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A PROPOSITION FOR YOUR FUTURE

As the creative media industry continues to grow, governments all over the world recognise the importance of this sector. It boosts the economy, creates jobs and fuels cultural development.

The way we communicate and consume media is changing and demand for media rich content continues to rise as our lives become more digital.

Consider for a moment how you use the internet and the numerous smart devices available. Now consider who created the app or website you are using, the latest internet purchase you made and the tools that allowed you to make that informed choice, the music you listen to or the video or animation you just shared on Facebook. Perhaps an artist or brand you follow released some exclusive material.

It’s a fast paced and exciting industry and needs a special type of person; Creative, knowledgeable, fearless, dedicated and in particular, technologically able. These are key attributes that are both sought after by employers and found in those that have the added spark of entrepreneurial initiative.

SAE Institute has been a creative media educator for over 35 years, which is why our proposition to you to be a part of our educational experience, is a proposition to give you the best opportunity at reaching your aspirations.

We know that hands-on practice on a wide variety of industry standard equipment together with a focused, structured and supported training methodology in the unique environment that only an SAE Institute campus can offer will enable you to graduate with the confidence and portfolio to begin your career in the creative industries.

"I hear and I forget. I see and I remember. I do and I understand." — Confucius
The Programmes

SAE Institute was founded in 1976 in Sydney, Australia offering further education courses in audio engineering. SAE Institute has since grown to become the world’s largest practical creative media educator with 54 campuses in 26 countries and an expanded course portfolio in creative media technologies with a strong tradition of practical application and industry recognition.

SAE Institute is accredited by Middlesex University, London UK. Students enrolled in a validated programme will receive a Middlesex award on successful completion of their studies. All CertHE, DipHE and BA/BSc (Hons) programmes are validated by Middlesex University.

The Programmes

Our approach to creative media education recognises the importance of the practical and technological ability of our graduates together with the need to be familiar with the high-octane nature of the creative industries. This is reflected by our programmes not following the traditional academic year, in essence we don’t have the long holidays. It allows a 3 year degree to be completed in 2 years with a focus on practical skills that enables our graduates to have the familiarity, drive, confidence and ‘can do’ attitude that sets them apart.

BA or BSc (Hons)

The games programming degree results in a BSc (Hons), whilst all other degree programmes result in either a BA (Hons) or BSc (Hons). The award is determined by the nature of the final project which is the final module on the programme. This ensures that our students all get the same level of creative practical training while developing their unique approach and path reflected by the project they produce.

Diploma of Higher Education

SAE Institute offers 2 year degree programmes which have an exit point after 16 months. Upon successful completion of this 16 month programme, students are awarded a Diploma of Higher Education which earns 240 credit points.

The Diploma of Higher Education is also an approved entry point, so students can choose to enrol on just the 16 month programme. On completing the DipHE programme students may study towards a BA/BSc (Hons) in their chosen field by completing the final 8 months of the 2 year programme.

The Diploma of Higher Education is particularly suited for media graduates who are seeking to learn the practical skills they need to compliment their existing qualifications.

Masters / Online study

Postgraduate study is also available through our online education service, SAEOnline.

The MA/MSc in Professional Practice (Creative Media Industries) is a work-based learning programme designed to provide flexible opportunities for continued development and high-level academic recognition in the Creative Media Sector.

There are two distinct pathways offered which provide the opportunity for both graduates and industry professionals who while not holding an academic qualification have sufficient professional experience to obtain access to this programme.

Short Courses

SAE Institute run short courses for both leisure and professional development. These courses are SAE Institute awards and do not form part of the programmes validated by Middlesex University.

Quality Assurance

SAE Institute have undergone a review for educational oversight by the Quality Assurance Agency for Higher Education (QAA) and have received its final report, which is available in full at: http://www.qaa.ac.uk/InstitutionReports/Pages/SAE-Institute.aspx
Whether you want to work in a music production studio, in post production for film or TV, live sound, radio broadcasting, sound and plugin design, game sound or in one of the many different areas of the music business, the Audio Production degree programme supplies you with the practical skills and theoretical knowledge required for a successful career.

Our commitment to quality and our emphasis on hands-on education guarantees you will receive vast access to our world-class audio facilities and equipment and you will be provided with extensive opportunities to advance your skills to a professional level, developing a competitive edge as you complete your studies.

SAE’s hands-on ethos ensures students are given individual studio time supported by one to one supervision. This enables you to bring the theory and practice together with your creativity in a variety of settings, from studio recording and mixing on large format consoles, to sound design and editing using industry standard applications and equipment.

