Prospectus 2015/16
Valid for courses commencing September 2015 to May 2016
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Technology has changed the world; the way that we interact with each other and the way that brands choose to engage with us has completely altered the perception of audio and visual content across every conceivable creative genre...

Consider for a moment the devices that you use to communicate to friends, family and colleagues on. Gone are the days whereby we would have one device for each purpose - technology has produced a range of products that have meshed our lives into one massive digital portal into the world of brands, shopping, communication, gaming, business and entertainment.

This boom in technology has heightened the importance of the creative sector with governments now investing higher budgets to support the growth of the industry, viewing it as a crucial area to both raise capital and help businesses to thrive. In the UK alone, creative industries now contribute over £71 billion every year to the economy, and that figure is rising.

The creative world needs your imagination and skills to sustain this growth.

It’s a fast-paced, exciting industry which requires a special type of person. If you are creative, knowledgeable, fearless and dedicated we will hone your creative and technological skills, making them applicable to the industry at large, and culminating in that all essential portfolio enabling you to hit the ground running.

At SAE Institute we began cultivating creativity in 1976 with the firm belief of teaching students both the theory and the vital skills needed to enable our graduates to make their mark on the industry.

We have stayed true to our ideals and that’s what makes us the world’s largest creative media educator today with an impressive line-up of Oscar, BAFTA and Grammy award winning alumni under our belt.
Pathways to Success

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, an expanded course portfolio in creative media technologies, and a strong tradition of practical application and industry recognition.

SAE Institute is accredited by Middlesex University, London UK. Students enrolled on a validated programme will receive a Middlesex award on successful completion of their studies. All 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 enable our graduates to have the familiarity, drive, confidence and ‘can do’ attitude that sets them apart.

Masters / Online study

Post graduate study is also available through our online education service, SAE Online.

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. The MA/MSc programmes are validated by Middlesex University.

Short Courses

SAE Institute runs 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.

For more information on our short courses please visit our website: uk.sae.edu

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 earning 360 credit points (180 European Credit Transfer Points) and their unique path is reflected by the project they produce.
Connections in Creative Media

SAE Institute has over 35 years of experience in preparing students for exciting career opportunities in the world of creative media. In addition to the outstanding equipment and the very latest in industry standard software, our students can also benefit from strong industry partnerships and connections.

As a graduate you will become a full member of arguably the largest network of creative professionals worldwide.

Masterclasses are a feature at all our campuses where respected and influential experts in their field are invited to hold seminars and workshops for our students and alumni.

Our academic staff have strong industry ties. From being active music producers and games developers to holding positions on influential industry bodies and judging at prestigious film festivals.

Access a wealth of opportunities from forums and contacts to industry talks and gain exclusive access to SAE Student deals.

Attend the annual Alumni Convention, a networking event which connects SAE Alumni, SAE students and media professionals.
Our talented graduates and staff have made their mark on the global creative media scene with a collection of awards including Grammys, Emmys, BAFTAs and an Oscar!

Mark Paterson - Audio Engineer
Academy Award winner for Best Sound for his work on Les Misérables

Inga Teder - 3D Artist
Recent graduate now working with global leading VFX company MPC.

David Donaldson - Audio Engineer
2005 Grammy award winner for his work on the film score soundtrack album for the Ray Charles biopic Ray.
Visit Us

In order to make an informed choice, it is always best to visit an institution before you make your final choice to study there.

Open Days and tours are a great opportunity for you to see the industry standard facilities you will be using, and meet the lecturers and tutors who will be supporting you. It is also an opportunity to meet other students and applicants who share the same passion as you do.

If you are unable to make it to an Open Day you can also book a Personal Tour. These happen regularly throughout the year and can be booked online.

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<thead>
<tr>
<th>Open Days</th>
<th>2014</th>
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<tr>
<td>Oxford</td>
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<td>Glasgow</td>
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uk.sae.edu/openday
An iconic city for education and esteemed knowledge, Oxford plays home to forward thinking minds which made it the perfect choice for SAE’s global headquarters. World renowned bands from Radiohead to Supergrass and Mr Hudson hail from here, keeping the scene fresh. Look beyond the charm of the city’s cobbled streets and you’ll find a buzzing web of the latest digital innovations used by the city’s plethora of independent film makers, music producers, digital app, game and design agencies, all applying brilliant minds to achieving exceptional things.

