



University of  
Staffordshire



# ART & DESIGN

Your place  
of possibility

We are delighted to announce that Staffordshire University has rebranded to become University of Staffordshire. It reinforces our commitment to Staffordshire and beyond. Our brand evolution also heralds an exciting new future, with lots of new opportunities for our students.

# WELCOME TO ART & DESIGN

Join one of the UK's leading universities for art and design. A creative community where you can unleash your talents and achieve real success.

Design the buildings and vehicles of the future. Photograph the moments that matter. Create your own comic universe. Or discover the next fashion trend. Whatever you feel passionate about, we've got a course for you.

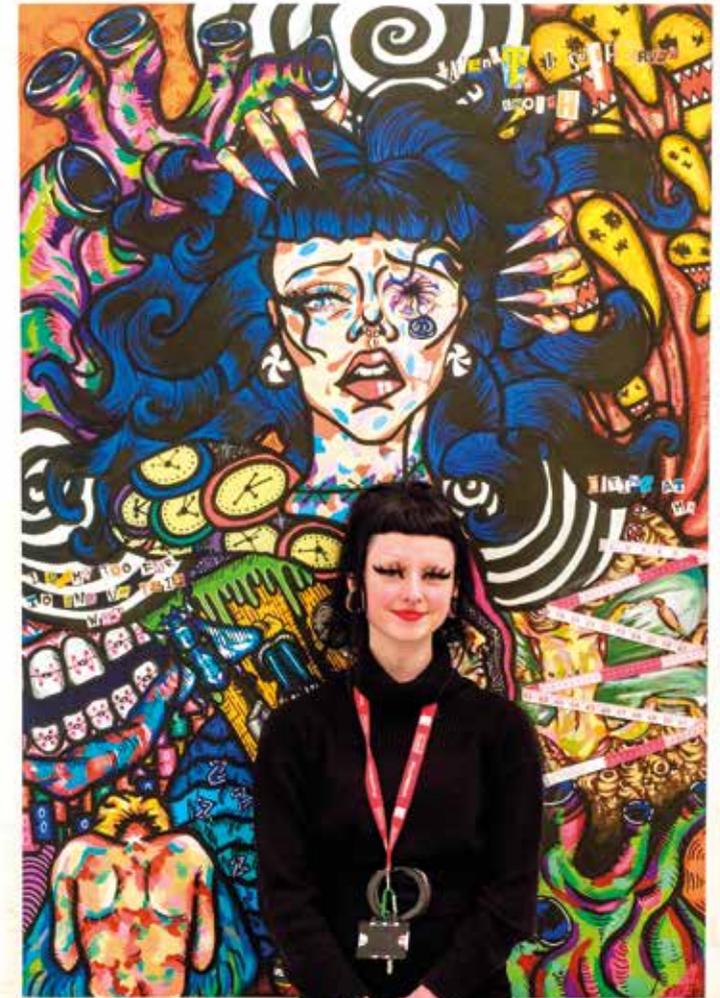
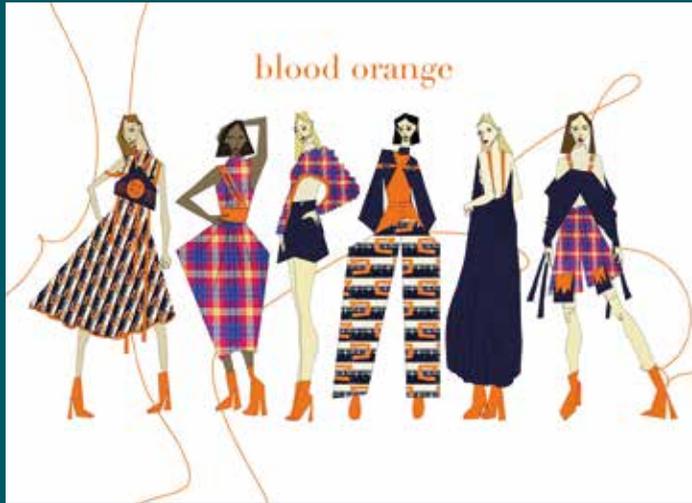
We offer next-level teaching, hands-on and personalised learning, and all the support you need to succeed.

What's more, you'll be studying in a city internationally renowned for ceramics. Stoke-on-Trent was recently awarded World Craft City status - providing the perfect platform for your creative ambitions.

