

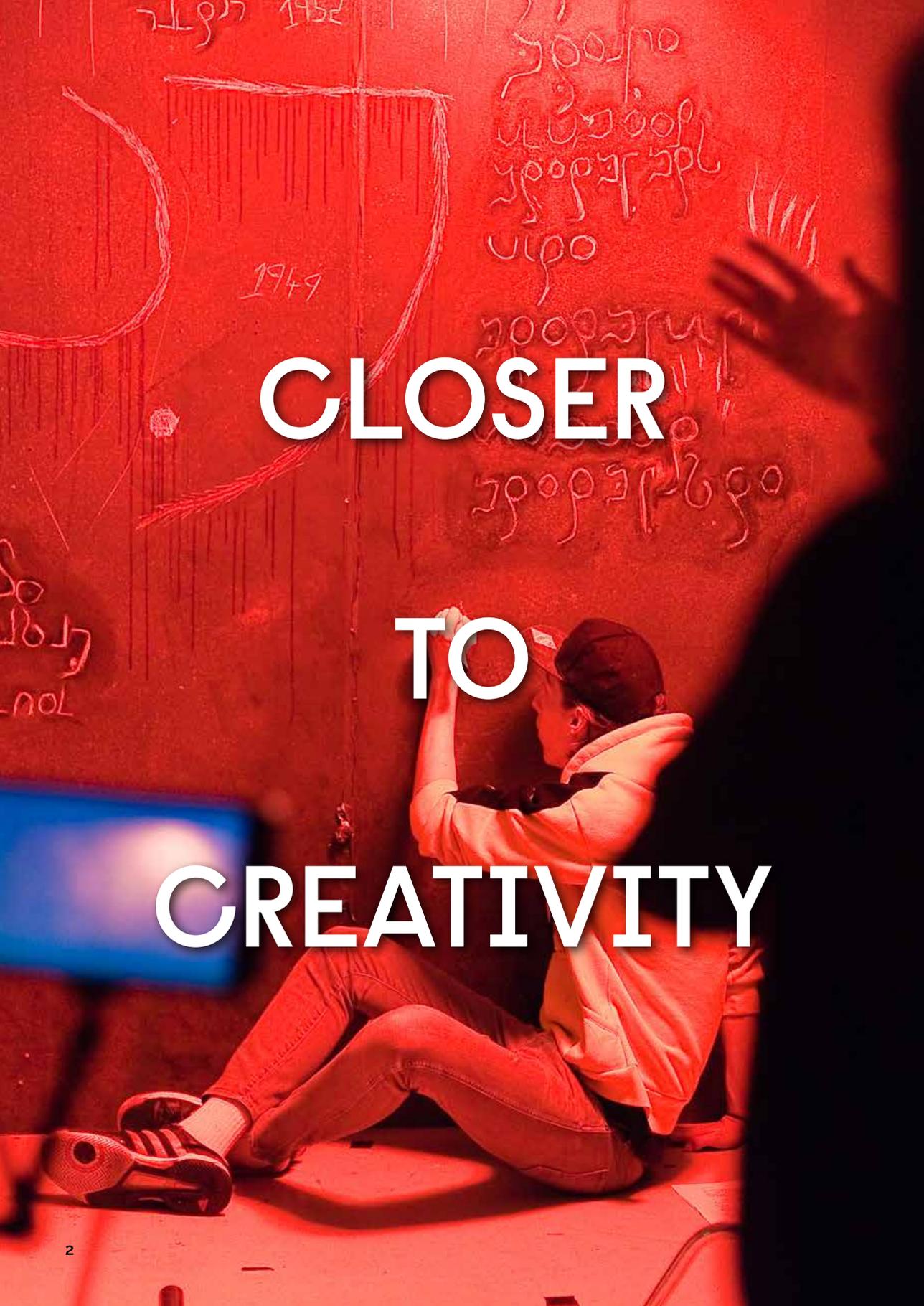


a.r.u. | Cambridge School of
Creative Industries

Creative Industries

CLOSER TO CREATIVITY

aru.ac.uk/csci

A person wearing a cap and a hoodie is sitting on the floor in a room with red lighting. They are writing on a wall that is covered in graffiti and drawings. The person is seen from the side, with their back to the camera. The wall has various markings, including the number '1949' and some illegible text. The overall atmosphere is creative and artistic.

CLOSER

TO

CREATIVITY

A creative community like no other: innovative, collaborative, and experimental

At Cambridge School of Creative Industries, we know that experimentation and risk-taking allows us to create experiences that entertain, educate, inspire and improve lives.

The expertise of our staff goes far beyond teaching, whether they are writing bestselling fiction, filming challenging documentaries or sharing a piano with a sufferer of autism.

Joining our collaborative community will give you the chance to work with, and be inspired by, students from all our creative courses, coming together on projects like music videos, live performances, and computer games. Like some of our Film and Television students, who filmed a television programme called 'Flatpack Challenge' using assets designed by Interior Design students from Cambridge School of Art; or Cambridge Band Competition 2019 winners Grass Roof, students on our Popular Music course, who produced their first EP with help from a student on our BSc (Hons) Audio and Music Technology.

A world of creativity

Emmy award-winning TV directors; BAFTA award-winning game designers; International award-winning poets and novelists; NMG award-winning music artists. Our community has helped produce some of Britain's greatest creative talents.

As a student of our school, you'll receive access to all our cutting-edge facilities, as well as guidance from leading creative experts and professionals, giving you the specialist support you need to progress. Along the way, you'll hone your craft, explore your passions and discover new ones as you journey towards the professional creative environment.

As well as bringing you closer to industry through live briefs, work placements and internships, we'll provide the encouragement and support you need to embrace your own creative and entrepreneurial ideas. Whether incubating your early stage business ideas in our Start-Up Lab or planning the next step, you'll begin to shape the world of tomorrow.

The UK Creative industries generate more than £100bn a year to the UK economy – join the 2 million people already working in them.

Nigel Ward

**Head of Cambridge School of
Creative Industries
Anglia Ruskin University**



TAP

INTO

TECHNOLOGY

Whatever your chosen subject or specialism, you'll benefit from the best in creative tech.

Since the origins of the School of Art in 1858, our institution has been at the forefront of creative and technical innovation in Cambridge. Our new school - home to ARU's creative industries courses - offers you the chance to explore, experiment and express yourself.

All our facilities are available to all our students - make something fantastic!

If you're a budding filmmaker, you can take advantage of our industry-standard TV studio and film editing suites, equipped with Final Cut Pro and Steenbecks for 16mm editing, and borrow a huge range of mobile equipment, from Steadicam to medium format cameras.

If you're an avid musician, get creative with our five digital music editing and recording studios, each with a different mixing desk and a variety of pre-amps, compressors and effects processors, giving you broad experience of the latest technologies. You'll also find plenty of synthesisers and other instruments, electronic and orchestral; a music technology lab with Apple Macs running Pro Tools, Logic, Sibelius and Ableton; and a recital hall with a Steinway Model D piano.

Or, if theatre's more your thing, our Covent Garden drama studio comes complete with a flexible black-box performance space, while our on-campus Mumford Theatre can give you experience working in a professional theatrical environment, whether you want to act, direct, or take on a more technical role. You'll also get to see professional touring companies at the Mumford, or take up paid work as a trainee technician or front-of-house steward.

For would-be games developers, our games development studio simulates a commercial working studio, featuring up-to-date hardware, (motion capture equipment, 3D monitors, VR equipment and more), as well as software including GameMaker, 3DGameStudio, Unreal Tournament 3 Editor, and Microsoft XNA Game Studio.

And if you're a writer, why not team up with our film production or computer games students to see your stories brought to life as videos or interactive novels?



BEAT
YOUR OWN
RHYTHM

Put on a show

There's a wealth of venues in and around Cambridge - take advantage of everything the city has to offer. Our Cambridge Festival of Creativity sees graduating students from all our courses show their work to the public, including representatives from the creative industries, at some of the biggest venues in the region.

As one of our music, drama or performing arts students, you'll get the chance to perform at Cambridge Junction, a venue that attracts some of the biggest acts around the world and is committed to developing young talent.

You can also take part in our on-campus band evenings and other gigs around the city; perform for schools and local organisations with Anglia Ruskin Community Theatre; or sign up for the Electronic Music Society's live performances and club nights.

Or, if you prefer something more traditional, why not sign up for our regional concerts by Anglia Ruskin Orchestra and Chorus? Pending audition, you can also join the University of Cambridge's Philharmonic Orchestra, or one of their many chapel choirs and college orchestras.

The Mumford Theatre is our on-campus performance venue which produces a diverse, accessible and inclusive programme. As well as having the opportunity to attend professional seasons of theatre, music and dance, you will use the theatre, as part of your course, for workshops, rehearsals and performances. Working alongside academic and theatre staff you will develop your understanding and practical application of creative and technical roles, front of house and backstage, as well as being a performer.

You can also get involved with Showstoppers, our brand new student-focused musical theatre choir (www.showstopperschoir.com).

For film, television and media students, your final showreels will be screened to the public at Cambridge Arts Picturehouse, the largest arts cinema in the region, while our computer games students can show off their finished projects at our on-campus Ruskin Gallery.

Our writing students share their work at Open Mic nights, reading their poems and stories to an eager audience, while any radio fans can join in with CAM FM, a student-run station with studios at Fitzwilliam Museum and our own Cambridge campus.