**Courses**

- Audio Production
- Digital Film Making
- Web Development
- Interactive Animation
- Games Programming
- Music Business

**Campus**

SAE Institute Oxford - World Headquarters
Littlemore Park
Armstrong Road
Oxford OX4 4FY

Enquiries and Admissions
03330 112 315

ukadmissions@sae.edu
London

London, a capital city bursting with opportunity. Constantly producing the freshest beats, films, animations and designs; the city never fails to get the creative juices of every student flowing when they walk through our doors. London's SAE campus is based in the uber hip area of Shoreditch and is surrounded by the biggest online global brands and newest start-ups. An epi-centre of world culture, inspiration is all around for the taking, offering every student the right to express and create their own brand of creativity in the digital media world to become legends of the future.

Courses

Audio Production
Digital Film Making
Web Development
Interactive Animation
Games Programming
Music Business

Campus

SAE Institute London
297 Kingsland Road
London
E8 4DD

Enquiries and Admissions
03330 112 315

ukadmissions@sae.edu
Liverpool

From the hedonistic riffs of the world's most powerful EDM force, Cream, to the rocking bass lines of the underground cellar bars, Liverpool's heart beats with a resonance that flows through the cultural mesh of the city's creatives and into the veins of every SAE student determined to make their mark on the industry.

Courses

- Audio Production
- Digital Film Making
- Web Development
- Interactive Animation
- Games Programming
- Music Business

Campus

SAE Institute Liverpool
Georgia House
38 Pall Mall
Liverpool, L3 6AL

Enquiries and Admissions
03330 112 315

ukadmissions@sae.edu
Glasgow

Glasgow’s pride is the soul of the city - a city hell bent on retaining their fiercely independent reputation for creating works of digital, film and musical genius that always seeks to break the boundaries of creativity... No copies, no imitations and no limitations have seen international brands and SAE students flock here to pick up on the contagiously competitive vibe. Whether its the latest in the EDM scene at The Arches or being inspired within the Centre for Contemporary Arts, Glasgow is waiting for you to make your mark on its scene.

Courses

Audio Production
Digital Film Making
Web Development
Interactive Animation
Games Programming
Music Business

Campus

SAE Institute Glasgow
85-87 Portman Street
Kinning Park
Glasgow, G41 1EJ

Enquiries and Admissions
03330 112 315

ukadmissions@sae.edu
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

BA/BSc (Hons)  
Audio Production

Modules

- Core Concepts / Pre-Production
- Music Production
- Advanced Music Production, Sound for Film and Live Sound
- Creative Media Practice
- Advanced Audio Practice
- Major Project
Entry Requirements

- Offers will be made in the region of 180 to 240 UCAS Tariff Points at A level or equivalent.
- Minimum requirement of GCSE Maths and English Language grade C or equivalent; whilst not a requirement, a GCSE grade of B or higher in Maths and/or Science is recommended.
- For applications from mature students, 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.

Alternate Entry

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 on our website: uk.sae.edu

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 Sectors

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 | UCAS Code: W616

Validated by Middlesex University, London

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<th>2 Years</th>
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Students eligible for tuition fee loans should note that funding is capped at £6000 per year for courses run by private providers.
Core Concepts / Pre-Production

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.

Music Production

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.

Advanced Music Production, Sound for Film and Live Sound

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.
BA/BSc (Hons) Audio Production

Creative Media Practice
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.

Advanced Audio 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
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 or Bachelor of Science project. Through successful completion the student will also exhibit their capacity to conduct independent research and manage a large-scale venture.
BA/BSc (Hons) Digital Film Making

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

Modules
From Script to Screen
The Art of Storytelling
Planning and Production Practices
Creative Media Practice
Advanced Digital Film Practice
Major Project
Entry Requirements

- Offers will be made in the region of 180 to 240 UCAS Tariff Points at A level or equivalent.
- GCSE English Language grade C or equivalent.
- For applications from mature students, 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.

