

Computing, Digital and IT

Creative Digital Media Production Higher National Certificate (HNC)

In Brief

Start Date / Duration

The course will begin in September 2024 and will last for one academic year. A typical timetable involves 11 hours of lessons a week across three days.

Entry Requirements

64 UCAS points from either:

- A minimum of two A Levels
- A T Level in a related subject
- 60 Access to HE credits (of which a minimum of 45 must be at Level 3) in a related subject

You will also need GCSE English and Maths at grade C/4 or above

You will achieve

HNC in Creative Digital Media Production.

Course Overview

This is a contemporary, cutting-edge programme which will enable you to follow a career in various job roles within games development, photography and film.

The broad range of modules offered by this programme allows you to develop professional, practical and transferable skills which will enhance future employment opportunities.

Our course revolves around an everchanging industry of profession practice and techniques alongside ever-changing technology and computer advancements in both film and games design. We use up to date equipment and software, reflecting use within industry, and have a hand on practical approach to the course. Our connections with clients across Barnsley allow us to sync our units with client briefs and needs to implement real work practice of what we learn in the classroom.

Using Canon branded filming equipment and Rhode digital audio recording equipment we have the full set up for filming on the go and can be ready for different environments of filming. Portable lighting equipment, photography and TV studios along side audio recording studios and creative spaces. Running the latest Adobe Creative Cloud software for all editing needs in film and

audio.

For games, we have both Unity and Unreal engine on a range of different level machines designed specifically for level design, modelling and games testing and creation. High refresh rate monitors and gaming industry peripherals to complete the set when designing your work.

Course Content

The course offers two pathways: Film, and Games Development.

You will study a range of units on each pathway as listed below:

Mandatory units:

- **Unit 1 – Individual project core unit**
 - Set by Pearson this is an individual project based on your chosen pathway of either games or film, you will create a product in your area for this unit.
- **Unit 2 – Creative Media Industry core unit**
 - This unit involves researching and presenting your findings on the creative media industry focusing on your chosen pathway.
- **Unit 3 – Professional Practice core unit**
 - You will create research document for this project studying a specialist job within your chosen sector of the industry.

Film Pathway

- **Unit 7 – Film Practice (Film Pathway)**
 - You will create a short film in this unit and you will submit a portfolio of evidence upon completion of the unit.
- **Unit 8 – Film Studies (Film Pathway)**
 - You will analyse and study a selection of chosen films and present your research conducted on the history of cinema and film.
- **Unit 9 – Light and Sound (Film Pathway)**
 - You will learn in a practical environment for this unit and create a portfolio of evidence of how to handle, set up and use lighting equipment from industry for both film and TV settings.
- **Unit 26 – Editing (Film Pathway)**
 - This will be portfolio and presentation poster surrounding your ability to learn and conduct industry standard editing methods and techniques.
- **Unit 77 – Cinematography (Film Pathway)**
 - You will create a series of short clips and footage to evidence your skills in framing, composition and mise-en-scène within cinema, replicating various directors' techniques and establishing your own style through practice.

Game Development Pathway

- **Unit 20 – 3D modelling (Games Pathway)**
 - Using software such as MAYA, Blender and 3Dsmax you will create a portfolio of work in 3D designs and models.
- **Unit 21 – Games Development Practice (Games Pathway)**
 - Creating a project within this unit based around an idea and presenting and pitching your proposal, development stages of the project and product and evaluation.

- **Unit 22 – Games in context (Games Pathway)**

- This is a history report on the games industry and an analysis into a selection of games and how they came to be.

- **Unit 23 – Games design (Games Pathway)**

- This unit is linked directly with unit 21 creating a gaming product.

- **Unit 30 – Animation (Games Pathway)**

- This will be a portfolio of short video clips showcasing the ability to animate models in a 3D environment.

How will I be assessed?

Core knowledge and understanding is acquired via lectures, seminars, workshops, group work, computer assisted learning, case studies, video and other multi-media presentations.

You will be taught through lectures, practical sessions and independent learning. We foster a culture of independent learning and decision making that will develop your problem solving and analytical skills.

You will complete project-based assessments which will combine several units to give you an employment-based assessment. The teaching will reflect the project approach and will include aspects of teamworking.

What Equipment Will I Need?

All equipment will be provided.

Where will I study?

SciTech Digital Innovation Centre
Falcon Street
Barnsley
S70 2EY

What can I do next?

You can progress to our HND in Creative Digital Media Production [<https://www.barnsley.ac.uk/course/creative-digital-media-production-higher-national-diploma-hnd/>]. You could also move on to another Higher Education course or employment in a relevant area.

How much does the course cost?

This course costs £5,995. You can apply for a student loan to cover the cost of this course.

Financial support

You may be eligible for assistance with expenses such as travel, books, equipment and childcare. For further information please contact the Student Services Team on +44 (0)1226 216 267.

Extra information

Disability and Dyslexia Service (DDS) Higher Education

We offer a service to any student who has a diagnosis of anything persistent or long-term which might interfere with how they study and manage their day-to-day academic engagement. The service is flexible and shaped around the needs of each individual; it might be consistent support or intermittent support.

For further information please refer to our website. [<https://www.barnsley.ac.uk/higher-education/dds-at-higher-education/>]

HE Student Finance

As a Higher Education student living in England you may be eligible for the non-means tested Tuition Fee Loan from the Government. For further details go to: www.direct.gov.uk/studentfinance [<http://www.direct.gov.uk/studentfinance>]

You may also be eligible for a Maintenance Loan. See the Government website [<https://www.gov.uk/student-finance>] for up-to-date details.

Students with children or dependant adults may qualify for a Childcare Grant or Adult Dependents' Grant. Students can apply for these at the same time as applying for a Maintenance Loan.

Remember: Eligible students will not have to pay tuition fees in advance and can apply for the Maintenance Loan before they start the course.

Apply online at www.direct.gov.uk/studentfinance [<http://www.direct.gov.uk/studentfinance>]

Full Fee Payable

If the course is listed as full fee payable, you will have to pay for the course.

Contact the Information Unit

For further information please contact our friendly Information Team on +44 (0)1226 216 123 or email info@barnsley.ac.uk [<mailto:info@barnsley.ac.uk>]

Additional Learning Support

Our Additional Learning Support team can provide you with the support you need. Please contact them on +44 (0)1226 216 769.

Disclaimer

Please note we reserve the right to change details without notice. We apologise for any inconvenience this may cause.

Last updated: 17th November 2023

Want to apply?

Visit <https://www.barnsley.ac.uk/apply> to get started

Call us on **01226 216 123**