ROYAL
TELEVISION
SOCIETY

SHAPE

YOUR

FUTURE

You'll work in exceptional company, alongside professionally recognised and award-winning students and graduates

Our recent graduates and current students have received significant professional recognition, winning many prizes and awards in their fields, as well as lucrative contracts.

In the past year alone:

- Our BA (Hons) Film and Television Production students won 6 out of 10 student categories in the Royal Television Society East Awards Awards 2019, and 3 out of 5 in 2018
- MA Creative Writing alumnus Caroline Ward Vine won the prestigious Costa Short Story Award 2019
- BA (Hons) Popular Music students Rayne Brown, James Turnbull, Matt Abbott and Ben Parker won the Cambridge Band Competition 2019 as psychedelic rock group Grass Roof
- BA (Hons) Popular Music students Frankie Soan, Maddie Soan and Rhiannon Harris won the Audience Choice Award at the 2019 NMG Awards as pop-punk band Pink Lemonade
- BA (Hons) Popular Music student Anthony Rubery won best male solo artist at the 2018 NMG Awards
- Our 2nd year BA (Hons) Film and TV Production have had their film 'Tertiary Sound' selected for BFI London Film Festival, one of the world's most important film festivals. The film, by Co-Directors Solomia Dzhu and Luca Struijck, Jared Guy editor and Cinematographer Cristi-Valeria Tomsa, will premier in October 2019.

But it's not all about winning prizes - it's about carving a name for yourself in the area you love.

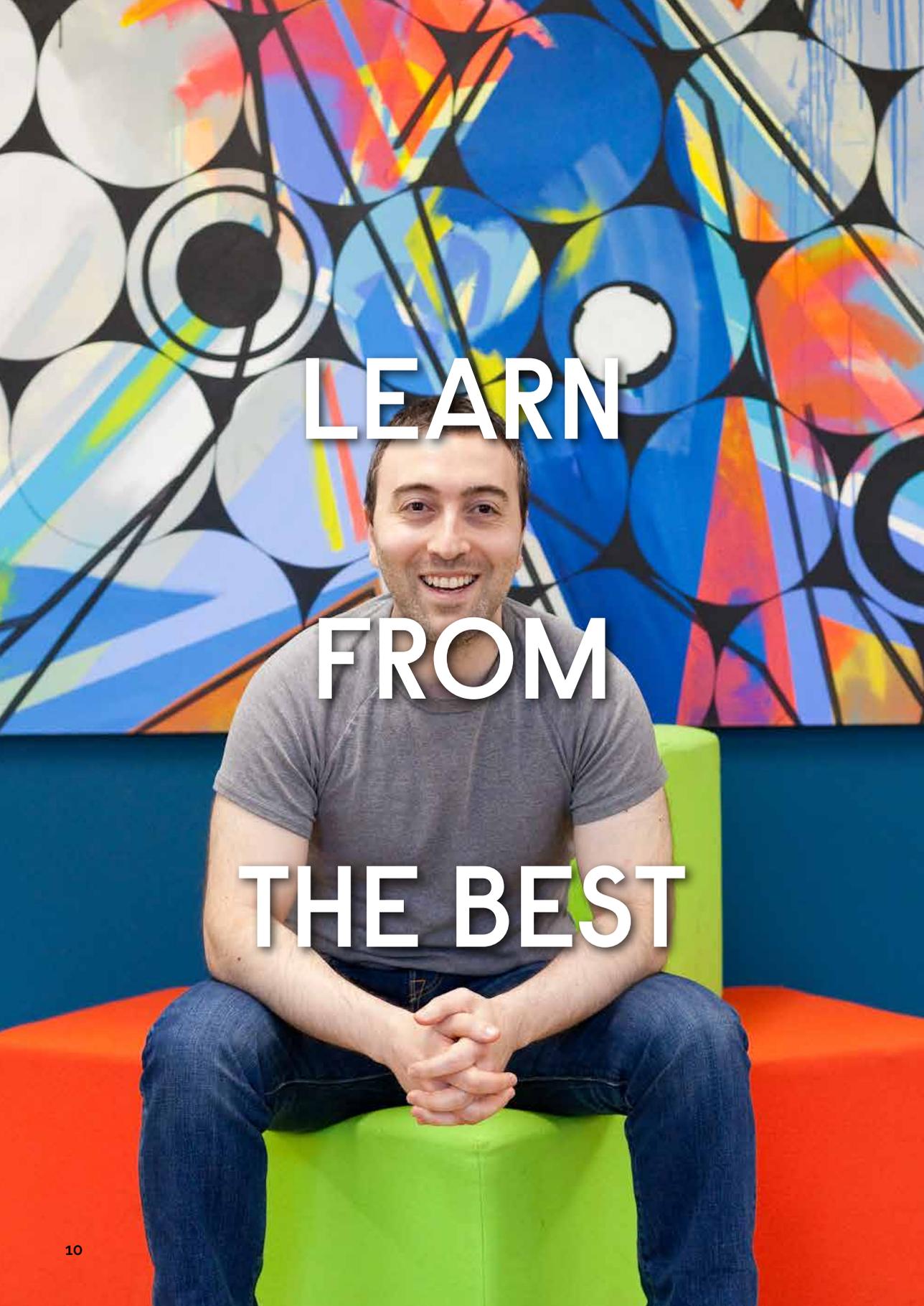
After graduating from our BA (Hons) Drama, Oliver Scott formed Momentum Theatre and leads acting workshops, as well as being a radio presenter, director and professional actor.

MA Creative Writing alumnus Kaddy Benyon published her second collection of poetry, *The Tidal Wife*, after winning the Crashaw Prize for her first, and Marian Womack published her first collection of short stories *Lost Objects* through Luna Press.

Among our BA and MA Film and Television Production graduates, Amy Willett worked with the BBC Natural History Unit and is now Production Co-ordinator at Plimsoll Productions; Lucy Dear became Sports Production Co-ordinator with ITN Productions; Chris Anstey worked as Camera Assistant on NEP Group's Love Island; and Lily Bruce is now Senior Talent Consultant with Aspire.

Many of our Computer Games graduates have also gone on to work for high profile Companies: Ross Nicholas is now a Level Designer at Codemasters, and Jacob Stromqvist a Vehicle Artist; Bogdan Muresan is a Junior Gameplay Programmer for Ubisoft; Owen Westfield, Amy Hook and Josh Newland work for Frontier Developments as Senior Artist, Animator and programmer respectively; and Holly Akrill is Lead Artist with Polyfox.

◀ The crew of 'Sons of Mars', winner of the 'Craft Skills: Camera' category at the Royal Television Society East Student Awards 2019.



**LEARN
FROM
THE BEST**

Learn from the Best

Our lecturers' CVs are stuffed with industry experience as well as research and teaching.

When it comes to arts and media, practice informs theory and vice versa. At Cambridge School of Creative Industries, we're lucky to have staff who excel at both. That means you'll learn from people who have made a real impact in their chosen fields, and continue to do so – in both the academic world and the creative industries.

You might study documentary making with a former BBC director; get guitar tips from a musician who's performed and recorded with the likes of Kylie Minogue and Jamiroquai; or learn to mix audio with a Grammy-Award winning producer who has worked with artists like New Order, Underworld and Paloma Faith, as well as on Danny Boyle's London Olympics Ceremony.

Whatever you study, you'll do so with people who are deeply engaged and actively involved in their subjects.

Our academics are also regularly published in catalogues, books (both fiction and non-fiction), journals and conference papers. And we're proud to say the most recent Research Excellence Framework described our research as 'world-leading' in the areas of Music, Drama, Dance and Performing Arts; Communication, Cultural and Media Studies; Art & Design; and English Language and Literature.

Research groups also provide lively communities on campus, organising a steady stream of lectures, seminars and conferences. These include interdisciplinary events around creative communications and storytelling organised by our StoryLab Research Institute; public lectures and conferences from the Cambridge Institute for Music Therapy Research; writer and agent talks by the Anglia Ruskin Centre for Science Fiction and Fantasy; and workshops that tackle the practices, politics, and potentialities of digital media culture by the Anglia Research Centre in Media & Culture.



MIX WITH INDUSTRY

We don't just offer you a placement - we offer you your future.

With the help of our lecturers, employability service and Anglia Ruskin Enterprise Academy, you'll find your route to a creative future.

Along the way, you'll develop meaningful contacts and build skills such as networking, influencing and relationship building, as you identify opportunities for future work and collaborations. Many of our students gain freelance commissions and start work in creative roles before they graduate, or secure positions for when they finish.

All our courses include optional modules that will give you the practical skills to set yourself up in business. You can test and develop your early-stage business ideas in the supportive environment of our StartupLab, which provides a dedicated space for entrepreneurial creative students. With 1 in 20 students establishing their business while still at University† you'll be off to a flying start.

In recent years, our students have enjoyed placements with big-name companies including Penguin Books, ARM, Cambridge University Press, Cambridge Film Festival, Frontier Developments, Hazard Chase, Sight and Sound magazine, BBC, ITN, NIE Theatre Company, Sony Computer Entertainment Europe, Warner Brothers, Windhorse Publishing and Just Flight.

We also run industry-specific events such as film and television guest talks, which have featured the likes of Ben Wheatley and Sean Bobbitt, and host Brains Eden, the fastest growing gaming festival in the UK, attended every year by representatives from companies like Sony, ARM, Sumo and Jagex, as well as plenty of smaller developers and indie studios. Thanks to our links with Take One, the Cambridge Film Festival magazine, our Film Studies students have the chance to review screenings at both the Cannes and Edinburgh film festivals too.