Alternate Entry

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 on our website: uk.sae.edu

Career Options

Director // Camera Operator // Producer // Production Assistant
Cinematographer // Editor // Documentary Film Maker
Film Maker // Colourist // Camera Assistant // Grip
Steadicam Operator // Lighting // Director of Photography

Industry Sectors

Television // Movie Production // Independent Film Production
TV Show Production // Advertising
Moving Image Content for Web // Corporate Film

BA/BSc (Hons) Digital Film Making | UCAS Code: W612
Validated by Middlesex University, London

INSTITUTION CODE: S05

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Students eligible for tuition fee loans should note that funding is capped at £6000 per year for courses run by private providers.
**Modules**

**401**

**From Script to Screen**
This module introduces students to the technical aspects of digital film making. 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**

**The Art of Storytelling**
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 workshopping 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**

**Planning and Production Practices**
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.
BA/BSc (Hons) Digital Film Making

Creative Media Practice
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.

Advanced Digital Film Practice
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, distributing and a number of additional topics of the film industry.

Major Project
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 or Bachelor of Science project. Through successful completion the student will also exhibit their capacity to conduct independent research and manage a large-scale venture.
BA/BSc (Hons) Web Development

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.

Saidi, Simon Peacock
Web Developer, Turner Broadcasting

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.

Modules

Introduction to Scripting, Programming, Interface Design and Communication
Key Technologies for Interaction
Scripting and Object Oriented Programming
Creative Media Practice
Advanced Web Practice
Major Project
Entry Requirements

- Offers will be made in the region of 180 to 240 UCAS Tariff Points at A level or equivalent.
- GCSE Maths and English Language grade C or equivalent.
- For applications from mature students, 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.

Alternate Entry

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 on our website: uk.sae.edu

Career Options


Industry Sectors

Corporate Employment // Web Solution Providers
Digital Media Developers

BA/BSc (Hons) Web Development

UCAS Code: W281

Validated by Middlesex University, London

INSTITUTION CODE: S05

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Modules

Introduction to Scripting, Programming, Interface Design and Communication

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.

Key Technologies for Interaction

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.

Scripting and Object Oriented Programming

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.
BA/BSc (Hons) Web Development

**Creative Media Practice**
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.

**Advanced Web Practice**
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**
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 or 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.

BA/BSc (Hons)
Interactive Animation

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

Modules
Modelling and Texturing
3D Animation
Character Animation and Digital Environments
Creative Media Practice
Advanced Interactive Animation Practice
Major Project
Entry Requirements

- Offers will be made in the region of 180 to 240 UCAS Tariff Points at A level or equivalent.
- GCSE English Language grade C or equivalent.
- For applications from mature students, 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.

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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

UCAS Code: GG46

INSTITUTION CODE: S05

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<th>Full Time</th>
<th>For the latest course start dates please visit uk.sae.edu</th>
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</thead>
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<tr>
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<td>OXFORD (S)</td>
</tr>
<tr>
<td>UK &amp; EU Students</td>
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<td>£9,000</td>
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<tr>
<td>Tuition Fee per year</td>
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<tr>
<td>Non EU Students</td>
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<tr>
<td>Tuition Fee per year</td>
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</table>

Students eligible for tuition fee loans should note that funding is capped at £6000 per year for courses run by private providers.
Modelling and Texturing

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.

3D Animation

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, and principles of character animation. Students 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.

Character Animation and Digital Environments

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.
BA/BSc (Hons) Interactive Animation

**Creative Media Practice**
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.

**Advanced Interactive Animation Practice**
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.

**Major Project**
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 or Bachelor of Science project. Through successful completion the student will also exhibit their capacity to conduct independent research and manage a large-scale venture.
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

BSc (Hons) Games Programming

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.

Modules

- Introduction to Object Oriented Programming
- Programming Techniques for 2D Games
- Programming Principles for 3D Games
- Creative Media Practice
- Advanced Games Programming Practice
- Major Project
BSc (Hons) Games Programming

Entry Requirements

- Offers will be made in the region of 180 to 240 UCAS Tariff Points at A level or equivalent.
- Minimum requirement of GCSE Maths and English Language grade C or equivalent; whilst not necessary, a GCSE grade of B or higher in Maths and/or Science is recommended.
- For applications from mature students, 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.

Alternate Entry

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 on our website: uk.sae.edu

BSc (Hons) Games Programming | UCAS Code: G620

Validated by Middlesex University, London

INSTITUTION CODE: S05

2 Years | Full Time | For the latest course start dates please visit uk.sae.edu

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<th>OXFORD (S)</th>
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<th>GLASGOW (D)</th>
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<td>UK &amp; EU Students Tuition Fee per year</td>
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<td>£12,000</td>
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Students eligible for tuition fee loans should note that funding is capped at £6000 per year for courses run by private providers.
Modules

**Introduction to Object Oriented Programming**

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.