We'll encourage you to experiment, find your personal voice and collaborate across disciplines, using traditional techniques and cutting edge technologies.

You'll also get the chance to exhibit your work at our Degree Show and other major events, such as New Designers and Graduate Fashion Week. And you could be working with companies like Habitat, VCCP and M&S on live industry briefs.

By the time you graduate, you'll have lots of contacts, bags of experience and an engaging portfolio that will open doors.





Bringing your place  
of possibility to life

# THIS IS YOUR PLACE

## 4<sup>TH</sup> FOR PRODUCT DESIGN

Guardian University Guide 2024

## TOP 5 FOR STUDENT SATISFACTION

Complete University Guide 2024

## TOP 5 FOR FASHION & TEXTILES

Guardian University Guide 2024

## TOP 10 FOR FINE ART

Guardian University Guide 2024

## WORK ON LIVE INDUSTRY BRIEFS

## ATTEND INDUSTRY EVENTS

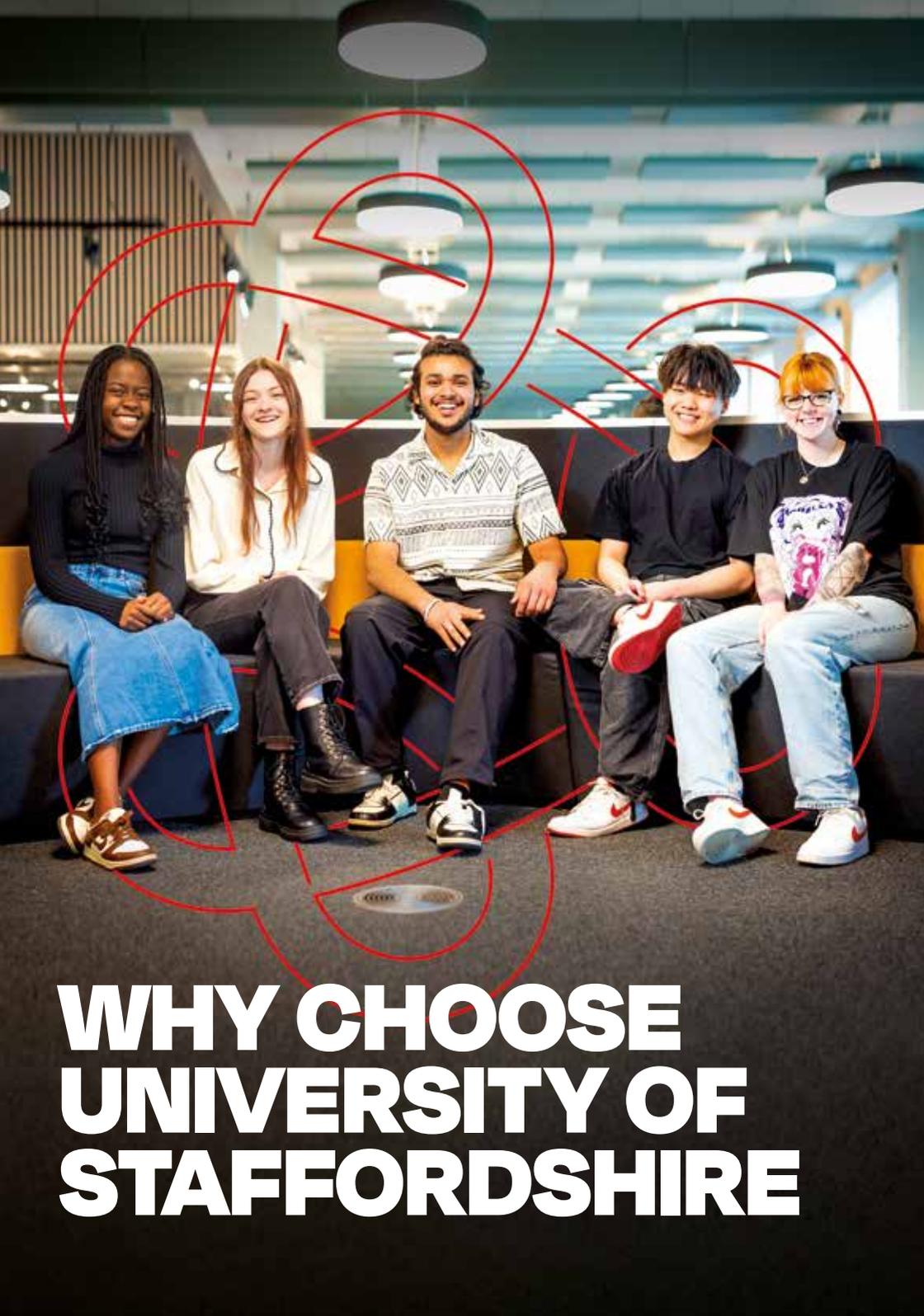
## OPEN PLAN STUDIO FACILITIES

## LEARN FROM LEADING SPECIALISTS

## DEDICATED WORKSHOPS

## FREQUENT GUEST SPEAKERS





# WHY CHOOSE UNIVERSITY OF STAFFORDSHIRE

Find your gateway to industry  
and a future full of possibilities.  
An amazing community,  
where amazing things happen.  
**All built around you.**



## Leading modern courses

Right from the beginning, we've been at the cutting edge of industries and driving change. Building a bridge between the classroom and real-world practice. Learn the skills for the future on our career-focused courses.

## Next-level teaching

We teach in the best way, not the old way. Pushing boundaries and using hands-on, personalised learning. Championing digital innovation, from CGI to games technologies. Immerse yourself in our simulation spaces, taking you from crime scene to courtroom or ambulance to operating theatre.

## Personalised support

Get all the support you need to achieve real success. Whether you have a worry about money, your studies, your mental health or a personal issue, we're here for you every step of the way.

## Gateway to careers

With our unique industry connections, you'll unlock your potential. Unleash your entrepreneurial skills as you take on projects, explore placements or exhibit your work at shows, and gain the skills for whatever comes next. You can even become a student consultant, marketing your expertise to employers.

## Inclusive community

Become part of our open, inclusive and welcoming community. An environment that's big on personality and full of character. A place where you'll feel empowered and inspired. Where everyone is valued and you can be you.

# FACILITIES



**TOUR OUR ART  
AND DESIGN  
FACILITIES,  
STUDIOS AND  
WORKSHOPS**