---

*The access to studios, the lectures, the one-to-one tutors, it all came together, I just had to make the most of this opportunity. I haven’t stopped working since.*

Guy Katsav
Audio Engineer, Producer, Artist
K1 Studios
Soho Recording Studios
Entry Requirements

• Minimum age 18, and
• A minimum of 160 UCAS tariff points, and
• GCSE Maths and English Language at grade C or above, or
• For applications from mature students (aged 21 and above), we also consider work and life experience. In such cases, SAE Institute requires applicants to provide satisfactory evidence of their ability to successfully complete the programme.

As a creative media higher education provider, SAE Institute is always looking for people who are excited about the creative media industries and therefore welcomes applicants without formal qualifications. In such cases, we will interview the student and may look at a portfolio of their work.

For international equivalency of UK qualifications, please contact our admissions team.

Additionally, students whose first language is not English will need a qualification that demonstrates competence in English. Further details on this can be found in our international students section on page 29.

CAREER OPTIONS

Music Producer  Jingle Producer  Sound Designer
Studio Engineer  Recording Engineer  Mixdown Engineer
Mastering Engineer  Post Production Engineer
Pro Tools Operator  FOH Engineer  Monitor Engineer
Theatre Sound  Supervising Sound Editor
Radio Producer  Location Recordist  Sound Mixer
Foley Artist  Boom Operator  Audio Branding  Sound Artist

INDUSTRY SECTOR

Music Production  Sound for moving image (TV, Film, Web)
Application of Sound in Business  Advertising
Corporate Sound  Events & Conferences
Sound for Games  Artist Exhibition

BA/BSc (Hons) AUDIO PRODUCTION
*validated by Middlesex University, London

Duration  24 MONTHS

Course Start  WINTER 2013 (London Campus Only)
               SPRING 2013
               AUTUMN 2013

LONDON  OXFORD  LIVERPOOL  *GLASGOW

UK & EU Students
Tuition Fee per year  £9000  £9000  £8000  £6000

Non EU Students
Tuition Fee per year  £11000  £11000  -  -

Students eligible for tuition fee loans should note that funding is capped at £6000 per year for private providers. Please consult the Tuition Fees and Payment Plans booklet for details.

*Please note that the SAE Institute Glasgow campus does not offer the laptop package as part of the course fees.
The aim of the first module is to enable students develop a strong theoretical foundation with concepts that will be further explored throughout the programme. This introduction to the Audio Production programme should be viewed as a foundation for future production-related activities where students start their training on the operation of the audio devices that will be used in a variety of production and post-production environments.

Subjects include: Sound theory, decibels; EQ, signal processing, signal flow and consoles, electronics, microphones techniques, loudspeakers, and introduction to digital audio.

This module presents students with opportunities to apply their theoretical knowledge, acquired in the 401 module, within a variety of production environments. During this module students are expected to complete a sound production adhering to a brief, while being creative through the use of sound editing and signal processing. Subjects include: Medium-format consoles, Digital Audio Workstations (DAWs), production techniques, music theory, synthesis, MIDI and sampling, acoustics and advanced digital audio.

During this module students are exposed to advanced concepts and techniques relating to production and post-production for film and music projects. Students are also exposed to wider industry aspects and learn various analytical forms, as well as studying live sound engineering principles and techniques. Subjects include: Advanced music production techniques, mixing / automation, sound for film, digital media and communication, control surfaces, post production and multichannel audio, live sound and academic writing.

This module aims to position the discipline specific knowledge and skills acquired during the first three modules of the programme within a wider industry, business and cultural context. The structure and operations of the culture industries are examined together with the meanings produced in the interplay between culture, cultural products and the consumer. The resulting implications for the pitching of creative media ideas and the marketing of creative media products are also considered. Students take their existing skills and adapt them for a range of markets, cultures and platforms, requiring students to understand other cultures and assimilate other disciplines into their practice.

Designed to develop audio-specific knowledge and skills to more sophisticated conceptual and technical levels through the realisation and evaluation of advanced audio applications, students will be introduced to recording sound on location (film sound and music) and learn how to programme synthesisers, effects and virtual instruments using Pure Data. Additionally, students will be given an in-depth insight into music history and will learn how to apply this knowledge in an electroacoustic composition. Lastly, students will learn about the music industry and discuss topics such as management, physical and digital distribution and publishing.
**Major Project (BA)**

This module is the culmination of the degree programme, enabling students to demonstrate the full range of their technical, creative and academic skills. The major project is self-generated and may take one of many different forms. The project is intended to demonstrate a range of advanced skills in accordance with the requirements of a substantial Bachelor of Arts project.

Through successful completion the student will also exhibit their capacity to conduct independent research and manage a large-scale venture.

**Major Project (BSc)**

This module is the culmination of the degree programme, enabling students to demonstrate the full range of their technical, creative and academic skills. The major project is self-generated and may take one of many different forms. The project is intended to demonstrate a range of advanced skills in accordance with the requirements of a substantial Bachelor of Science project.