**Programming Techniques for 2D Games**

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.

**Programming Principles for 3D Games**

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.
Creative Media Practice

This module aims to develop discipline specific knowledge and skills to more sophisticated conceptual and technical levels through the realisation and evaluation of advanced games programming applications. Mathematical concepts are treated in greater depth, broadening an appreciation of the underlying constructs of programming and computation. Students are expected to initiate research and development in areas of mathematical and graphical simulation. Topics covered include research, industry issues, modern graphics APIs, shader programming, advanced mathematical techniques such as complex numbers and quaternions as well as an introduction to artificial intelligence for games programming.

Advanced Games Programming Practice

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

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.
Creating innovative tech savvy leaders for a modern music industry

BA/BSc (Hons) Music Business

The programme has been developed to encompass innovative business models for a digital age with an emphasis on entrepreneurship, and provide graduates with a solid foundation of core knowledge and skills in key aspects of the music industry, where change equals opportunity.

The music business programme covers core aspects of the music industry ranging from cultural and historical perspectives, analysis and forecasting, legal frameworks and revenue streams to planning, budgeting, marketing and digital media skills across a wide variety of industry scenarios such as artist management, publishing, e-music and event management.

Throughout the course you will complete a range of projects that give you the opportunity to explore, implement and innovate within this dynamic and fast paced sector providing you with industry knowledge and experience required by employers and those with an entrepreneurial mindset.

Modules

- Introduction to Music Business and Communications
- Principles of Marketing, Branding and Media Tools
- Creative Project (Business Planning and Management)
- Creative Media Maintenance (Business and Cultural Perspectives)
- Advanced Music Business (Law, Media and Communications)
- Major Project
BA/BSc (Hons) Music Business

Entry Requirements

- Offers will be made in the region of 180 to 240 UCAS Tariff Points at A level or equivalent.
- Minimum requirement of GCSE Maths and English Language grade C or equivalent.
- For applications from mature students, 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.

Alternate Entry

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 on our website: uk.sae.edu

Career Options

There are numerous roles and opportunities within the music industry, ranging from A&R, artist management and event management to marketing, press and promotions and executive positions within record and publishing companies. Not to mention the entrepreneurial aspect of providing new services within the digital realm.

BA/BSc (Hons) Music Business | UCAS Code: 4L26

Validated by Middlesex University, London

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<th>Full Time</th>
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<tr>
<td>Tuition Fee per year</td>
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</table>

For the latest course start dates please visit uk.sae.edu

INSTITUTION CODE: S05

Students eligible for tuition fee loans should note that funding is capped at £6000 per year for courses run by private providers.

The availability of Tuition Fee Loan funding is subject to Course Designation which is currently being sought for this course in London, Liverpool and Glasgow. Tuition Fee funding is currently available for this course at the Oxford campus.
Modules

401
Introduction to Music Business and Communications
This module provides you with a comprehensive overview of music history and insights into copyright and contract comprehension together with a broad overview of industry institutions and regulations as well as revenue collections systems. In tandem the module introduces you to study techniques, project management as well as communication skills that together form key transferrable skills that underpin your career development.

402
Principles of Marketing, Branding and Media Tools
The module will cover in detail safety regulations and environmental issues pertaining to live events, planning and budgeting techniques, branding, concept development and communications, marketing and advertising strategies including PR, SEO and social media strategies. In parallel you will also acquire knowledge in audio production, music theory and live events as well as graphic design skills, giving you grounding in the technical aspects of music production and design skills.

501
Creative Project (Business Planning and Management)
In this module you will further your understanding of advanced principles and workings of business and communication, contracts and planning as well as develop your enterprising skills. You will undertake a large-scale self-directed creative project that gives you the opportunity to explore and reflect on the professional as well as the relevant theoretical, creative and logistical considerations that a project of this scale demands.
Creative Media Maintenance (Business and Cultural Perspectives)

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.

Advanced Music Business (Law, Media and Communications)

This module allows you to flourish as a flexible entrepreneur with an enterprising edge. By building on previously acquired knowledge and skills you engage in more conceptually and technical advanced approaches to practices within the music industry. Examining tensions between creative application of technology and legal, contractual and ethical requirements of professional practice. You develop the ability to adapt knowledge and skill sets to specific needs based on situation specific analysis.