## Smart Zone

Our £1.3m Smart Zone contains two floors of dedicated workshop space for engineering and creative students. It fuses state-of-the-art fabrication spaces with augmented and blended reality facilities, allowing you to bring your ideas to life using the latest digital and immersive technologies.

## Workshops

We have a large range of workshops for you to design and make the products of tomorrow, including our 3D workshops, where you can work with heavy and fine metals, wood, plastics, ceramics and resin, and are equipped with machinery including laser cutters, milling tools and 3D printers. Our Fashion workshop also contains a range of sewing machines, fabric cutters, CAD machines and mannequins.

## CAD Modelling Labs

Get access to our dedicated CAD modelling suite with industry-relevant software including SolidWorks, Rhino and Alias, as well as rendering packages like KeyShot, VRED and Unreal Engine.

## Dedicated studios

Our courses have studios dedicated and equipped for the needs of their subject, such as the cartoon and comic arts studio, that boasts Wacom Cintiq tablets and computing facilities that include Adobe Creative Suite, Manga Studio and Motion Artist. Most courses also offer dedicated workspaces, within an open plan studio environment, for you to use throughout your course.



## Graphic Design Studio

Our graphics studios and illustration workspaces are an exciting creative hub, equipped with iMacs and industry-standard software, creative learning zones and state-of-the-art digital printing.

## Print Bureau

Book in jobs, pay for prints, collect work and get technical support using our collection of 3D printers that include Mojo, Up Box, Markforged Onyx One, Formlab 3, and Stratasy J55.

## Art Shop

Our Art Shop is stocked with an extensive range of goods offering professional quality creative materials at affordable prices, and specialist staff who work with academics and technical staff to advise students on the best materials.

# OUR STUDENTS

“ There’s lots of people around either making work or talking about their work so you can bounce off each other creatively. It’s a fun atmosphere to work in. ”



**Jioni Warner**

Fine Art/Foundation Art and Design

“ The atmosphere is great. We’re all very open minded and I think that helps when it comes to discussing ideas. We can all help each other develop our work. ”



**Abi Naylor**

Architecture/Foundation Art and Design

# MEET THE EXPERTS



**RACHEL  
HEELEY**

Head of  
Department

Rachel is Head of Creative Industries, and passionate about teamwork, student experience, and employable creative skills. She has a background in fashion design, industry practice, and education leadership. She is also experienced in curriculum development, industry links, and interdisciplinary working.



