CREATIVE ARTS AND DESIGN MINI LECTURES

ALL

Creative careers

This talk provides an insight into the different creative careers your students may pursue upon graduating and the types of jobs that some of our students have gone on to do. It highlights the different styles of work that may be undertaken within the creative industries and provides guidance on how your students can ready themselves for a career in a creative pathway.

APPLIED THEATRE

Applied theatre taster workshop

A fun and practical introduction to applied theatre - the course that explores making drama in schools and community centres, prisons and hospital. Through some games and drama exercises, students will get a taste of some of the ways our students work to create original and important new theatre.

DESIGN FOR PERFORMANCE

Study design for performance

Introducing students to these course areas providing examples of student work and graduate career prospects, highlighting where careers may lead, such as designing for Lego Land, working on the latest Jurassic Park film, character design for Avengers, set design for Escape Rooms, scene painting at the Royal Shakespeare Company and more. Students are shown new areas of study that they could embark upon that they may not have come across before and learn more about what BCU has to offer.

GAMES, FILM AND ANIMATION

Interactive entertainment: games designer

Your students will learn about the three fundamental areas which must be considered when designing a video game, while participating within group discussions to demonstrate their game design prowess.

Digital marketing

Your students will learn about leading techniques and approaches for using the internet and social media for marketing communications. Digital Marketing is a rapidly growing sector and graduates with these skills are in high demand. This session allows students to explore if it's a career that they would love.

Video game digital art

Your students will get to learn what a development 'production pipeline' is and how artists can develop their skills to work within one in the games industry.

Film business and promotion

This is a practical session that explores what makes a film marketable and changing audience viewing behaviours in today's hyperconnected, on-demand world.

PRODUCT DESIGN

Product design student talk

Current Product and Furniture Design students present about their own project work and discuss the course and their university experiences so far. This covers how they've developed as students and designers, what it takes to study design at university and the benefits of studying Product and Furniture Design at BCU when considering a career in the design industry. This is ideal for any students that may interested in design, currently study art or design technology resistant materials, or any other related subject area, and who may have an interest in studying a design course in higher education.

Creative thinking and ideas development

Your students will be introduced to examples of how artists and designers have solved problems using the skills and knowledge of visual communication. We will look at case studies of some of the best examples seen in graphic design, illustration and photography. For example, how to illustrate a childrens' book about equality, how to design a brand for a sustainable future and what challenges today's photographers face? At the end of the lecture, students will see why visual communication has a role to play in society.