

BA (Hons) Creative Industries (Top-Up)

In Partnership with Connected Campus/ Screen Yorkshire Education North

FILM, MEDIA
& TELEVISION
Wakefield
College



Course Overview

The Creative Industries BA (Hons) is a top-up course designed for those who have an interest in the particular production-based strands of the industry and who already hold a Foundation Degree, a Higher National Diploma or an equivalent higher-level qualification in an appropriate subject. This is a new course subject to validation.

It is a progressive vocational qualification designed to respond to the needs of the local and regional Creative and Digital Industries and enhance existing knowledge through the synthesising and deployment of a range of key subject specific and transferable skills.

Professional development and employability are at the heart of the programme in both its design and delivery.

- Enhanced learning through subject specialist product-based workshops that are delivered by subject specialist tutors and industry-based practitioners.
- The Industry Experience module allows students to undertake a work placement in a relevant area of the Creative Industries, to establish direct links with industry personnel, and to gain an understanding of an organisation's working practices.
- The development of responsibility, autonomy and self-motivation in the development of an industry based personalised career portfolio.
- Strong focus on the active learner and the embedding of the development and practice of this skill in order to aid the transition from 'student' of the Creative Industries to 'practitioner'.

The link between the classroom, the individual and the professional context is extremely important in the learning process. The emphasis throughout the programme is on the development of the 'reflective practitioner' and the programme is designed to utilise the concurrent work situation and professional organisational experience of participants (where practicable), as well as providing opportunities for work-related experiences/scenarios for those without prior experience or concurrent work-place experience.

Throughout the programme participants will be required to reflect on and evaluate their own knowledge and experience in the light of theory and empirical evidence, and, in turn, to draw on their organisational and professional knowledge and experience in the evaluation of theories and empirical evidence. Such an approach will help to bridge the gap between theory and practice by ensuring that what goes on within the educational process is not sealed off from participants' practical organisational and professional experiences, and that opportunities for the transfer and application of knowledge and

START DATE

September 2026

LEVEL

Level 6

STUDY MODE

Full-time

DURATION

1 year

AWARDING BODY

University of Hull

LOCATION

Wakefield College



For further information about this course, including Entry Requirements, Assessments and Further Study, scan the QR code.

Need More Information?

For additional course information please contact the Course Information Team on **01924 789111** or email courseinfo@heartofyorkshire.ac.uk.

To learn more about Wakefield College, our facilities and how we can support you please visit our website www.heartofyorkshire.ac.uk.

Quick Links



How to
Apply



Student
Support



Virtual
Tours

skills are continuous and maintained during the programme.

What You Will Study

Professional Development:

The Professional Development module aims to develop students' professional skills within the Creative Industries. The module allows students to explore the links between the skills previously developed and the professional skills of their chosen specialism in order to devise mechanisms for further development.

Professional Project Development:

The Product Development module aims to provide a theoretical framework for the production of a subject specific professional product through review and analysis of existing texts. It aims to develop skills required to research, plan and manage product production from an initial/preparatory idea through to public presentation.

Industry Experience:

This module aims to develop students' professional skills and experience of learning in a work-related context through a work placement. They will be encouraged to research and reflect on a range of work-related 'explorations' - from the nature of an organisation and their role within it to the employment practices of induction, health and safety procedures, self-appraisal and continuing professional development, linking this with their own personal development planning.

Professional Practice:

The aim of the Professional Practice module is for students to present their skills and knowledge of their subject specialism through the development and presentation of a project at the end of Semester 2. It aims to further develop their specialist skills, their knowledge, and understanding of operational, structural, economic, legal and social elements associated with creative work, and their ability to organise, manage and promote themselves.

Product:

The main aim of the Product module is for students to demonstrate the ability to prepare and produce an agreed personalised professional standard product to a deadline for presentation to the public. Students will be assigned a Product Supervisor, who will mentor them as you work towards the presentation of your product.

Attendance Expectations

2-3 days per week, 10.5 hours.

How You Will Be Assessed

Assessment on the programme is designed to be an integral part of the learning process for students and to enhance and confirm their knowledge and practice.

Assessment reflects sector practice to ensure students have the tools to enter the work force or are equipped to follow a career in their chosen specialism. As a result, the majority of assessments are vocational.

Summative assessments will provide a measure of the extent to which students have achieved the learning outcomes of the modules. Assessment methods are different for each module and relative to the nature of the outcomes.

Entry Requirements

A Foundation Degree, HND, or other Level 5 qualification (minimum grade of 50%). OR Those with previous experience or learning that is relevant may be eligible via our Accreditation of Prior Learning (APL) process for accreditation towards this course.

All applicants must complete a satisfactory interview.

Students who have not previously completed a Level 5 research module may be required to undertake a short bridging module prior to the start of the programme which is designed to ensure that students are able to undertake the academic demands of Level 6 study.

Applications from overseas students who can demonstrate equivalent qualifications are welcome. Those whose first language is not English must additionally have an IELTS score of 6.5.

All students must complete a minimum of 90 hours work placement. If a chosen placement provider requires the completion of a DBS application.

Fee Information

£7,400.

Further Study

Nationally there are many post-graduate programmes suitable to potential graduates with the acquired skill set such as an Master's in Music Production, Events Management, Film and Media, and Photography. There are also a range of HE providers that offer post graduate teacher training programmes.