**TIM  
FORRESTER**

Course Leader  
(Product, Furniture,  
Ceramics)

Tim is one of Britain's most innovative designers and has achieved international success, including working in Milan. He's won many awards and has designed and manufactured his own range of high-quality, beautiful furniture.



**ADRIAN  
TOOTH**

Course Director  
(Cartoon and  
Comic Arts)

Adrian is a larger-than-life freelance animator and illustrator who's worked in a range of businesses and industries throughout his career, before accepting the challenge to run our Cartoon and Comic Arts course.



**ANGELA  
DEVOTI**

Course Leader (Art  
and Design with a  
Foundation Year)

Angela has extensive experience of working as an independent fashion designer and is a Fellow of the Higher Education Academy. She teaches across a variety of modules including Design, Visualisation and History and Theory of Fashion.



**DR ISLAM  
ABOHELA**

Course Leader  
(Architecture)

Islam is an architect with extensive experiences in the design and construction of the built environment. His research focuses on the intersections between architecture, film and sustainability.



**JESSICA  
LONGMORE**

Course Leader  
(Fine Art)

Jessica is a Manchester-based artist who has exhibited across the world. Her practice involves sculptural interventions that often occupy uneasy spaces. She's recently curated GLINT; an online project that tracks the conception of artwork and documents the circumstance of inspiration of 12 artists, in real time.



**HOLLY  
NANCARROW-  
HASSALL**

Course Leader  
(Fashion)

Holly has a strong interest in emergent fashion technologies and is currently developing the use of AI and VR within fashion education. Before becoming an academic, Holly worked in the fashion industry for many well-known high street brands before starting her own fashion business. These entrepreneurial experiences are invaluable when supporting students and their own endeavours.



**JOHN  
HUDSON**

Course Director  
(Graphic Design)

John has worked as a graphic designer in several international studios, with clients such as the BBC, Nike, Sony and The Design Council. He's spent the last decade working and studying as a freelance graphic designer and design educator.

# MEET THE EXPERTS



**MOLLY  
TURTON**

Course Leader  
(Illustration)

Molly is an illustrator with entrepreneurial and industry experience. She has a varied background working in different areas of illustration such as digital work for marketing and greeting card design for brands such as Moonpig.



**DAN  
LEWIS**

Course Director  
(Automotive and  
Transport Design)

Dan has years of industry experience, working with some of the UK's largest brands to develop products for market and travelling across Europe and the Far East to work with suppliers. His research into emotional design feeds into his teaching.



**PAUL  
O'LEARY**

Course Leader  
(Photography)

