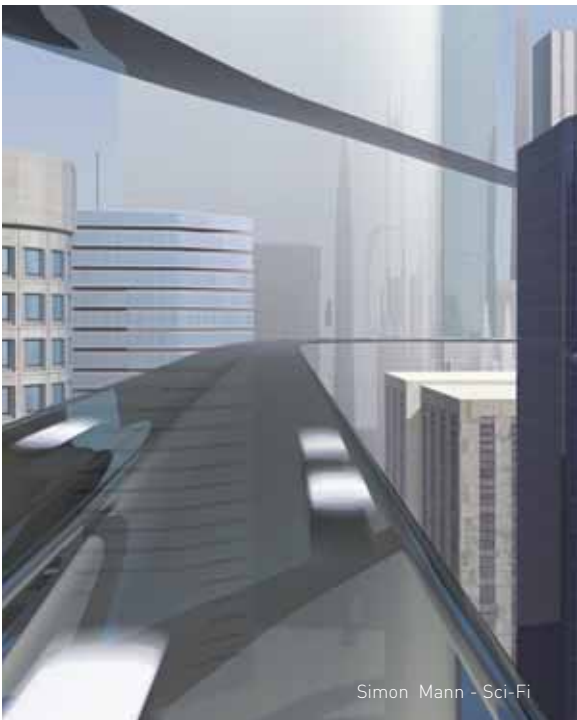
Successful completion of a programme of study tailored to your own requirements can lead to a career in the following creative industries: audio, multimedia, music & music production, digital animation, video, games, interactive & entertainment technology, web design, DVD production, film, television and radio.

Students do progress to do research within the creative and music technology areas for a PhD award.

## RELATED AREAS

For a full list of postgraduate and professional awards visit our website:

[www.leedsmet.ac.uk/inn/postgraduate\\_study.htm](http://www.leedsmet.ac.uk/inn/postgraduate_study.htm)



Simon Mann - Sci-Fi



Tony Partington - 3D render

## FACILITIES

The highly acclaimed recording studios and blue-screen room are just some of the professional equipment at your disposal on these courses. We have recently upgraded our Vicon motion capture system which enables our students to capture some advanced character movements for animation. Only a few universities in the UK have such an advanced system so it is a great opportunity to work with the same technology that is being used by the leading companies in the entertainment industry. We welcome visitors at most times of the year, so if you wish to come and look around please do not hesitate to get in touch and book a tour.



**RANA GANGARI**

MSc DIGITAL IMAGING

Rana Gangari completed a BSc (Hons) in Multimedia Technology and an MSc in Digital Imaging at Innovation North winning Student of the Year awards for both degrees. The Masters' End of Year Show provided an opportunity to showcase her work to her current employer, Joy Kumar Director of the Student-Centred Change Management Team within the university.

"I am thrilled to be using my skills to support the university in my current role as Virtual Tour Project Administrator. My work includes building a tour using creative technologies that capture the culture of celebration and student experience at Leeds Met."



Rana Gangari - The Car Journey: a Jook Box Experience



## MICHAEL WARD

MSc MUSIC TECHNOLOGY

"The MSc in Music Technology allowed me to extend experience gained from the IT industry in innovative and creative directions. With the programme's flexible approach, the freedom to investigate those areas I found most interesting was encouraged and after graduating led me to apply for a PhD Studentship. After being awarded a studentship, I am now undertaking a PhD researching the area of machine musicianship and investigating the possibilities for machine musical performance within the live environment."