Major Project

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.
How to Apply

Students currently attending school or college in the UK should apply through UCAS. Mature students and international applicants can also apply through UCAS or can apply direct to SAE Institute if they prefer.

UCAS Application

Applicants are invited to submit their applications through UCAS: www.ucas.ac.uk/students/apply/

• 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

• If you are made an offer we recommend that you make a decision as soon as possible.

UCAS Codes

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<th>Programme of Study</th>
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SAE Institute Code: S05
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 four outstanding campuses for international students, each with their own unique qualities that will make your time studying with us both memorable and fruitful.

Applications

International applicants are invited to submit their applications through UCAS. Should you prefer, you can apply directly to SAE Institute. Our application form can be found on our website: uk.sae.edu

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. To avoid disappointment due to visa processing times, we recommend that you make your application no later than six weeks before the start of the course.

Early Bird Scholarship

International applicants who accept their offer of study and pay the first years academic fees up front at least 4 months prior to the course start date may be eligible to receive a scholarship of £1000 towards their tuition fees. For full details please visit our website: uk.sae.edu

International Scholarship

Further international scholarships for academic excellence up to £1000 towards tuition fees may be available to international applicants for specific courses and campuses. For full details on eligibility and application please visit our website: uk.sae.edu

Visa for Short Courses

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: www.ukba.homeoffice.gov.uk/visas-immigration/visiting/student/

Visa for Degree Courses

The Home Office 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 Home Office 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 Home Office, allowing SAE Insitute to sponsor and provide a Confirmation of Acceptance of Studies (CAS) number to applicants who make a succesful application.
International Students Direct 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 fees of the first modules 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.

2. Our visa support officer will further assess the application in accordance with Home Office regulations.

3. If the 2nd stage of the application process is successful, SAE Institute will issue you with a Confirmation of Acceptance for Studies (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 here: www.gov.uk/tier-4-general-visa
UK/EU Students - Funding and Loans

Investing in Your Future

As any creative media professional will tell you, forging a career in the 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.

Funding

Students following Higher Education courses may be eligible to various forms of funding. This can range from student loans to grants towards both tuition fees and general living.

SAE Institute is a private institution, this means that student tuition fee loans may not cover the full tuition fee. There may be some differences depending on the region you come from and the information below provides a guide towards what you could be entitled to as well as where to go to find more detailed information.

Scotland

Partial funding from SAAS (Student Awards Agency for Scotland) is available as a grant to qualifying Scottish students studying in Scotland of up to £1205 per year.

Scottish students studying in England will get the same tuition fee loan as UK students of up to £6000 per year.

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: http://www.saas.gov.uk/index.htm

Northern Ireland

Tuition Fee support of up to £3575 per year is available for students residing in NI and studying at a wholly private HEI in the UK.

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.

See Student Finance NI for more information: www.studentfinanceni.co.uk

Wales

Tuition Fee support of up to £6000 per year in the form of a Student Loan is available for students residing in Wales following Higher Education programmes (BA/BSc or DipHE) in the UK.

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.

See Student Finance Wales for more information: www.studentfinancewales.co.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 Student Finance EU: https://www.gov.uk/student-finance

For the most up to date information please visit uk.sae.edu/fees
# Course Fees

## Tuition Fee Per Year (UK & EU/EEA)

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<td>BA/BSc (Hons) Audio Production</td>
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## International Students Tuition Fee Per Year

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## Degree With Student Finance (UK & EU/EEA Only)

### £9000 Payment Plan

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| Module 4       | £3,000      | £1,500           | £1,500        | £375 x4      |
| Module 5       | £3,000      | £1,500           | £1,500        | £375 x4      |
| Module 6       | £3,000      | £3,000           | £0            | £0           |
| **Total Year 2** | **£9,000** | **£6,000**       | **£3,000**    | **£3,000**   |

**Grand Total** | **£18,000** | **£12,000**      | **£6,000**    | **£6,000**   |

### £7000 Payment Plan

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| Module 4       | £2,000      | £1,500           | £1,500        | £500 x4      |
| Module 5       | £2,000      | £1,500           | £1,500        | £500 x4      |
| Module 6       | £3,000      | £3,000           | £0            | £0           |
| **Total Year 2** | **£7,000** | **£6,000**       | **£1,000**    | **£1,000**   |