Through successful completion the student will also exhibit their capacity to conduct independent research and manage a large-scale venture.
The digital film making degree explores the creative and technical aspects of digital film making within a variety of settings. With an emphasis on hands-on training, you will have access to industry standard digital cameras and film production equipment and individual tutorial support. You will develop the essential skills and theoretical knowledge utilised in digital film production working across a range of independent and collaborative projects.

The programme enables you to explore your own creative ideas from script development and pre-production, through to the set where you will be in charge of your very own productions.

This programme is designed to develop the next generation of filmmakers with graduates attaining the essential skills and knowledge to craft a range of fictional and factual content with a high technical skill and creative ability.

“
It has given me a thorough understanding of film and new media production. The hands on aspect of the course was the biggest attraction for me.

Djonny Chen
Award Winning Director and Cinematographer
Entry Requirements

- Minimum age 18, and
- A minimum of 160 UCAS tariff points, and
- GCSE Maths and English Language at grade C or above, or
- For applications from mature students (aged 21 and above), we also consider work and life experience. In such cases, SAE Institute requires applicants to provide satisfactory evidence of their ability to successfully complete the programme.

As a creative media higher education provider, SAE Institute is always looking for people who are excited about the creative media industries and therefore welcomes applicants without formal qualifications. In such cases, we will interview the student and may look at a portfolio of their work.

For international equivalency of UK qualifications, please contact our admissions team.

Additionally, students whose first language is not English will need a qualification that demonstrates competence in English. Further details on this can be found in our international students section on page 29.

BA/BSc (Hons) DIGITAL FILM MAKING
*validated by Middlesex University, London

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<td>Non EU Students Tuition Fee per year</td>
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Students eligible for tuition fee loans should note that funding is capped at £6000 per year for private providers. Please consult the Tuition Fees and Payment Plans booklet for details.

*CPlease note that the SAE Institute Glasgow campus does not offer the laptop package as part of the course fees.
401 ................................................................
This module introduces students to the technical aspects of digital filmmaking. Students examine the functions of various roles in production and gain practical experience in use of camera and lighting equipment, and learn basic editing techniques and principles. Students are also introduced to basic visual and narrative concepts learning film language and analysis. Subjects include: Project management and pre-production, crew roles, production design, cinematography and non-linear editing techniques and film history and analysis.

402 ................................................................
This module focuses on the creative application of the skills and techniques learned in the 401 module. The key ‘above the line’ roles of writer, producer and director are explored and the art of storytelling is developed further through an applied examination of various methods and techniques that are commonly utilised. Concept workshop and scriptwriting begin this creative journey, along with an understanding of directorial styles and working with actors. Using television commercials as a reference, students are introduced to the expectations of a professional industry, and the high quality that is achievable through structured pre-production and hard work. Subjects include: Scriptwriting, producing, directing, advanced storyboarding, cinematography and further post-production skills and techniques including motion graphics and compositing.

501 ................................................................
This module builds upon the creative storytelling and technical skills that have been developed over the previous modules and challenges students to work through more advanced planning practices in production and post-production workflows. Students will apply their knowledge and skills creatively in the production of a high-end music video as well as undertaking the pre-production for a short narrative film to be produced in the 502 module. Subjects include: Scriptwriting, producing, directing, editing, audio post production, visual effects (VFX), integration of 3D elements and shooting for VFX.

502 ................................................................
This module aims to position the discipline specific knowledge and skills acquired during the first three modules of the programme within a wider industry, business and cultural context. The structure and operations of the culture industries are examined together with the meanings produced in the interplay between culture, cultural products and the consumer. The resulting implications for the pitching of creative media ideas and the marketing of creative media products are also considered. Students take their existing skills and adapt them for a range of markets, cultures and platforms, requiring students to understand other cultures and assimilate other disciplines into their practice.

601 ................................................................
Designed to develop film-specific knowledge and skills to more sophisticated conceptual and technical levels through the realisation and evaluation of advanced film applications, students will be introduced to scriptwriting for feature films, new media applications for the moving image, visual artistry of the cinema and cinematography, adaptation and remake strategies, and documentaries. Additionally, students will learn about pitching, budgeting, financing, distribution and a number of additional topics of the film industry.
Major Project (BA)

This module is the culmination of the degree programme, enabling students to demonstrate the full range of their technical, creative and academic skills. The major project is self-generated and may take one of many different forms. The project is intended to demonstrate a range of advanced skills in accordance with the requirements of a substantial Bachelor of Arts project.

Through successful completion the student will also exhibit their capacity to conduct independent research and manage a large-scale venture.