In the city

Cambridge itself is bursting with potential as the UK's leading digital tech cluster, with the surrounding areas dubbed 'silicon fen'. The city is home to over 1,600 creative companies, employing over 12,000 people - a higher concentration of creative jobs than the UK average* - and has the highest proportion per capita of start-ups and scaleups in the UK**

18% of the UK's computer games jobs are based in Cambridge*, and opportunities abound with world-leading companies including Amazon, ARM, Apple, Microsoft Research and Samsung all having operations here.

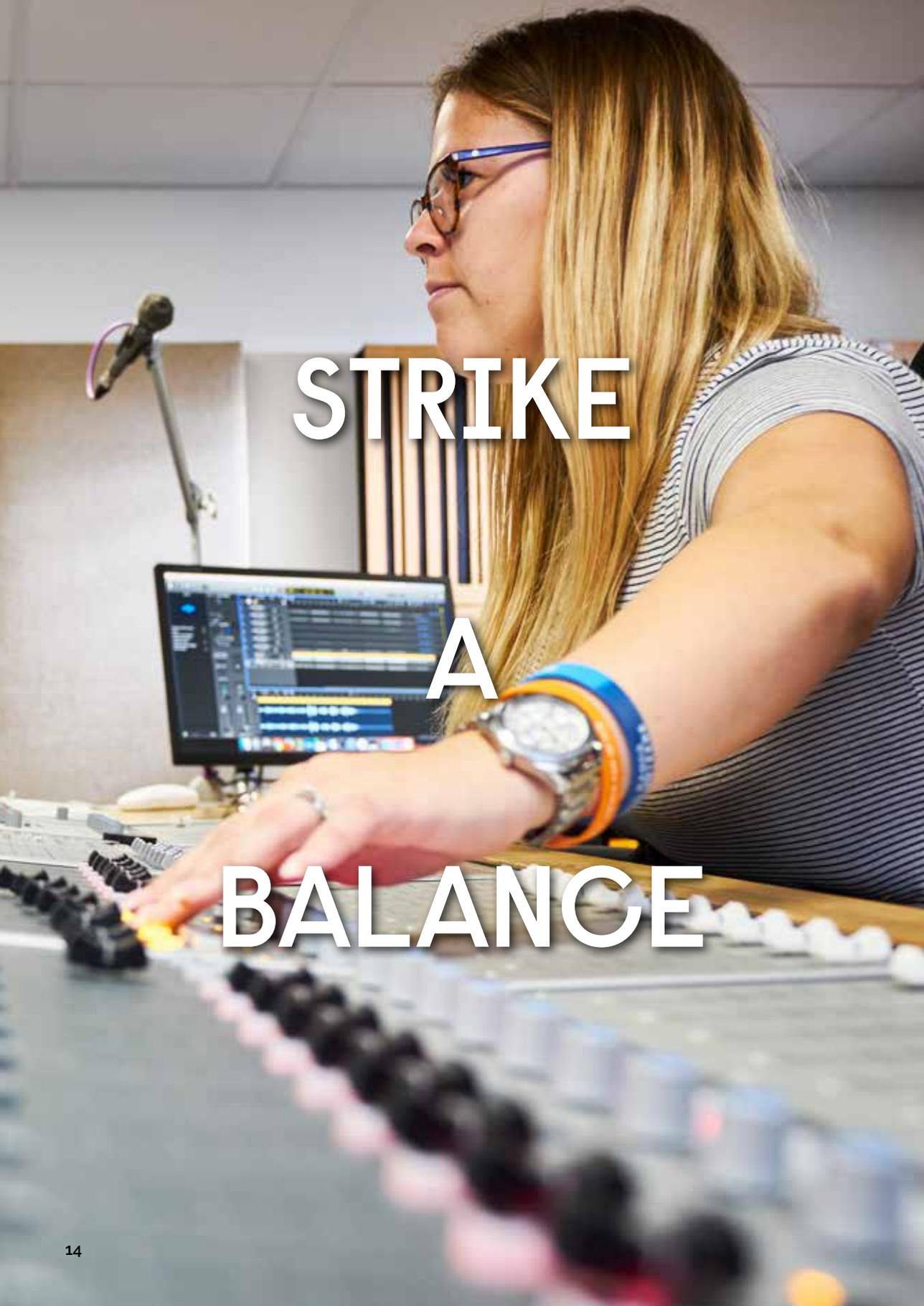
Opportunities also arise through our friends at the University of Cambridge. Over the past few years, our students have taken placements at their European Bioinformatics Institute, Wellcome Trust Sanger Institute, and Cambridge Endangered Languages and Cultures Group - all part of the rich research environment of Cambridge.

It's a unique mix, and one you'll be perfectly positioned to tap into.

†source: thismoney.co.uk

*source: nesta.org.uk

**source: Cambridgenetwork.co.uk



STRIKE

A

BALANCE

A creative hub with a small-town feel and big-city culture, Cambridge is the perfect place to live and study.

Enjoy a brilliant array of museums, art galleries, festivals and music venues, and a culinary scene that ranges from quirky cafés to high-end restaurants. You'll find bars, pubs and clubs galore, and when it comes to retail, you can choose from high-street brands, independent shops and a market that dates from the Middle Ages.

It's also a great city for cycling, and of course, there's the beautiful and tranquil River Cam for punting and picnicking on. And if you ever fancy a change of scene, London is only 45 minutes away by train, meaning you can enjoy the hustle and bustle of the capital whenever you want to, without any of the stress.

Life on campus

Following a recent £35 million upgrade, the Anglia Ruskin University campus is designed to offer the ultimate experience. It boasts shops, a gym, a medical centre, cafés, and even our own theatre. The University library and student services are also on-site, ready to help you with anything from finance to accommodation, and there's a huge range of sports clubs and societies to get involved with too, featuring everything from anime to volleyball.

When it comes to accommodation, you'll be spoilt for choice. We offer a great range of halls, ready for you to move straight into - but if you prefer to live out you'll also find plenty of alternatives available, from bustling city apartments to quiet suburban houses.

Explore your options at [aru.ac.uk/accommodation](https://www.aru.ac.uk/accommodation)

MAKE

IT

HAPPEN

Photo Vocal Score
BRINGTON
THE MUSIC AL

Booked by
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The Musical Theatre

JOSEPH WEINBERGER
MUSIC BY

BOOKED BY

THE MUSICAL THEATRE

BOOKED BY

THE MUSICAL THEATRE

Get closer to creativity - secure your place at Cambridge School of Creative Industries today

Open days

Come and visit us in person. Attend an open day to meet staff and students, explore our studios, see the city and get a taste of life on campus. Find out more and book your place at aru.ac.uk/opendays.

Applications

If you can already picture yourself creating, experimenting and learning with us, it's easy to apply online. Just go to aru.ac.uk and use our course finder to find the subject you want, go to the course page and press the 'apply via UCAS' button at the top, or 'apply online' beneath it if you are an international student.

Each course page will give you lots of helpful information, including advice on creating your portfolio, what kind of skills we are looking for and which qualifications you need. You can also browse work by our current and past students, or find out what kind of work placements they have taken.

Our admissions team are also on hand to answer any questions about your application. Email admissions@aru.ac.uk or call 01245 68 68 68.

Undergraduate courses

If you're a Home or EU student, you can submit your application through UCAS.

Postgraduate courses

Once you've made the decision to take your practice to the next level, apply for your place on one of our postgraduate courses via our website.

International students

We have a dedicated International Team, who will happily answer any questions about the application process. Don't worry if English isn't your first language – if you're motivated to improve, we offer a range of English courses to suit your needs.

To talk to one of our team, email international@aru.ac.uk.



The background is a dark blue to black gradient, overlaid with several large, curved, semi-transparent bands. These bands contain a fine grid pattern of lighter blue lines, creating a sense of depth and motion. The overall aesthetic is futuristic and high-tech.

SPOTLIGHT

ON...

Spotlight on... Gabi Kaziukonyte

BA Film and Television Production; StoryLab Undergraduate Research Assistant

Film has to be a community thing or it doesn't work. You put out crew calls, go into classes beforehand and ask if anyone wants to help with your project. I knew the year above quite well, we helped each other out. In the first year I worked on someone's major project as a runner. It was good because I saw how they worked on set, and it gives you a real insight into how the course works when you first start.

Every year there's Cambridge Film Festival and Watersprite International Film Festival that we're encouraged to volunteer for. One year I was an audience member, the next I was part of the filming crew. It has a great community from all over world – not just the UK or US - and I'm hoping to get involved in a greater capacity in the upcoming year.

There's a lot about the life of films on the course too. We're always told to think about our audience, where the film will go. One of our briefs on the Short Fiction module was to create a 90-second film for a competition, which was quite a challenge. It's quite cool that this was on our core module – here is a real competition that happens every year, so you're getting real experience.

And if there are any other little jobs or talks, we're always notified. There are many talks, lectures and workshops that we're encouraged to attend. They're beneficial to network and think about your steps after university.

Sophie Jackson (Course Leader) put me and another student forward for the StoryLab role of Undergraduate Researcher. I started out as a lot of things for StoryLab. I organised a film project called 'The River' for a competition (LOROS) involving a hospice, doing a lot of test shoots and scheduling, having conversations with contributors, coming up with rigging, shots, and arranging for it to go to festivals. Now I'm working on a project called 'Arriving', and I'm staying for the summer as the Director of StoryLab has invited me to help with the planning, scheduling, and pre-production.