**Grand Total** | **£14,000** | **£12,000**      | **£2,000**    | **£2,000**   |

### £7000 Payment Plan (SAAS‡)

<table>
<thead>
<tr>
<th>Payment Period</th>
<th>Tuition Fee</th>
<th>SAAS Funding‡</th>
<th>Pay by Module</th>
<th>Pay Monthly†</th>
</tr>
</thead>
<tbody>
<tr>
<td>Module 1</td>
<td>£2,000</td>
<td>£0</td>
<td>£2,000</td>
<td>£500 x4</td>
</tr>
<tr>
<td>Module 2</td>
<td>£2,000</td>
<td>£0</td>
<td>£2,000</td>
<td>£500 x4</td>
</tr>
<tr>
<td>Module 3</td>
<td>£3,000</td>
<td>£1,205</td>
<td>£1,795</td>
<td>£448.75 x4</td>
</tr>
<tr>
<td><strong>Total Year 1</strong></td>
<td><strong>£7,000</strong></td>
<td><strong>£1,205</strong></td>
<td><strong>£5,795</strong></td>
<td><strong>£5,795</strong></td>
</tr>
</tbody>
</table>

| Module 4       | £2,000      | £0            | £2,000        | £500 x4      |
| Module 5       | £2,000      | £0            | £2,000        | £500 x4      |
| Module 6       | £3,000      | £1,205        | £1,795        | £448.75 x4   |
| **Total Year 2** | **£7,000** | **£1,205**    | **£5,795**    | **£5,795**   |

**Grand Total** | **£14,000** | **£2,410**    | **£11,590**   | **£11,590**  |

*This refers to the student tuition fee loan. For full details see page 39.

† We hope to be able to offer the monthly payment plan. SAE is currently applying for a CCL. Monthly payment plans for students are subject to credit check, T&C and payment by Direct Debit. 0%APR. No additional charges associated with setup of the monthly payment plan.

‡ Student Awards Agency for Scotland. For full details see page 39.
## Degree With No Student Finance (UK & EU/EEA Only)

<table>
<thead>
<tr>
<th>£9000 Payment Plan</th>
<th>UDD01</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Payment Period</strong></td>
<td><strong>Tuition Fee</strong></td>
</tr>
<tr>
<td>Module 1</td>
<td>£3,000</td>
</tr>
<tr>
<td>Module 2</td>
<td>£3,000</td>
</tr>
<tr>
<td>Module 3</td>
<td>£3,000</td>
</tr>
<tr>
<td><strong>Total Year 1</strong></td>
<td><strong>£9,000</strong></td>
</tr>
<tr>
<td>Module 4</td>
<td>£3,000</td>
</tr>
<tr>
<td>Module 5</td>
<td>£3,000</td>
</tr>
<tr>
<td>Module 6</td>
<td>£3,000</td>
</tr>
<tr>
<td><strong>Total Year 2</strong></td>
<td><strong>£9,000</strong></td>
</tr>
<tr>
<td><strong>Grand Total</strong></td>
<td><strong>£18,000</strong></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>£7000 Payment Plan</th>
<th>UDD02</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Payment Period</strong></td>
<td><strong>Tuition Fee</strong></td>
</tr>
<tr>
<td>Module 1</td>
<td>£2,000</td>
</tr>
<tr>
<td>Module 2</td>
<td>£2,000</td>
</tr>
<tr>
<td>Module 3</td>
<td>£3,000</td>
</tr>
<tr>
<td><strong>Total Year 1</strong></td>
<td><strong>£7,000</strong></td>
</tr>
<tr>
<td>Module 4</td>
<td>£2,000</td>
</tr>
<tr>
<td>Module 5</td>
<td>£2,000</td>
</tr>
<tr>
<td>Module 6</td>
<td>£3,000</td>
</tr>
<tr>
<td><strong>Total Year 2</strong></td>
<td><strong>£7,000</strong></td>
</tr>
<tr>
<td><strong>Grand Total</strong></td>
<td><strong>£14,000</strong></td>
</tr>
</tbody>
</table>

† We hope to be able to offer the monthly payment plan. SAE is currently applying for a CCL. Monthly payment plans for students are subject to credit check, T&C and payment by Direct Debit. 0% APR. No additional charges associated with setup of the monthly payment plan.
# International Students