Major Project (BSc)

This module is the culmination of the degree programme, enabling students to demonstrate the full range of their technical, creative and academic skills. The major project is self-generated and may take one of many different forms. The project is intended to demonstrate a range of advanced skills in accordance with the requirements of a substantial Bachelor of Science project.

Through successful completion the student will also exhibit their capacity to conduct independent research and manage a large-scale venture.
The web is the world’s information sharing community and commerce tool. As the market in web design has evolved and matured, so the importance of a strong web strategy and user engagement has come to be recognised by large corporations and freelance professionals alike. It is their shop window and retail space. Any business intent on growing and servicing our increasingly connected world needs web developers.

As a student, you will benefit from a hands-on curriculum where you make your own websites, web applications and mobile phone apps, together with learning the development process and key roles in the industry. With a rewarding job market, you will graduate with a diverse portfolio to give you the edge to help create the future of online communication.

Undoubtedly, without SAE I would not have been able to go from a relative coding novice to a first class honours graduate ... and then employed as a Drupal developer at Turner Broadcasting.

Simon Peacock
Web Developer, Turner Broadcasting
Entry Requirements

- Minimum age 18, and
- A minimum of 160 UCAS tariff points, and
- GCSE Maths and English Language at grade C or above, or
- For applications from mature students (aged 21 and above), we also consider work and life experience. In such cases, SAE Institute requires applicants to provide satisfactory evidence of their ability to successfully complete the programme.

As a creative media higher education provider, SAE Institute is always looking for people who are excited about the creative media industries and therefore welcomes applicants without formal qualifications. In such cases, we will interview the student and may look at a portfolio of their work.

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Additionally, students whose first language is not English will need a qualification that demonstrates competence in English. Further details on this can be found in our international students section on page 29.

BA/BSc (Hons) WEB DEVELOPMENT

*validated by Middlesex University, London

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<tr>
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Students eligible for tuition fee loans should note that funding is capped at £6000 per year for private providers. Please consult the Tuition Fees and Payment Plans booklet for details.

CAREER OPTIONS

- Web Designer
- Junior Web Developer
- Senior Web Developer (Project Manager)
- Back-End Developer
- PHP Developer
- Front End Developer
- Web App Developer
- Mobile App Developer
- Java Script Developer
- Search Engine Optimiser

INDUSTRY SECTORS

- Corporate Employment
- Web Solution Providers
- Digital Media Developers
**401** ............................................................

Web Development is a domain that involves a combination of design and programming skills. The 401 module provides an introduction to basic skills in scripting and programming, principles of user interface design and communication. Subjects include: HTML/CSS, search engine optimisation, website accessibility and usability, web project management skills, JavaScript, and principles of design.

**402** ............................................................

This module continues to further develop the skills gained in 401 by introducing key technologies for interaction such as server-side scripting, database management and content management systems. Interactive animation skills are also introduced. These skills are complemented by the study of the principles and approaches for human computer interaction. Subjects include: Web development 1 (HTML, CSS, PHP and MySQL, JS), interactive animation, and human computer interaction 1.

**501** ............................................................

In this module students are exposed to advanced techniques and application in scripting and learn basic techniques and principles for object oriented programming. Students are also introduced to various forms and approaches to designing innovative interfaces and user interactivity. Subjects include: Advanced web development, human computer interaction 2, and advanced programming concepts.

**502** ............................................................

This module aims to position the discipline specific knowledge and skills acquired during the first three modules of the programme within a wider industry, business and cultural context. The structure and operations of the culture industries are examined together with the meanings produced in the interplay between culture, cultural products and the consumer. The resulting implications for the pitching of creative media ideas and the marketing of creative media products are also considered. Students take their existing skills and adapt them for a range of markets, cultures and platforms, requiring students to understand other cultures and assimilate other disciplines into their practice.

**601** ............................................................

This module aims to develop discipline specific knowledge and skills to more sophisticated conceptual and technical levels through the realisation and evaluation of advanced web applications. During this module, students explore topics such as Java, mobile development, advanced object oriented programming, localisation and e-learning.
Major Project (BA)
This module is the culmination of the degree programme, enabling students to demonstrate the full range of their technical, creative and academic skills. The major project is self-generated and may take one of many different forms. The project is intended to demonstrate a range of advanced skills in accordance with the requirements of a substantial Bachelor of Arts project. Through successful completion the student will also exhibit their capacity to conduct independent research and manage a large-scale venture.