Cambridge is like a small London, especially for the tech industry – it's always buzzing, there are always things going on. I want to stay here after University because there's a lot of jobs I'll be able to do. Film, gaming and music are big things here.

I came into the course not knowing much about tech. The course allowed me to go through a process of trial and error. I've seen a lot of people change the way they work, and I have too. There's a structure to the way you work. The course allows you to explore different roles but it gets harder each year. You have to start pitching and proving that you are prepared for anything whilst making your film.

Possibly the biggest change was that I knew there would be a major project when I started, and thought "No, never. Not doing it". Because I knew I wanted to make a musical. I always liked music but in the end, decided to keep it as a hobby. Now, going into Year 3, I've seen so many different genre of films be made. It gave me the confidence to at least try to pitch my musical.



"I want to stay here after University because there's a lot of jobs I'll be able to do. Film, gaming and music are big things here."



"Cannes Festival was the highlight because everything we had learned was all compressed into one place."



Spotlight on... Catarina Rodrigues

**BA (Hons) Film Studies;
Freelance photographer.**

I was always very interested in the visual world as a kid. Studying film was the perfect way to combine a passion for photography with movement and sound as well. Before studying film, I always thought I would do cinematography, but through the course I got interested in film curation and distribution, as well as post-production. I'm still very interested in cinematography but felt the need to have control in other parts of film creation, not just behind the camera. I also want to work in production at film festivals, helping other young filmmakers to find a voice in the industry.

The practical side of the course helped me a lot in learning how I can construct a narrative and translate it into a visual form. We also learned about editing processes, scriptwriting, and something I think is very important – how to pitch our ideas. It's a really useful skill to have when applying for work, or pitching to people who have the power to help with funding.

In terms of opportunities, Cannes Festival was the highlight because everything we had learned was all compressed into one place, and the university got us accreditation to watch all the films we wanted for free, and to attend networking events. I also went to Berlin International Film Festival with some friends, and one of our lecturers got us full accreditation for that too. I was very thankful for how supportive the lecturer was.

In my third year, I found a placement at Film and Video Umbrella in London, who commission different artists and show their films all over the world. This gave me insight into all the different stages in a production company – marketing, archives, how to communicate to local communities, matching filmmakers with potential audiences.



In my second year, I studied abroad for one semester at CEU in San Pablo, Madrid. It was an invaluable experience, living abroad with a different culture. I learned a lot about myself, and how my course is taught there. Here they tend to focus more on film, but in Spain TV is more popular. This helped me broaden my knowledge of the industry, and not only focus on film.

Cambridge is a lovely city. It's a small place, and the arts scene is not that big, but I tend not to look at that as a negative factor. It's easy to form a solid community of people. There's also Cambridge Picturehouse cinema, which is great for seeing really good films, and the contacts the university have with it. One of the films I made was shown there at the end of the degree. They had a Q&A at the end for all the filmmakers in the audience, so it was very good experience to be on the other end of the mic for a change.

Now I hope to combine my film-making skills with computation and creative coding. I want to take it to the next level using the different technologies we have now - playing with narrative, whether in a fiction film or the more experimental work that I'm shifting to.

Spotlight on... Ross Nicholas

Exp Level Designer, Codemasters Software Co. Ltd

2019 was my 6th year as a Brains Eden mentor and judge, and another exceptional Brains Eden games jam.

I have been to a fair few games jams and can safely say there is nothing quite like Brains Eden. The students all show passion and determination to work together, and with their abilities create some very special games. The bar was set even higher this year with the level of quality shown by all disciplines.

What sets Brains Eden apart from all the other games jams is the fact that the students:

- Have a fantastic venue that caters for the event (ARU has excellent facilities and the hardware for the students was of excellent quality).
- Have mentors from all parts of the industry, who sit with each team and give feedback constantly through the process. (A quick calculation: there was well over 100 years' worth of industry experience at this event. Wow!)
- Can receive many prizes for many different categories.
- Don't just have a games jam but also a career clinic afterwards! (This is one of the most important points - not only is it a great opportunity for the students but it also helps our industry out too).
- Have a fantastic technical team on hand throughout this well organised event.

It's hard enough to get into the games industry (I finished university with a first class degree and a published game, but still took over a year to get a job), but without events like this - and especially Brains Eden - students would not even be given a fighting chance. But at Brains Eden students have the time to get to know the mentors and we start to see their characters come out.

Let's put it this way: an employer sees a portfolio and then decides to interview. They interview for an hour, then have to make a decision if they can work with this person for a long time or not. Whereas, at Brains Eden, we have 4 days to get to know the students, and we get to see them when they are stressed, calm, tired, confident, shy etc. We can start to really see everybody's personalities, which is much better than just an interview.

The students are always polite but proactive in showing their CVs and portfolios to the companies, and it gives us a chance to see how their social skills are in 1-2-1 consultation, and if we can see them fitting in our team.

I have personally put forward a handful of strong candidates in which I saw a spark. Another two of my colleagues came along to the event this year and have also put forward students who impressed them too.

It is clear to me, and clear to not only some of England's largest AAA games companies but also many indie companies too, that Brains Eden is a magnet for the up-and-coming new talent from around the world.





'I can safely say there is nothing quite like Brains Eden.'

Spotlight on... Simon Gogerly

Senior Lecturer/Practitioner,
BSc (Hons) Audio & Music Technology



I'm a Grammy award-winning mixer and producer with over 30 years' of top-level industry experience and my own recording and mix studio. I've worked with lots of respected, successful artists and producers such as U2, Gwen Stefani, New Order, Soul II Soul, Underworld, Paloma Faith, Sly & Robbie, Rick Nowels and Nellee Hooper. I've also worked on several projects with Danny Boyle, including T2 Trainspotting, Trance, Frankenstein at the National Theatre and the 2012 London Olympic Games opening ceremony. Now I'm bringing that front-line audio industry knowledge and experience to my students as a Senior Lecturer/Practitioner on the Audio & Music Technology BSc (AMT) at ARU.

Bringing this level of current industry practice into the course content is really key to the employment prospects of the students. The more they know about working practices, industry bodies and networking skills, the better prepared they'll be to compete for jobs once they graduate. During my first year at ARU I've been able to introduce a lot of relevant new content to the 3rd year portfolio modules. I also organise regular sessions from a wide variety of visiting audio and music professionals.

I particularly enjoy working on practical studio projects with the students; sharing my tips and tricks for recording and mixing while also picking up new ideas and approaches from them. The whole process is very collaborative, which relates closely to real world creative projects. Sometimes it's easy for students to get used to working in isolation, but this isn't a very realistic approach, so I've been doing as much as I can to promote collaboration between students from different courses within the school in order to simulate the kind of working practices that they'll face in the future.

One of my favourite practical exercises is recording the ambience of real acoustic spaces. We do this by generating a sound (an 'impulse') in the space and then recording the way that the space responds to it. We call the result an impulse response. The sound we use can either be a scientifically measured tone sweep or a simple short loud noise like a balloon pop. The impulse response is then converted by software into a reverberation (or ambience) patch that we can use on any sound. I also teach the science and analysis of impulse responses as part of the AMT acoustics modules.

We are constantly working to keep the AMT course and facilities fully up to date with advances in technology and software, especially in the rapidly expanding fields of film, game and 3D/VR audio. But we also appreciate and fully cover the traditional, fundamental theory and techniques of analogue audio and electronics.





▲ Simon with student pop-punk group Pink Lemonade, Audience Choice winners at the NMG Awards 2019.





Eva with Fallen Dances and
Oni Dance companies
Photographs: Andree Andrev



Spotlight on... Eva Aymami Rene

Senior Lecturer in Dance

I did my studies at the Conservatory of Dance and Choreography, the Institut del Teatre in Barcelona, Spain, where I graduated with the Superior Title of Contemporary Dance and Choreography.

I collaborated with dance and physical theatre companies in Barcelona such as Les 4 Souffles, working with poetic concepts of the body and movement, and La Fura dels Baus, a radical street theatre company.

I have been always interested in how dance shapes cultural and political identities, how do we create meaning and why do we dance. This is why, simultaneously, I studied Social and Cultural Anthropology at the Universitat Autònoma of Barcelona.

I decided to move to the States with a Fulbright scholarship to pursue a Master's degree in Dance and Culture at UCLA. There, I could start thinking about how dance studies could contribute to the study of society, to think critically about our actions and movements in cultural contexts. In Los Angeles I continued dancing professionally with Victoria Marks Dance Company, Oni Dance and Jia Jia Wu, who we danced with at Pina Bausch's dance theatre festival.

