

## Digital Media

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### Transcript

#### Voice-over

Prepare for action in film, TV or the video games industry as a producer or director, artist or animator. Study using our state of the art film and TV studios, animation facilities and editing suites. Learn all the latest industry genre from skilled lecturers and gain practical work experience with media icons like the BBC and Sony.

#### Ryan Flynn

Principal Lecturer in Computing & Mathematical Sciences

"There are a number of different subject areas within Digital Media. We have a range of different programmes going from web technologies to digital animation through to games."

#### Kimberly Pratt

Film and Television Production Student

"Film, TV, graphics, different types of production drama, documentaries, all sorts of things. I think that is why people like it, it is so broad."

#### Nick Williamson

Film Student

"They do a lot of film shooting here. They just had *Pirates of the Caribbean* shot here and *Sherlock Holmes 2*."

#### Kimberly Pratt

Film and Television Production Student

"*The King's Speech* and *The Golden Compass*. I got a chance to be on the set of *Pirates of the Caribbean 4* as a runner through the university."

#### Steve Kennedy

Principal Lecturer in Media and Programme Leader

"We basically live on a film set and for media students that is absolutely priceless."

#### James Smith

Digital Film Production Student

"The facilities available here are just amazing really. There are a variety of cameras."

#### Kimberly Pratt

Film and Television Production Student

"We have two TV studios here."

#### Ryan Flynn

Principal Lecturer in Computing & Mathematical Sciences

"The lab for film editing using some top of the range i macs. We also have labs for motion capture equipment, for gaming development."

#### James Smith

Digital Film Production Student

"You feel confident you can make a really good product."

#### Kimberly Pratt

Film and Television Production Student

"I chose the course specifically because it is a technology course rather than an arts course."

#### Ryan Flynn

Principal Lecturer in Computing & Mathematical Sciences

"All of their skills can be used across a number of different areas of technology."

#### James Smith

Digital Film Production Student

"The lecturers have got experience in the actual field."

#### Steve Kennedy

Principal Lecturer in Media and Programme Leader

"A lot of the staff have either worked in media or maintained contacts with people who work in the media."

#### Ryan Flynn

Principal Lecturer in Computing & Mathematical Sciences

"From time to time we will be doing freelance work that also brings in contacts for our students."

#### Sophie Peter

Senior Lecturer, Department of Information Systems & Digital Media

"We have a number of industry connections available to our Digital Media students."

#### Kimberly Pratt

Film and Television Production Student

"We have a BBC set of lecturers' and seminars and they send us to the BBC studios."

#### Sophie Peter

Senior Lecturer, Department of Information Systems & Digital Media

"We really try and get our students involved with the industry."

#### Kimberly Pratt

Film and Television Production Student

"There are constant coursework deadlines so it is quite good practice to get into meeting deadlines."



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#### Ryan Flynn

Principal Lecturer in Computing & Mathematical Sciences

“We are very committed to making sure that everything that we do is as up-to-date as possible and fits in with what industry require.”

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It's digital learning for the digital age.

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