Michael Ward - Danger Spikes

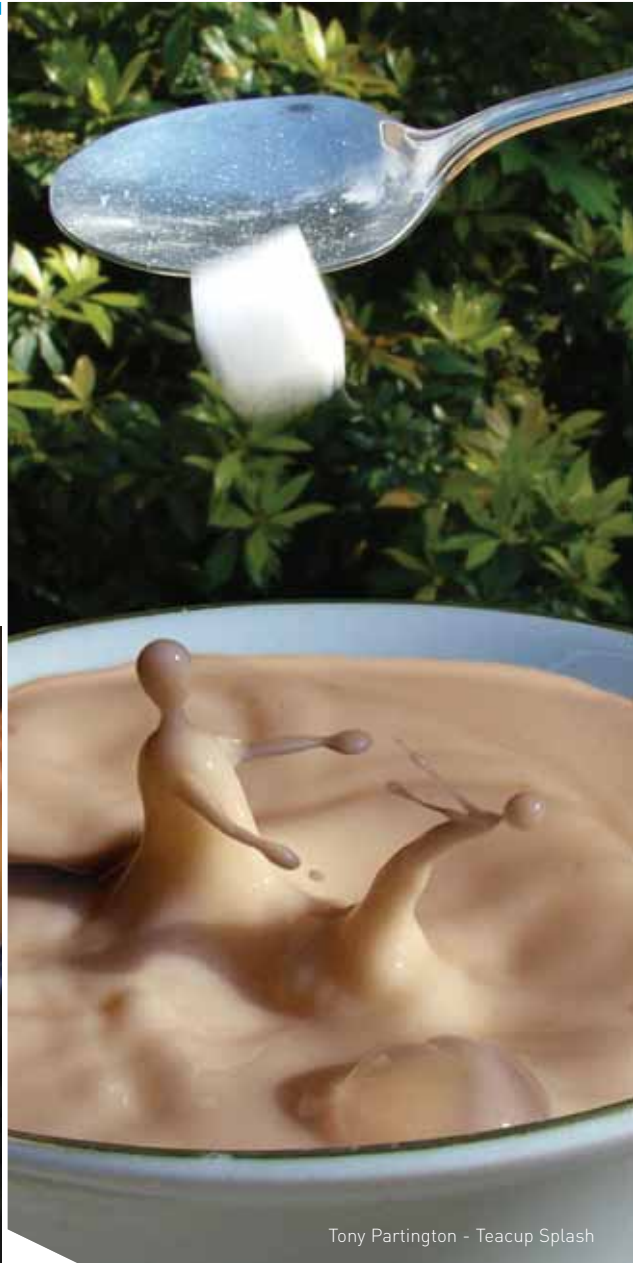
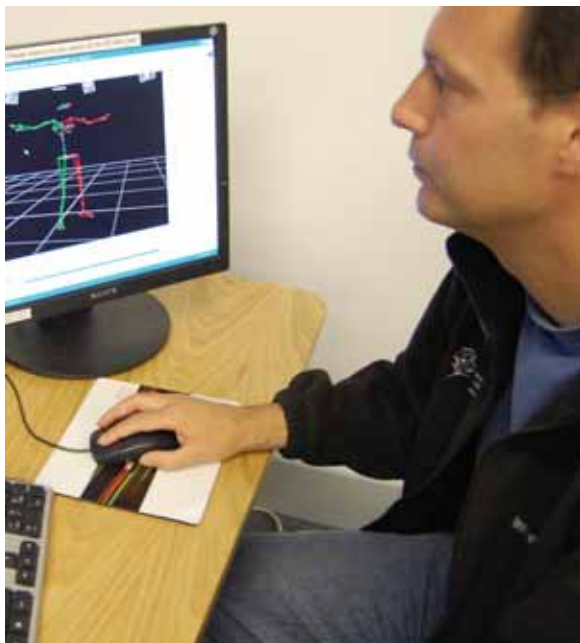


**TONY PARTINGTON**

MSc CREATIVE TECHNOLOGY

"As a member of the Innovation North technical team I usually spend most of my time supporting and troubleshooting the software and systems used within the faculty. Attending the MSc course has given me the chance to actually use the wide range of facilities for creative purposes, as well as improving my support skills. I am particularly interested in using the newly upgraded Vicon Motion Capture equipment to capture some advanced character movements for use in my animation work."

Working and studying at Leeds Met has given Tony the opportunity to develop his skills in digital photography and music which he already had a keen personal interest in. His advanced knowledge means that he also spends some of his time teaching within the creative technology area.



Tony Partington - Teacup Splash

## **CONTACT DETAILS**

For more information:

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[www.leedsmet.ac.uk/inn](http://www.leedsmet.ac.uk/inn)