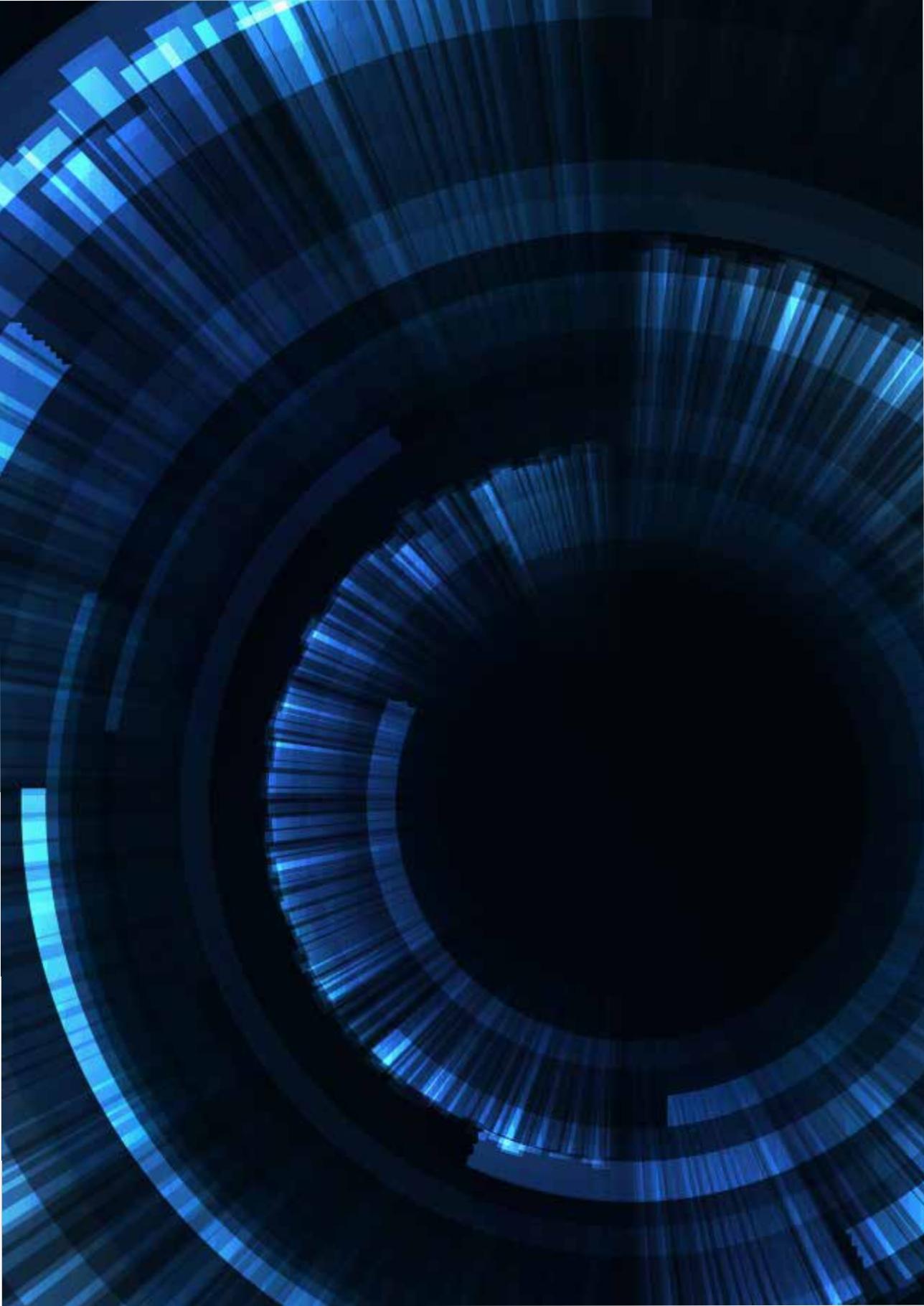


I moved to the UK to continue my research in dance. I was awarded a PhD in Dance Studies by the School of Arts of the University of Surrey in 2015. My thesis, *Choreographing the Silence. Women Dancing Democracy in Post-Franco Spain*, examines the construction of feminine identity through the work of women choreographers during the transition to democracy.

As a choreographer, I aim to provide the tools for the dancers to develop artistic material for themselves. It is much more interesting to work in this way than just be directing the movement we want to see on stage. Bodies are the main tool of expression in this case, and I would like to think that we are moving people to reflect about what those bodies can create in terms of meaning.

"I have been always interested in how dance shapes cultural and political identities, how do we create meaning and why do we dance?"







OUR COURSES





BA (Hons) Audio and Music Technology

Explore the scientific foundations of sound and master audio manipulation for a wealth of purposes, including live sound, gaming, broadcast, and film.

Dual-accredited by the Institute of Engineering & Technology and Joint Audio Media Education Support, there's never been a better time to enrol on this course: audio-related skills and knowledge are needed more than ever in today's growing creative industries.

Pick and mix

Opt for modules that reflect your aspirations, interests, and passions; or learn new skills, processes and perspectives. Develop your multi-track production skills, create soundtracks for films and games, learn hardware design or digital signals processing, or try something else entirely.

Build from the ground up

Our focus on the scientific principles of audio technology as well as the practical work of sound production keeps your career options open, whether you want to be an engineer, a consultant, a hardware designer – even your own boss. As you progress you'll build a professional portfolio to show clients and employers, and even have an opportunity to take a year's work placement.

Boost your signal

It's not all textbooks and theory. Here are some of the professional-quality facilities you'll get to play with:

- five state-of-the-art, climate-controlled recording studios that encompass the demands and variety of modern audio workflows
- industry standard software: Pro-tools, Logic, Ableton Live
- large selection of professional analogue audio mixing consoles and processing equipment from leading audio brands such as Audient, Warm Audio, Avalon, Universal Audio, Solid State Logic (SSL), PMC
- a fully equipped podcast studio with live multi-camera recording
- a large acoustically-treated critical listening room and AV lab containing 20 Apple Mac audio workstations
- access to rehearsal rooms, 6 grand pianos and a spacious recital hall
- a selection of professional microphones
- overnight loans of microphones and portable recording devices.

UCAS code:
J992, J993

Entry requirements:
96 UCAS Tariff Points



▲ Alex Truman



▲ Goncalo Dos Santos

◀ Ellie Wainwright

BA (Hons) Computer Games Art BSc (Hons) Computer Gaming Technology

Unleash your artistic talent or programming skills into the realm of game creation. Design worlds and characters, then bring them to life through 3D modelling, texturing and animation.

You'll develop your skills in an environment that reflects the gaming industry, working on briefs with programmers, audio technicians and musicians from other courses.

Our BA (Hons) Computer Games Art is accredited by TIGA, giving you a badge of excellence to show future employers.

Discover the world of gaming

Almost a fifth of the UK's computer games workforce is based locally, making Cambridge a hotbed of gaming expertise. It's a great place to share ideas, find inspiration and grow as a digital artist.

As well as local developers, we invite serious players from the world of game creation to give guest lectures. You'll also have the opportunity to network at events such as Brains Eden, the UK's largest student games festival, which we host annually.

Game on

By the time you graduate, you'll have built up a substantial portfolio to impress employers. Beyond the gaming industry, your skills will be sought after in other creative sectors, such as film and television production, advertising and web design and production or, if you're taking our BSc, in many IT and programming roles.

The full package

We'll provide everything you need to create exciting visuals:

- High-end computers with graphic tablets
- Motion capture equipment
- Render farm
- Industry-standard SLRs (for HDRI capture)
- HD cameras
- Top of the range 3D modelling, animation, and compositing software (Maya, MotionBuilder, 3ds Max, After Effects, Mudbox, ZBrush and Unity)

UCAS code:

W281 / GW46, GW47

Entry requirements:

96 UCAS Tariff Points

Portfolio for Computer Games Art





▲ Production of 'Paul Bunyan'



▲ Production of 'Rossum's Universal Robots'



▲ Production of 'Rossum's Universal Robots'

BA (Hons) Drama

Combine with English Literature or Film Studies to broaden your choices.

Work on public performances and smaller-scale projects, explore theatre practices and devise your own original productions. This practical course gives you a chance to try out every aspect of drama.

Whether you want to perform in a professional Cambridge venue, direct fellow students in your own play, or learn to light shows with the help of our technicians, our optional modules will give you opportunities galore.

The play's the thing

If you've set your heart on being an actor, this course will let you follow your dream from day one. You'll begin rehearsing for a performance as soon as you start, with at least three more to follow throughout the course. You can even propose a major project that is 100% practical.

Look to the future

Our vocational modules can help you create your own showreel, get an internship with a theatre company or learn to lead workshops. And if you want more experience being part of a professional troupe you can join our Community Theatre Company, putting on workshops and performances at local schools.

Walk the boards

We'll give you everything you need to perform to the best of your talents:

- a dedicated drama studio, with highly flexible black-box performance space
- a full-size on-campus professional theatre
- a large rehearsal space with: audio playback facilities, piano, LED lighting rig, portable dance mirrors, gymnastic mats and rostra/modular staging
- a Student Union-run dance studio

UCAS code:

W490

Entry requirements:

96 UCAS Tariff Points







BA (Hons) Electronic Music

Challenge your expectations of electronic music. Combine genres and technologies to produce new and innovative sounds, and launch your career as an electronic producer-artist.

Journey through the world of electronic music, from its pioneers to future trends, from commercial music to experimental, building your catalogue of production techniques as you go.

Apply your skills

Broaden your horizons by applying what you learn to music for media such as games, films and apps, or perform to the public at local venues to get that vital experience and boost your confidence before you graduate. You can also join our Electronic Music Society, which hosts weekly workshops and organises live performances and club nights.

Jack in to a growth industry

The UK music industry grew by 2% in 2017 to contribute a record £4.5 billion to the economy – up by £100 million on 2016 (uk.music.org). Discover how you can make the most of your abilities in this growth area with our modules in creative entrepreneurship, including collaborative projects, a study of digital media platforms and support to find a work placement.