Major Project (BSc)
This module is the culmination of the degree programme, enabling students to demonstrate the full range of their technical, creative and academic skills. The major project is self-generated and may take one of many different forms. The project is intended to demonstrate a range of advanced skills in accordance with the requirements of a substantial Bachelor of Science project. Through successful completion the student will also exhibit their capacity to conduct independent research and manage a large-scale venture.
As the games and moving image industries continue to grow, so too does the demand for highly skilled creative animators. From simple animations to complex 3D modelling and VFX, interactive animation is seen in TV shows, advertising, movies, and web content and games. Your creative output plus technical skills are key to your success.

Throughout this programme you will encounter a variety of essential subjects, including performance capture, advanced modelling including creatures and human faces, and integrated post production techniques. You will also have the opportunity to specialise within the broader field of animation and explore a particular area of interest within your major projects.

Our practical ethos throws you head first into real world projects supported by tutors that ensure you have the opportunity to push your creative limits. These applied studies are supported by contextual studies to give you the essential underpinning knowledge and provide an overview of the industry as it stands today. You will graduate with a portfolio of work that will give you the edge and a mindset to take on the challenges of the creative media industries.

"In two short years I have gained the skills to be able to conceptualise, design, create, animate, rig, texture, render and composite my ideas and see them come to life."

Amil Metcalfe
Designer, Rigger & Animator
Entry Requirements

- Minimum age 18, and
- A minimum of 160 UCAS tariff points, and
- GCSE Maths and English Language at grade C or above, or
- For applications from mature students (aged 21 and above), we also consider work and life experience. In such cases, SAE Institute requires applicants to provide satisfactory evidence of their ability to successfully complete the programme.

As a creative media higher education provider, SAE Institute is always looking for people who are excited about the creative media industries and therefore welcomes applicants without formal qualifications. In such cases, we will interview the student and may look at a portfolio of their work.

For international equivalency of UK qualifications, please contact our admissions team.

Additionally, students whose first language is not English will need a qualification that demonstrates competence in English. Further details on this can be found in our international students section on page 29.

CAREER OPTIONS

- 3D Modeller
- 3D Animator
- 3D Generalist
- Compositor
- Texture Artist
- Lighting Artist
- Rotoscope Artist
- Environment Artist
- Match Mover
- Character Designer
- Visual Effects Artist
- Character Rigging
- Technical Animator
- Motion Capture Artist

INDUSTRY SECTORS

- Film Production
- Game Design
- Interactive Media
- Advertising
- Architecture Visualisation
- Corporate Media

BA/BSc (Hons) Interactive Animation
*validated by Middlesex University, London

Duration: 24 MONTHS

Course Start: AUTUMN 2013

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Interactive Animation

**401** .................................................................
Computer animation is a domain that involves a vast number of different skills, including modelling and texturing that build the foundation of the course. This module provides an introduction to a variety of skills and techniques ranging from the basics of 3D animation and video production to drawing and human anatomy. Subjects include: History of 3D animation, texturing, lighting, rendering, introduction to video production, drawing and sketching, anatomy.

**501** .................................................................
This module places emphasis on the development of advanced skills and techniques, building on the principles learned in the previous modules. Students develop advanced techniques in the areas of character animation and digital environments. Additionally, students are also introduced to clay modelling as well as scriptwriting and storyboarding, and storytelling methods. Subjects include: Advanced character animation, character and clay modelling, script writing and storyboarding, and digital environments.

**601** .................................................................
This module aims to develop discipline specific knowledge and skills to more sophisticated conceptual and technical levels through the realisation and evaluation of an advanced interactive animation application. Topics covered include: Advanced visual effects and compositing, the human face, Mel scripting and motion capture.

**402** .................................................................
This module introduces students to the next level of knowledge and skills needed in the 3D animation industry. The basic knowledge acquired in module 401 is developed further through the introduction of principles of character design and modelling, principles of character animation. Student explore the underlying origins of emotional response, both anatomical and psychological, enabling the creation of psychologically truthful performances in their character animations, as well as learning how to model digital environments. Subjects include: Character design and modelling, principles of character animation, narrative and character development, and introduction to modelling digital environments.

**502** .................................................................
This module aims to position the discipline specific knowledge and skills acquired during the first three modules of the programme within a wider industry, business and cultural context. The structure and operations of the culture industries are examined together with the meanings produced in the interplay between culture, cultural products and the consumer. Students take their existing skills and adapt them for a range of markets, cultures and platforms, requiring students to understand other cultures and assimilate other disciplines into their practice. Students enrolled in the Interactive Animation programme also explore Non-human Character Animation, Dynamics and Advanced Character Modelling.
Major Project (BA)

This module is the culmination of the degree programme, enabling students to demonstrate the full range of their technical, creative and academic skills. The major project is self-generated and may take one of many different forms. The project is intended to demonstrate a range of advanced skills in accordance with the requirements of a substantial Bachelor of Arts project.