## International Students Tuition Fee Per Year

<table>
<thead>
<tr>
<th>Payment Period</th>
<th>London</th>
<th>Oxford</th>
<th>Liverpool</th>
<th>Glasgow</th>
</tr>
</thead>
<tbody>
<tr>
<td>BA/BSc (Hons) Audio Production</td>
<td>£12,000</td>
<td>£12,000</td>
<td>£12,000</td>
<td>£10,000</td>
</tr>
<tr>
<td>BA/BSc (Hons) Digital Film Making</td>
<td>£12,000</td>
<td>£12,000</td>
<td>£12,000</td>
<td>£10,000</td>
</tr>
<tr>
<td>BA/BSc (Hons) Web Development</td>
<td>£12,000</td>
<td>£12,000</td>
<td>£12,000</td>
<td>£10,000</td>
</tr>
<tr>
<td>BA/BSc (Hons) Interactive Animation</td>
<td>£12,000</td>
<td>£12,000</td>
<td>£12,000</td>
<td>£10,000</td>
</tr>
<tr>
<td>BSc (Hons) Games Programming</td>
<td>£12,000</td>
<td>£12,000</td>
<td>£12,000</td>
<td>£10,000</td>
</tr>
<tr>
<td>BA/BSc (Hons) Music Business</td>
<td>£12,000</td>
<td>£12,000</td>
<td>£12,000</td>
<td>£10,000</td>
</tr>
</tbody>
</table>

1st Module tuition fees paid in advance on acceptance of offer.

Please note - as part of the evidence for your T4 study visa, you will need to show that you are able to pay the full year’s fees, if these are not paid in advance. You will also need to show that you have maintenance funding for your time in the UK. Full details can be found on the Home Office website: [www.ukba.homeoffice.gov.uk/visas-immigration/studying/adult-students/](http://www.ukba.homeoffice.gov.uk/visas-immigration/studying/adult-students/)

## Pay by Module

International students can opt to pay their fees using one of the payment plans below.

### £12000 Payment Plan

<table>
<thead>
<tr>
<th>Payment Period</th>
<th>Pay by Module</th>
</tr>
</thead>
<tbody>
<tr>
<td>Module 1</td>
<td>£4,000</td>
</tr>
<tr>
<td>Module 2</td>
<td>£4,000</td>
</tr>
<tr>
<td>Module 3</td>
<td>£4,000</td>
</tr>
<tr>
<td><strong>Total Year 1</strong></td>
<td><strong>£12,000</strong></td>
</tr>
</tbody>
</table>

### £10000 Payment Plan

<table>
<thead>
<tr>
<th>Payment Period</th>
<th>Pay by Module</th>
</tr>
</thead>
<tbody>
<tr>
<td>Module 1</td>
<td>£4,000</td>
</tr>
<tr>
<td>Module 2</td>
<td>£3,000</td>
</tr>
<tr>
<td>Module 3</td>
<td>£3,000</td>
</tr>
<tr>
<td><strong>Total Year 1</strong></td>
<td><strong>£10,000</strong></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Payment Period</th>
<th>Pay by Module</th>
</tr>
</thead>
<tbody>
<tr>
<td>Module 4</td>
<td>£4,000</td>
</tr>
<tr>
<td>Module 5</td>
<td>£4,000</td>
</tr>
<tr>
<td><strong>Total Year 2</strong></td>
<td><strong>£12,000</strong></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Payment Period</th>
<th>Pay by Module</th>
</tr>
</thead>
<tbody>
<tr>
<td>Module 4</td>
<td>£4,000</td>
</tr>
<tr>
<td>Module 5</td>
<td>£3,000</td>
</tr>
<tr>
<td><strong>Total Year 2</strong></td>
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</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Grand Total</th>
<th>£24,000</th>
</tr>
</thead>
<tbody>
<tr>
<td>Grand Total</td>
<td>£20,000</td>
</tr>
</tbody>
</table>
Quality Assurance

SAE Institute have undergone a review for educational oversight by the Quality Assurance Agency for Higher Education (QAA) and has received its final report, which is available in full at: http://www.qaa.ac.uk/reviews-and-reports/provider?UKPRN=10007839#.VCF-mCtdUeZ

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 SAE on 03330 112 315 or visit uk.sae.edu