Tool up

Our industry-standard facilities will let you work with the equipment you'll use in your professional life:

- a recording studio with Pro Tools HD; AVID Artist control; Microphones - Shure, Neumann, DPA, Peluso; Plugins - NI Komplete, Izotope
- a music technology lab with 15 Apple Macs with Logic, Ableton Live, Pro Tools and Sibelius
- synthesizers including ARP Odyssey, Arturia Minibrute SE, EMS VC3, Moog Mother 32, Roland Aira T-8, Roland SH-101, Roland D-50, Roland JP-08, Yamaha SY99 and the Moog Etherwave Pro theremin
- controllers including Ableton Push, Komplete Kontrol 25, Korg Nano controllers and Alesis QX25

UCAS code:
WJ39

Entry requirements:
96 UCAS Tariff Points



▲ 'The Toilet Club.' Director Ella Bristow with cast.



▲ 'On The Ropes.' Director, Mariana Vas. Photograph: C Fellows.

BA (Hons) Film and Television Production

Whether you film your own TV show, shoot a drama, or direct a documentary, you'll learn what it means to take ideas and scripts to screen.

On this hands-on course, you'll experiment with everything from 16mm film to the latest high definition cameras. You can choose the direction you would like to take, from producing, screenwriting, directing, cinematography, and post production.

Learn from award-winning experts and become an award winner yourself.

Our lecturers are industry professionals and have produced content for the BBC, Channel 4, and high-end corporate clients. They have shot feature films, television and commercials, and BAFTA award-winning dramas. You'll benefit from their expertise and links with the creative industries. We like to keep our student numbers small, so we can best help your production skills develop.

Guest-lectures from top directors and producers such as Ben 'Free Fire' Wheatley and Mandy 'Storyville' Chang give you the opportunity to network and learn from their experience, and companies like QVC run live workshops as part of your modules.

For two years in a row our films have swept the student awards for the eastern region of the Royal Television Society, with 6 wins from a possible 8 categories in 2019.

Big screen or small screen? You choose.

Your success story starts while you study. Live projects introduce you to the growing field of online content, while opportunities like the Watersprite International Student Film Festival allow you to work alongside Cambridge University students and network with young filmmakers around

the world. You'll have the opportunity to see your work on the big screen at the prestigious Picturehouse Cinema, Cambridge, or get work experience on our optional placement module.

Our graduates work on programmes including Love Island, Bake Off, and 24 Hours in A&E, and feature films like The Theory Of Everything, or have chosen careers in post production at companies like Molinare and Colour Film. Some have posts at companies like PIXAR, and others have set up their own production companies, winning creative commissions from the Arts Council and Channel 4.

Our comprehensive and contemporary industry-standard equipment includes:

- Fully equipped HD multi-camera TV studio with multi-purpose scenic backdrops suitable for current affairs, magazine programmes, and dramas
- A full range of HD location cameras
- Sound-recording equipment
- Film studio with overhead lighting, tracks, dollies, green screens, and flats
- The complete Adobe Creative Cloud software suite including Premiere Pro

We are also an official Blackmagic Design training partner, offering certification in DaVinci Resolve.

UCAS code:
W612

Entry requirements:
96 UCAS Tariff Points



▲ From 'Forever a Champion' by Carmen Vincent.



▲ From 'The World Beyond' by Lukas Rimkus

BA (Hons) Film Studies

Combine with Media Studies, Drama, or Writing to give yourself more options.

Explore film as a film-maker, screenwriter, or critic, as you train in the various aspects of the medium, from creative film practice and screenwriting, to film analysis, film journalism and marketing. Study filmmaking from all over the world and discover how film reflects and affects society.

Experiment with 8mm, 16mm, and 35mm analogue film as well as digital formats as you learn to think critically about your creative work. Regular feedback from tutors and your fellow students will help you gain a sense of your own interests and strengths as you move through the degree, building your own specialism.

Make contacts in the film and arts industries through our links with local and national organisations. As well as attending guest lectures from key figures and field trips to institutions like the BFI and Tate Modern, you could end up on a placement with an organisation as big as the BBC, or reviewing films at the Cannes Film Festival, as some of our previous students have.

On location

Being in Cambridge gives you the perfect opportunity to get involved with local film events and organisations. Your final project work will be shown to the public at Cambridge Arts Picturehouse, and potentially at the Cambridge Film Festival. You can also volunteer to help at the Cambridge Film Festival and other festivals, giving you more experience of the industry and important contacts.

It's showtime!

Work with the kind of equipment you'll find in the professional film industry:

- PCs and Macs with the full Adobe software suite, including Premiere, Photoshop and After Effects
- a fully-equipped HD film TV studio
- HD cameras alongside Super 8mm, 16mm and 35mm film cameras
- Final Cut Pro editing suites
- Steenbecks for 16mm editing
- animation rostrum cameras
- screening theatres

UCAS code:
P303

Entry requirements:
96 UCAS Tariff Points







BA (Hons) Media Studies

Take Single Hons or combine with Film Studies

Explore 21st century media practises, from television to coding, and radio production to digital publishing. Learn to analyse and debate the latest theories, and develop skills suited to today's data-driven society.

The media is central to our interconnected global society, influencing politics, economics and the rest of our culture. This course will show you the history of the media, giving you the full picture of how modern practices developed, as well as allowing you to engage with them creatively.

Specialise or diversify

Pick modules for a particular career or keep your options open. Try your hand at journalism, animation and web design, learn about coding or take a more traditional route like radio production and practice, explore fiction or documentary filmmaking – the choice is yours!

Plug in to the media network

Take part in work placements and commissioned projects with media organisations such as Cambridge Style Magazine, London Studios, BBC Radio Cambridgeshire and Eastern Daily Press. We'll help you make the best connections for your future.

Practice made perfect

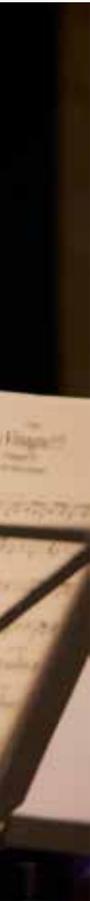
Train on equipment you'll find in the professional media industry:

- PCs and Macs with the full Adobe software suite, including Premiere, Photoshop and After Effects
- a fully-equipped HD film TV studio
- HD cameras and 16mm film camera
- Final Cut Pro editing suites
- Steenbecks for 16mm editing
- animation rostrum cameras
- multimedia studios
- screening theatres
- radio suites

UCAS code:
P300

Entry requirements:
96 UCAS Tariff Points





BA (Hons) Music

Consider the application and relationship of music to 21st century life in areas such as film, technology and education, rather than by historical period. Gain a modern context for your musical knowledge that transfers easily to your future career.

Receive a broad introduction to different aspects of the music industry, including composing, world music and entrepreneurship, as well as a choice of specialisms such as music therapy, composing film soundtracks and radiophonica. You'll have plenty of opportunities to strengthen your performance skills too, including regular instrument or vocal tuition from world-class teachers.

Make the most of Cambridge music

Both on and off the course, you'll find plenty of opportunities to perform in public venues across Cambridge and beyond, including regular concerts by Anglia Ruskin Orchestra and Chorus, our annual opera and on-campus band evenings.

You can also audition to join the University of Cambridge Musical Society, the Cambridge Philharmonic Orchestra, or one of the many chapel choirs and college orchestras around the city.

Get your voice heard

Make contact with music industry leaders through our close links with venues and other companies, including Cambridge Junction and international music management company Hazard Chase. In your final year, we'll help you arrange a work placement in your field of interest too.

Everything you need

You'll work in our purpose-built music centre, which includes:

- an extensive suite of computer music studios with specialist music hardware and software
- recording facilities
- band rooms and plenty of practice rooms
- an audio-visual studio
- a spacious recital hall
- five grand pianos, including a Steinway Model D
- many orchestral instruments, including traditional ones from India, China and Africa, and a Balinese Gamelan.

UCAS code:
W300

Entry requirements:
96 UCAS Tariff Points





▲ Production of 'Bring It On'



BA (Hons) Performing Arts

Are you fascinated by the possibilities of performance crafting? Want to be challenged by the many different practices, theories and multidisciplinary approaches of music-theatre?

Prepare yourself for a career in the diverse and competitive world of performing arts. Develop your skills in drama, music and dance, while investigating other areas of production from staging to digital performance, and directing to live event management.

Identify as a performer

As you learn, you'll start to think in all new ways about your identity as a creative performer, and become empowered to push the boundaries of music-theatre making.

As well as gaining the skills, opportunity and inspiration to grow as a performer and create innovative, powerful work, you'll also develop and apply your creativity and emotional intelligence – two of the top ten skills for 2020 (World Economic Forum).

Share your passion

Not only will you pick up styles and techniques from professional practitioners and internationally-known organisations from industry but also, and perhaps most importantly of all, you'll work with others who share your passion for musical theatre and the performing arts.

Strut your stuff

Get creative with our professional facilities:

- a dedicated drama studio, with highly flexible black-box performance space
- a full-size on-campus professional theatre
- a large rehearsal space with: audio playback facilities, piano, LED lighting rig, portable dance mirrors, gymnastic mats and rostra/modular staging
- a Student Union-run dance studio

UCAS code:
W491

Entry requirements:
96 UCAS Tariff Points



▲ Dora Papadaki (lead vocalist from Dora and the Explorers)



▲ Cambridge Junction
Band Showcase

◀ Grass Roof at the Big Weekend,
Photograph: Robbie Poulton

BA (Hons) Popular Music

Develop your musicianship to a new level through a study of the history and culture of popular music. Discover different styles and techniques to use in your music, and explore key skills in music-making, such as notation and song writing.