Through successful completion the student will also exhibit their capacity to conduct independent research and manage a large-scale venture.

Major Project (BSc)

This module is the culmination of the degree programme, enabling students to demonstrate the full range of their technical, creative and academic skills. The major project is self-generated and may take one of many different forms. The project is intended to demonstrate a range of advanced skills in accordance with the requirements of a substantial Bachelor of Science project.

Through successful completion the student will also exhibit their capacity to conduct independent research and manage a large-scale venture.
From the latest RPG or massively multiplayer online game, to mobile games or social media apps, there is a real demand for talented, technically able graduates who can turn ideas into reality.

From the fundamentals, to advanced modules that cover game programming in detail, graduates of our 2-year programme emerge with highly marketable skills, which power one of the largest sectors of the creative media industries.

Our emphasis on hands-on training, allows you to work on various projects throughout your studies to learn the essential tools and techniques for games development. You are supported by tutors to guide your experimentation and creative output to ensure you develop skills that prepare you for success.

There is a shortage of programmers in the games industry - and the software industry generally - leaving graduates with a wide choice of career prospects. Crucially, you graduate with a portfolio to demonstrate your ability, which is vital in getting your first job as a games programmer.

“SAE didn’t just teach me, they taught me to teach myself. Without the dedicated support from my tutors I would not have the technical skills or the confidence to get to where I am today.”

Rob Turner
Software Developer Engineer
Microsoft Studios - Test
Entry Requirements

- Minimum age 18, and
- A minimum of 160 UCAS tariff points, and
- GCSE Maths and English Language at grade C or above, or
- For applications from mature students (aged 21 and above), we also consider work and life experience. In such cases, SAE Institute requires applicants to provide satisfactory evidence of their ability to successfully complete the programme.

As a creative media higher education provider, SAE Institute is always looking for people who are excited about the creative media industries and therefore welcomes applicants without formal qualifications. In such cases, we will interview the student and may look at a portfolio of their work.

For international equivalency of UK qualifications, please contact our admissions team.

Additionally, students whose first language is not English will need a qualification that demonstrates competence in English. Further details on this can be found in our international students section on page 29.

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CAREER OPTIONS

- Game Engine Programmer
- Graphics Programmer
- AI (Artificial Intelligence) Programmer
- Network Programmer
- Physics Programmer
- Audio Programmer
- Lead Programmer

INDUSTRY SECTORS

- Games Industry

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BSc (Hons) Games Programming

*validated by Middlesex University, London

<table>
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<tr>
<th>Duration</th>
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<td>Course Start</td>
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Students eligible for tuition fee loans should note that funding is capped at £6000 per year for private providers. Please consult the Tuition Fees and Payment Plans booklet for details.
In this module, students are introduced to C++ object-oriented programming, to make text-based games. Students learn how to effectively use the features of graphics packages to create graphical assets for games. Principles of 3D modelling are also covered. Subjects include: Object oriented programming, principles of 3D modelling, and introduction to graphics and animation.

Throughout this module students develop intermediate to advanced programming techniques for creating 2D games and are taught how to apply object oriented design techniques to games, including the use of design patterns. Students are also exposed to the key principles of data structures and algorithms, and classic abstract data types such as lists, trees, stacks and queues. The fundamental concepts of game design are also explored. Subjects include: Game programming 1, games system design, data structures and algorithms, and introduction to game design.

Students continue to learn games programming principles and techniques with a focus on how to write for 3D games using a 3D graphics API. Maths for games programming also examines the mathematical principles that underpin 3D games. Low-level concepts of computing systems are also explored as well as game level design techniques. Subjects include: Game programming 2, maths for games programming, computer hardware and operating systems, and game level design.

This module aims to develop discipline specific knowledge and skills to more sophisticated conceptual and technical levels through the realisation and evaluation of an advanced games programming application. In this module, students will take a more in-depth look at artificial intelligence, are introduced to networking, optimisation, software engineering and game audio.
Major Project (BSc)

This module is the culmination of the degree programme, enabling students to demonstrate the full range of their technical, scientific and academic skills. The major project is self-generated and may take one of many different forms. The project is intended to demonstrate a range of advanced skills in accordance with the requirements of a substantial Bachelor of Science project. Through successful completion the student will also exhibit their capacity to conduct independent research and manage a large-scale venture.
Music enthusiasts, unleash your passion and go from music consumer to music producer. Use the latest production technology such as Apple Logic and Ableton Live to give you the skills to take your productions out of the bedroom or studio and into the clubs.

The course focuses your learning on the practical use of computer sequencing, MIDI programming, samplers and synths as well as hard disc recording within the creative context of music production.

With hands-on learning supported by one to one tutors, this part-time course allows a complete novice to quickly start making music and evolve their skills over 6 months.