To be a great musician you need versatility, and that's something we understand well. We'll give you all the tools and techniques you need to experiment with your sound and turn it into something truly special.

Push your limits

Practise and perform with students from other courses, including performing arts, drama, and film and television production, to see how music connects with their work. Take part in live public performances such as our regular musicals, bands evenings and annual opera, in venues on-campus and around Cambridge, to further stretch your repertoire.

Learn from the best

The course will provide you with individual vocal or instrumental training from internationally renowned tutors, which you can choose to continue into your third year, as well as regular feedback on your performance skills, keeping you up to date with the progress you've made.

You'll also have the chance to attend workshops, masterclasses and lectures by guest performers, composers and academics.

Ready to go!

We'll provide everything you need to get your music career up and running, including:

- an extensive suite of computer music studios with specialist music hardware and software
- recording facilities
- band rooms and plenty of practice rooms
- an audio-visual studio
- a spacious recital hall
- five grand pianos, including a Steinway Model D
- many orchestral instruments, including traditional ones from India, China and Africa, and a Balinese Gamelan.

UCAS code:
W34c

Entry requirements:
96 UCAS Tariff Points







BA (Hons) Writing and English Literature / BA (Hons) Writing and Film Studies

Discover new ways to express your literary talent. Study the techniques of the world's greatest writers, or film-making practices from all over the world, as you develop your writing skills, both creative and critical.

The choice is yours: hone your writing by exploring classic literary texts alongside genres including sci-fi and children's literature, or discover film practises from all over the world as you work with fellow students to turn your screenplays into films.

Both courses allow you to tailor your modules towards your ideal career, be it filmmaker, journalist, critic or novelist. You can get training in professional writing techniques such as news and feature writing, screenwriting, or speculative fiction, and on our BA (Hons) Writing and English Literature, you will also have the option to explore the publishing industry.

Work towards your dream career

Get crucial experience with our work-based modules and links to local professional bodies. Our previous students have found placements with companies including Cambridge University Press, BBC, Pinewood Studios, and Sight and Sound magazine. You can also take part in extra-curricular events such as Cambridge Film Festival, and attend guest lectures from key figures in writing and film.

Our open-mic nights will give you a chance to test your writing by reading it to a live audience, while any films you produce for your major project will be screened publicly at Cambridge Arts Picturehouse - and maybe at the Cambridge Film Festival as well.

See your writing from new angles

All our teaching staff are published writers in their field. In regular workshops, you will receive invaluable feedback on your creative writing from them - and from your fellow students too. This will give you the rare opportunity to discover how your work is received by different people, helping you sharpen your critical skills.

Outside of the course, our Royal Literary Fund fellows are always on hand to give you more advice, and you'll find many student societies that share your interests, including the Creative Writing Society, the Poetry Society, the Film Viewing Society and the Harry Potter Society.

Bring your stories to life

On the film studies variant, you can make full use of our professional-standard equipment:

- PCs and Macs with the full Adobe software suite, including Premiere, Photoshop and After Effects
- a fully-equipped HD film TV studio
- HD cameras and 16mm film camera
- Final Cut Pro editing suites
- Steenbecks for 16mm editing
- animation rostrum cameras
- screening theatres

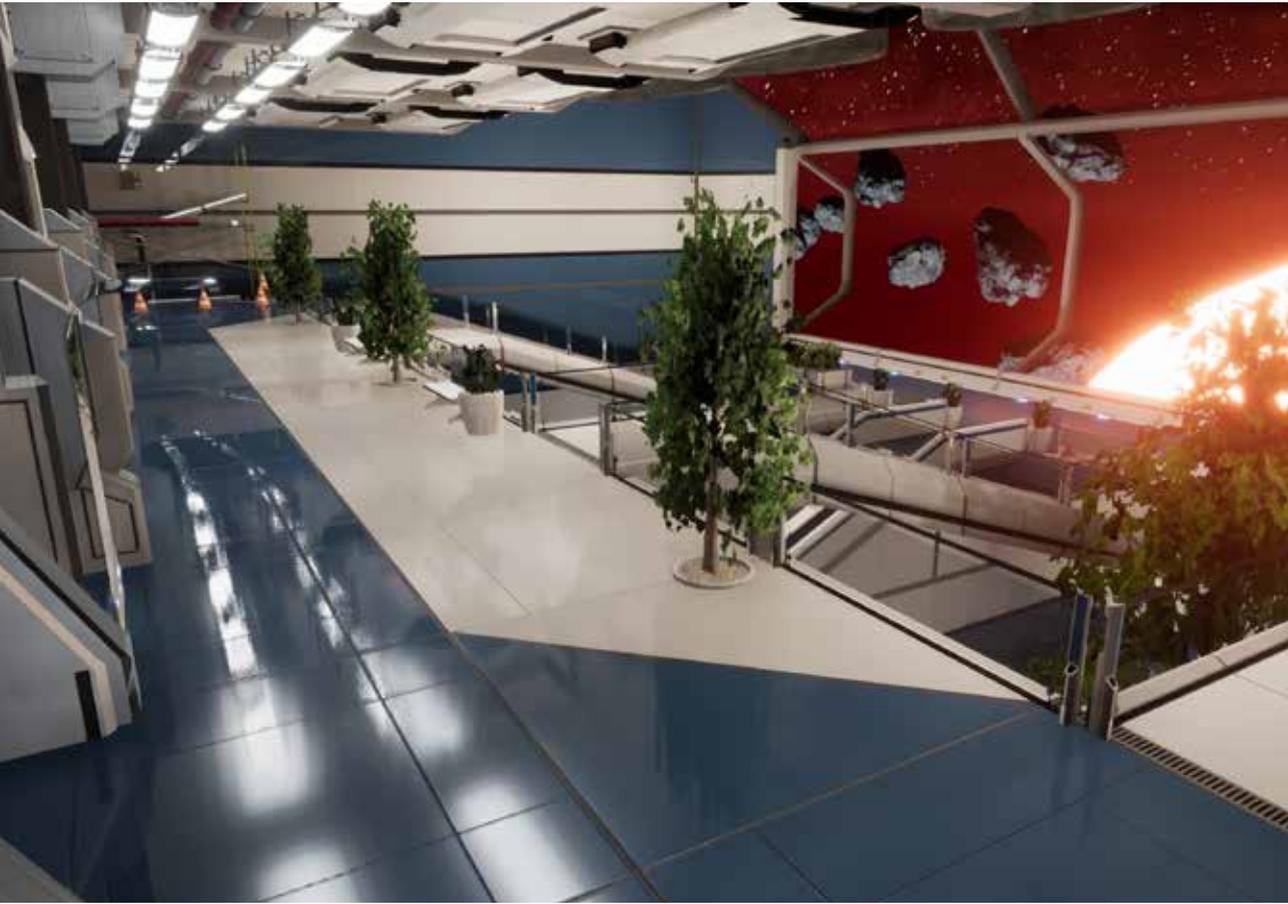
UCAS code:

WQ83 (English Lit)

WP83 (Film Studies)

Entry requirements:

96 UCAS Tariff Points]



▲ Harry Kendall
MA Computer Games Development (Art)
'Hydroponics - 4'



▲ 'Locomotion'
MA Computer Games (Art) & (Technology) team project

MA Computer Games Development (Art) / MSc Computer Games Development

Create exciting games for world-famous companies, or do things your own way and go indie. Whatever your ambitions, these Master's courses will help develop your skills in shaping new worlds and characters.

Room to grow

Our dedicated Games Centre is the perfect place to feed your imagination and experiment. You'll work alongside local indie developers who will add their real world experience to the tips and insight you gain on the course.

We'll expand your knowledge and provide regular opportunities for you to test your skills on real projects. Collaborating with industry, or students from your sister course, will help you bring your visual ideas to life, or use your technical design skills to realise the artistic vision of others.

Join the major players

Cambridge is a creative hotbed for the games industry with nearly 20% of the UK's gaming jobs in the city (nesta.org.uk). We have links with all the big developers (and plenty of the smaller ones). With the UK games industry worth £5.11 billion in 2017*, and a recognised shortfall of skilled games designers, they are always on the lookout for fresh talent.

You'll get the chance to build up your contact book, contribute to live projects and take part in events like Brains Eden, which we host annually.

Tools of the trade

No games studio is complete without its complement of tech and gadgets. You'll have access to all the essentials like:

- High-end computers with graphics tablets
- Up-to-date software including Maya, MotionBuilder, 3ds Max, After Effects, Mudbox, Zbrush, Unity
- Render farm
- Motion capture equipment
- 3D monitors and VR equipment
- HD cameras
- Digital SLRs for HDRI capture

*UK Interactive Entertainment





▲ Caroline Ward Vine with her Costa Award for *Breathing Water*, written whilst on our MA Creative Writing

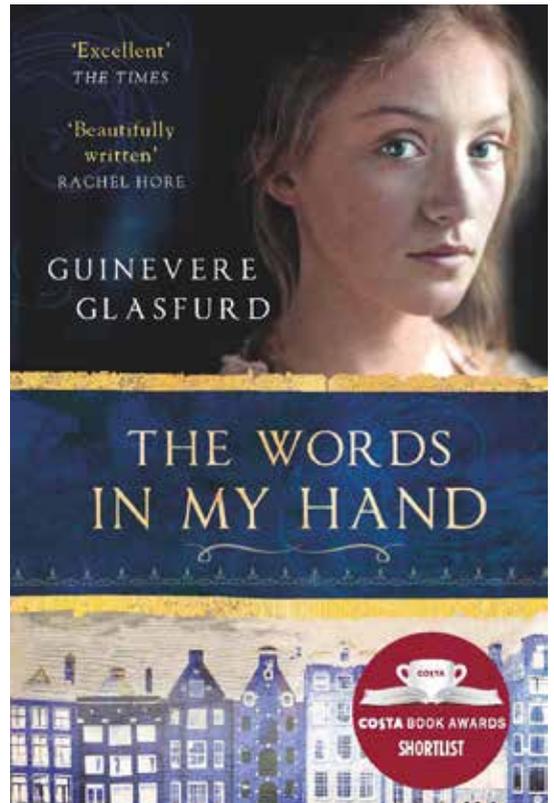


Image reproduced with permission of Two Roads (John Murray Press)

MA Creative Writing

Combine with MA Publishing to explore every aspect of the industry.

Looking for a supportive, creative environment to help develop your writing? With feedback from professional writers, as well as fellow students, this course will give you just that.

Our MA offers the rarest of opportunities for a writer: the chance to find out how different people respond to your work. In regular workshops, you'll share samples of your writing with a close group of peers, listening to their feedback as well as giving your own on their work.

These sessions not only help you perfect your narrative style, but also sharpen your critical faculties – an invaluable skill for any dedicated writer.

Learn from the experts

From Daniel Defoe to Toni Morrison, Mary Shelley to Stephen King, you'll explore the techniques used by acclaimed writers through history and discuss what made their writing stand out.

Your teaching team will consist of specialist lecturers, many of whom are authors themselves and know a thing or two about how to get published. These include Dr Tiffani Angus (*Threading the Labyrinth*), Dr Colette Paul (*Whoever You Choose to Love*) and Dr Laura Dietz (*In the Tenth House*).

Outside of the course, our Royal Literary Fund Fellows will also be on hand to offer their advice and guidance on your writing.

Share your passion

Forge contacts, spread the word about your writing and pick up tips about the industry at guest talks, masterclasses, and networking opportunities with agents, publishers, and established writers. You're also welcome to attend the events organised by our Centre for Science Fiction and Fantasy, and to share your writing at our open mic nights.

Success stories

Many of our students and graduates have seen their work published or won awards, including Caroline Ward Vine (winner: Costa Short Story Award 2018), Natalya Anderson (winner: Moth Poetry Prize 2018, Bridport Prize 2014), Kaddy Benyon (*The Tidal Wife; Milk Fever*; Winner: Crashaw Prize 2012), Guinevere Glasfurd (*The Words in My Hand*, shortlisted for the Costa First Novel award), and Penny Hancock (*Tideline, A Trick of the Mind* et al).

Add to your learning for free

As one of our MA Creative Writing students, you can also attend our suite of publishing and marketing short courses free of charge:

- Building Online Brands and Identities
- Editing
- Introduction to Photoshop
- Introduction to Publishing Software
- Introduction to Web Design



MA Dramatherapy

Use your performance skills to directly improve the lives of others.

Dramatherapy will train you to create channels of communication with others using theatre and performance arts, and provide them with a safe environment in which they can explore and deal with all kinds of personal, social and health issues, from social awkwardness to Alzheimers.

You will discover many approaches to dramatherapy, with a focus on intercultural practice, attachment/ mother-infant observation and an understanding of how past relationships manifest in current client difficulties. As you study, you will have the chance to reflect on your own practice in group discussions, supported by an extensive programme of tutorials and supervision.

Get real-life experience of clinical work

Our course emphasises clinical placements, and our links to local organisations will help you get all the experience you need for your career. Under the supervision of qualified dramatherapists, you will take part in clinical placements in 2-3 different fields, such as schools, hospitals, and other community settings.

Graduate ready to practice

Successfully completing this MA will qualify you to register with the Health and Care Professions Council - a legal requirement for practising dramatherapists in the UK.

As a qualified dramatherapist you will be able to work in areas including the NHS, social services and education, or you can choose to work privately on a freelance basis, building a client base that best suits your practice.

Specialist facilities

You will work in our purpose-built therapy centre, which is used for all of our teaching and professional therapy consultations, and also houses our music therapy course.

You will also have access to the extensive facilities offered by Cambridge School of Creative Industries, including a fully-equipped drama studio, two other large drama rehearsal spaces, a recital hall, a suite of computer music studios and music practice rooms and a full range of specialised dramatherapy props and equipment.





▲ 'Virtual Unreality', a film by Isis Basile

'Porto is not for Sale',
a film by Laura Goncalves ▼



▲ 'Momento Mori', a film by Edward Norman



MA Film and Television Production

Explore behind the scenes of the TV and digital media industry and learn what it takes to make great programmes and films.

With our expertise in documentary and drama, we'll help you develop a real eye for thought-provoking productions.

Produced by... you!

The aim of this hands-on practical course is to help you create an impressive portfolio for your filmmaking career.

You'll make seven films (either individually or in teams), and write a dissertation on a subject of your choice. You'll become a great visual storyteller, communicator, collaborator, motivator and problem solver. And you'll learn about scheduling, production management, budgeting and pitching ideas.

Producer or director, we'll help you get there

You'll learn to develop the skills needed for a rewarding career in the film and TV industry, and our regular talks and workshops from industry experts will help you build a network of useful contacts.

Our past students have gone on to work for the BBC and Channel 4, set up their own film production companies, and win film commissions around the world.

Our facilities

Get the full experience with our comprehensive set up:

- Full range of HD and SD location cameras (including Steadicam), lighting and sound equipment
- Industry standard fully equipped HD TV studio with full lighting rig
- Scenic backdrops for current affairs, magazine programmes, and dramas
- Film studio with overhead lighting, tracks, dollies, green screens, and flats
- The complete Adobe Creative Cloud software suite including Premiere Pro, After Effects, Audition and Speed Grade





MA Music Therapy

Discover how you can use your music to improve the health and well-being of others

Our MA will teach you the principles of music therapy and introduce you to the latest, and most effective, approaches to its practice from a UK and International perspective. These include approaches underpinned by psychodynamic, developmental and neuroscience theories.

You can then use these approaches in your own practice in at least two different clinical placements, in locations such as schools, hospitals and hospices, under the supervision of qualified music therapists.

Study on the longest-established MA Music Therapy course in the UK

Our long experience of delivering training means not only will you have a team of highly experienced and internationally-renowned music therapists supporting your studies, including Professor Helen Odell-Miller (awarded an OBE for her services to music therapy in January 2015), but also that we have well-established links with other health professions, services and practitioners, including the British Association for Music Therapy, helping you to find placements and make contacts for your future career.

A practical course based on ground-breaking research

We have a long history of music therapy research, which culminated in the establishment of our Cambridge Institute for Music Therapy Research in 2018. You will benefit from involvement in this dynamic research environment, in which the current major research strands currently include the effects of music therapy on the brain, and the effectiveness of music therapy with people living with dementia and autism. Our Music, Drama, Dance and Performing Arts research was awarded world-leading status in the Research Excellence Framework 2014.

Specialist facilities

You will work in our purpose-built therapy centre, which is used for all of our teaching and professional therapy consultations, and also houses our dramatherapy course.

You will also have access to the extensive facilities offered by Cambridge School of Creative Industries, including a recital hall, a suite of computer music studios and music practice rooms.





MA Publishing

Combine with MA Creative Writing to understand the industry inside-out

Explore every aspect of modern publishing, from commissioning to marketing. Join an industry that had a record-breaking year in 2017, with income up 5% to £5.7bn*

Whether you're a budding publisher, editor or marketer, or plan to set up your own business, our Master's will show you all the processes and strategies needed to succeed in the competitive media environment.

You'll consider the legal debates around the sale and licensing of rights, wider issues around digital publishing, such as contracts and rights negotiations, and get up-to-the-minute information on the key issues and emerging technologies of today's publishing industry.

Developed with, and furthered by, the industry

Designed in close consultation with Cambridge University Press and other local publishers such as ProQuest and Lutterworth's, you can rest assured that this course meets the professional needs of today's publishing industry.

More, our links with local, national and overseas organisations including Cambridge University Press, Bloomsbury, Hart McLeod, and Shakespeare and Company (Paris) will give you many opportunities to make important contacts through placements, field trips and on-campus events.

We also run a professional mentoring scheme, allowing you to source a mentor from industry whose interests match your own, and the Stationers' Company provides a prestigious annual bursary of £6,000 that our applicants are eligible to compete for.

Add to your learning for free

As one of our MA Publishing students, you can also attend our suite of publishing and marketing short courses free of charge:

- Building Online Brands and Identities
- Editing
- Introduction to Photoshop
- Introduction to Publishing Software
- Introduction to Web Design

*The Publishers Association

**What we think,
or what we know,
or what we believe is,
in the end,
of little consequence.
The only consequence
is what we do.**

John Ruskin

aru.ac.uk

 @ARUCreative

 Cambridge_creative_industries

Discover our students' creativity:
tinyurl.com/y5t27hxd