"I learnt the perfect mix of fundamental skills that allowed me to take my music projects to a higher level."

Marco Palomba
Producer, Promoter, Label Owner
Entry Requirements

There are no academic requirements to participate in this programme. SAE Institute will however require students whose first language is not English to provide proof of English language proficiency. Please consult uk.sae.edu for the most up to date English language requirements for all short courses.

Basic Audio Theory

During the opening stages of the programme, students are given an introduction to audio theory to demystify terminology and concepts which will be expanded upon later on in the course.

Arrangement/Production

Students learn arrangement techniques for a wide range of electronic music styles. Emphasis is on beat programming, structure/composition, vocal comping and editing, as well as sound design & mastering fused together with creative use of FX.

MIDI, Sampling, Synths and Audio Editing

This is the core focus of the Electronic Music Production Certificate. Students will explore MIDI and the tools that allow them to programme and sequence their ideas.

They will manipulate and create instruments and drums sounds using samplers as well as design killer bass sounds and soundscapes using synthesisers. Students will also learn to record vocals and to digitally manipulate recordings to a creative end. The majority of sequence work is carried out using Apple Logic while Electronic music performance is covered through Ableton Live.

Tools

Students cover rudimentary theory and the practical application of common studio tools including effects and dynamic range processors, microphones and loudspeakers.

ELECTRONIC MUSIC PRODUCTION CERTIFICATE

<table>
<thead>
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<th>Duration</th>
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Investing in your Future

As any creative media professional will tell you, forging a career in creative media industries requires passion, patience and dedication in addition to your talent and the skills acquired through your higher educational experience. There is no denying that your education may also require a considerable financial commitment.

We understand that finding the money to invest in your future is not always easy, in particular if you don’t have an income. Fortunately SAE Institute offer payment plan options to help pay for your tuition fees. These are found in the Tuition Fees and Payment Plans booklet.

Funding

Tuition Fee Loan (UK Students)

Students following Higher Education programmes (BA/BSc or DipHE) can apply for a student loan of up to £6000 per year covering part of the course fees. The Student Loans Company (SLC) Tuition Fee Loan is paid on a student’s behalf to SAE Institute.

Maintenance Loan or Grant (UK Students)

Students may also qualify for a maintenance loan and additional grants dependent on personal circumstances to help you with your day to day living costs.

For more information, advice, eligibility and online application, please visit www.direct.gov.uk/studentfinance

Scotland

Partial funding from SAAS (Student Awards Agency for Scotland) is available as a grant to qualifying Scottish students towards tuition fees. Other grants, loans and bursaries may be available for living costs. For more information on eligibility and applying please visit www.saas.gov.uk

EU Students

Depending on your circumstances you can apply to Student Finance England for help with tuition fees and additional help such as your living costs.

For further information, advice and eligibility please visit: www.direct.gov.uk/studentfinance
Applications can be made via UCAS or directly with SAE Institute. Year 13 students and applicants under 21 years of age should apply via the UCAS system. International students and mature students or applicants for short courses should make their application directly with SAE Institute.

**Direct Application**

An application form can be found online or by requesting it from our admission team.

Please complete the application form and return it together with copies of supporting documents via one of the methods below:

By Email:
Send your application and scans of supporting documents to ukadmissions@sae.edu

By Post:
Send your application and copies of supporting documents to Admissions at the respective campus address below:

- SAE London, 297 Kingsland Road, London, E8 4DD
- SAE Oxford, Littlemore Park, Armstrong Road, Oxford, OX4 4FY
- SAE Liverpool, Wellington Buildings, The Strand, Liverpool, L2 0PP
- SAE Glasgow, 85-87 Portman Street, Kinning Park, Glasgow G41 1EJ

A member of our admission team will contact you to confirm receipt of the application and arrange for payment of the deposit.

**UCAS Application**

Year 13 students and applicants under the age of 21 can make their application via UCAS at [www.ucas.ac.uk/students/apply/](http://www.ucas.ac.uk/students/apply/). The table below contains all the information you will need in order to select the programme of study you would like to undertake as well as the campus at which you would like to follow the programme.

- When we receive your application from UCAS we will consider both your academic profile (i.e. your educational qualifications) and your personal statement.
- You will then receive a notification with either a decision on your application, a request for further information, or an invitation to attend an interview.
- Your application status will also be updated on the UCAS website at: [www.ucas.com/track](http://www.ucas.com/track)
- If you are made an offer we recommend that you make a decision as soon as possible.

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<th>Programme of Study</th>
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<td>BA/BSc (Hons) Audio Production</td>
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<td>London A</td>
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<tr>
<td>BA/BSc (Hons) Digital Film Making</td>
<td>W612</td>
<td>Oxford S</td>
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<tr>
<td>BA/BSc (Hons) Web Development</td>
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<tr>
<td>BA/BSc (Hons) Interactive Animation</td>
<td>GG46</td>
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<tr>
<td>BSc (Hons) Games Programming</td>
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International Students

Providing students with an inspiring environment as well as having the largest creative media sector in the world relative to GDP, it is of no wonder that students from around the world aspire to undertake their higher education in the United Kingdom.

SAE Institute offers two outstanding campuses for international students, each with their own unique qualities which will make your time studying with us both memorable and fruitful.

**London**

The London campus opened in 1985 and has steadily grown to become one of the largest SAE campuses in Europe, offering the full portfolio of creative media subjects.

London is an exciting city to live in, its cultural diversity is a melting pot of cultures and ideas. It is one of those few cities in the world where all sectors of the creative media industries combine in great concentration, creating a vast media infrastructure that is the envy of the world.

The London campus is located in East London in the heart of London’s creative hub, Shoreditch.

**Oxford**

Opened in 2008 and officially inaugurated as the World Headquarters in 2012, the Oxford campus offers world-class practical creative media facilities in the ‘The City of Dreaming Spires’.

From classic scenes of academia to Oxford’s strong creative digital media economy, it creates an ideal professional playground for students to sharpen their skills. Its proximity to London (only an hour by train) means it allows for the best of both worlds and one can often find many of the creative media movers and shakers in and around the city.

**Short Courses & VISA**

Students wishing to enrol on short courses of 6 months duration or less should apply for a **Student Visitor VISA**.

Information on the Student Visitor VISA requirements can be found at http://www.ukba.homeoffice.gov.uk/visas-immigration/visiting/student/

SAE Institute will however require students whose first language is not English to provide proof of English language proficiency. Please consult the SAE UK website for the most up to date English language requirements for all short courses.

**UK STUDY VISA**

The UKBA operates a points based system for immigration. Students who are not EU / EEA citizens and wish to study in the UK will need to apply for a study VISA under **Tier 4** of the UK Border Agency points based immigration system.

SAE Institute in the UK has been granted the status of Highly Trusted Sponsor under the Tier 4 points based system by the UK Border Agency, allowing SAE Insitute to sponsor and provide a Confirmation of Acceptance of Studies (CAS) letter to applicants who make a succesful application.
International Students Application Process

Stage 1

1. Submit a fully completed application form together with certified copies of supporting documentation, including proof of English language proficiency.

2. You will be contacted by a member of our admissions team to conduct an online video interview via Skype.

3. If your application is successful an Offer of Studies letter will be sent to you containing a Confirmation of Offer form together with a request for payment of the first academic year fees and instructions for the second stage of the application process.

Stage 2

1. Return the completed Confirmation of Offer form and carry out the requested payment of the first academic year fees.

2. Our VISA support officer will further assess the application in accordance with UK Border Agency regulations.

3. If the 2nd stage of the application process is successful SAE Institute will issue you with a Confirmation of Acceptance of Studies Letter (CAS) number which you must use for your VISA application.

4. Apply for your UK Study VISA. Full information, guidance and forms to apply for a Tier 4 visa can be found at:

   http://www.ukba.homeoffice.gov.uk/visas-immigration/studying/adult-students/

Due to the time frame of the process, international applicants are encouraged to apply early in order to have sufficient time for their VISA application. Applications received later than 6 weeks prior to programme commencement will not be accepted.

English Language Requirements

Students whose first language is not English will need a qualification that demonstrates competence in English.

For Non EU/EEA applicants, approved English Language Tests include:

- IELTS (Academic and General) band score 6.0 (with no less than 5.5 within each component)
- TOEFL: iBT: 80 (minimum of Listening 17, Reading 18, Speaking 20, Writing 17)
- Pearson Test of English (PTE) academic, with a minimum of 51 in each component.
- Cambridge ESOL Proficiency Test in English (CPE), at no lower than grade C.
- Cambridge ESOL Advanced Test in English (CAE), at no lower than grade C.

For EU/EEA applicants

As above, except that equivalent qualifications can be accepted, where these qualifications have been verified by NARIC and are adopted widely within the HE sector in the UK. In addition, a TOEFL iBT score of 80, with no less than 17 in any component, is acceptable in these cases.

Students using TOEFL can use the codes below to ensure the results are received directly by the institution.

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Disclaimer

SAE Institute undertakes that every reasonable effort is made as to ensure the information presented in this booklet is accurate and up to date at the time of publication. SAE Institute reserves the right to make revisions and changes to the information presented in line with continuous improvement actions, and stakeholder feedback. For the most up to date information, please contact the SAE campus where you intend to study or visit uk.sae.edu