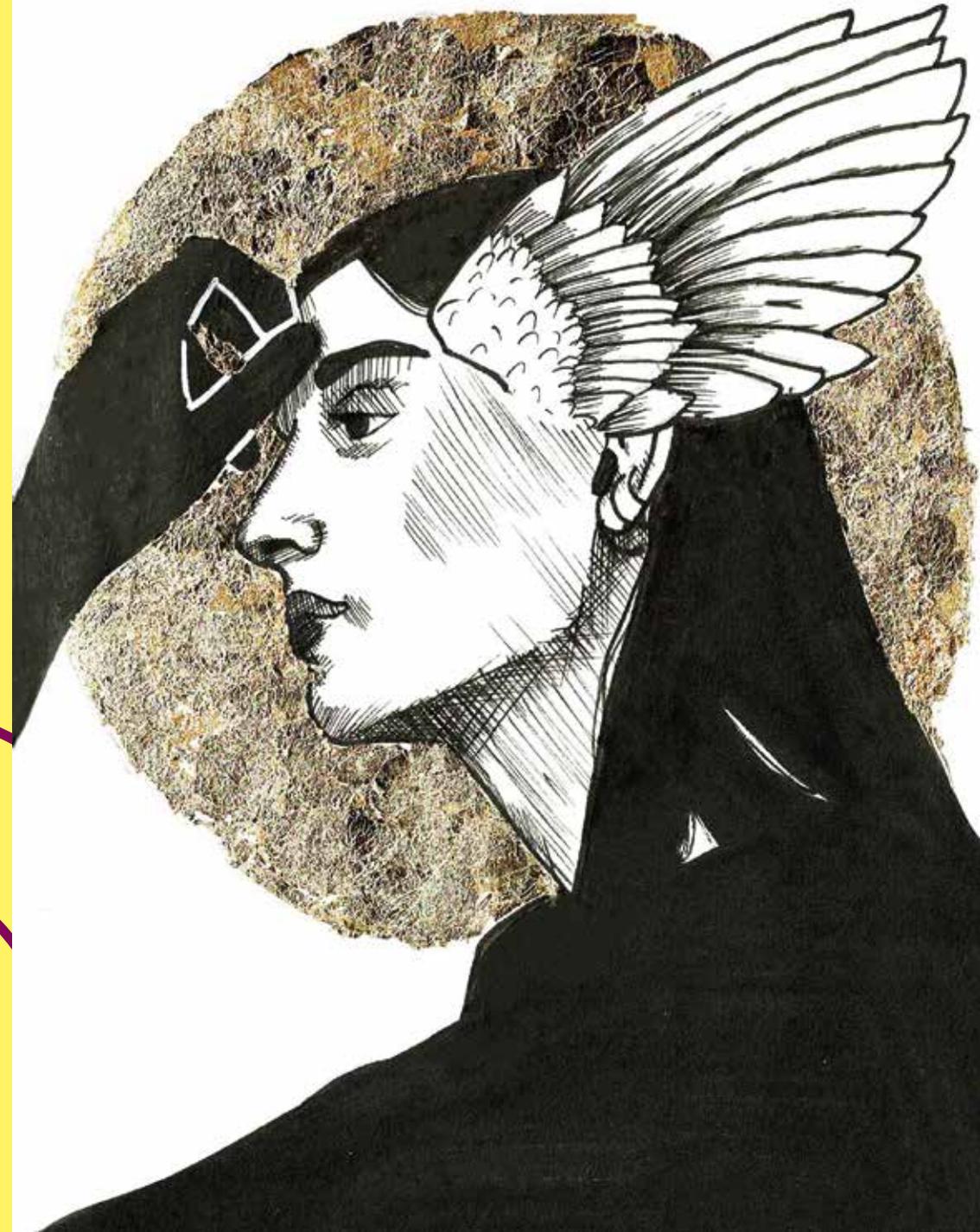
Paul is a documentary photographer and has exhibited extensively in solo and group shows. He's also the founder/director of Photocitizens.com; an award-winning international photography festival that promotes photographic thinking and practice amongst undergraduate and postgraduate photography students.



**SAM  
OWEN**

Course Leader  
(Graphic Design)

Sam is a visual communication sector practitioner with over 20 years' experience working in a range of design and advertising agencies and has project managed a range of comprehensive integrated media campaigns including TV, radio, website, social and print from JCB, Sealine and Calor Gas.



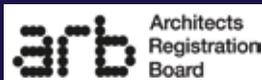
# OUR COURSES

Course title	Award	UCAS Code	UCAS Offer	Duration in years
Architecture	BArch (Hons)	K100	112-120	3
Art and Design (with foundation year)	BA (Hons)	W102	48	4
Automotive and Transport Design	BA (Hons)	W328	112-120	3
Automotive and Transport Design (with placement year)	BA (Hons)	W329	112-120	4
Cartoon and Comic Arts	BA (Hons)	W222	112-120	3
Fashion	BA (Hons)	W235	112-120	3
Fashion (with placement year)	BA (Hons)	W23A	112-120	4
Fine Art	BA (Hons)	W100	112-120	3
Graphic Design	BA (Hons)	W211	112-120	3
Illustration	BA (Hons)	W220	112-120	3
Photography	BA (Hons)	W640	112-120	3
Product, Furniture, Ceramics	BA (Hons)	W325	112-120	3
Product, Furniture, Ceramics (with placement year)	BA (Hons)	W327	112-120	4





# ARCHITECTURE



**FIND OUT  
MORE ABOUT  
THE COURSE  
HERE**



Learn how to design the living spaces of the future with our innovative course for aspiring architects. You'll work with real clients on projects and will spend 50% of your time in the studio.



## Why choose us...

- Access a range of industry-standard facilities, including 3D scanners and printers, VR and AR technology and extensive CAD labs.
- Work in partnership with local communities, companies, national bodies and leading architects on live project briefs.
- Work on interdisciplinary projects and collaborate creatively with students across the University.
- Enhance your learning experience with national study trips and work placement opportunities.
- Professional body accreditation: prescribed by the Architects Registration Board (ARB) at Part 1 level for the purpose of registration in the UK.
- RIBA confirmed candidate course status for Part 1 of the BArch (Hons) Architecture course.

## What you'll learn...

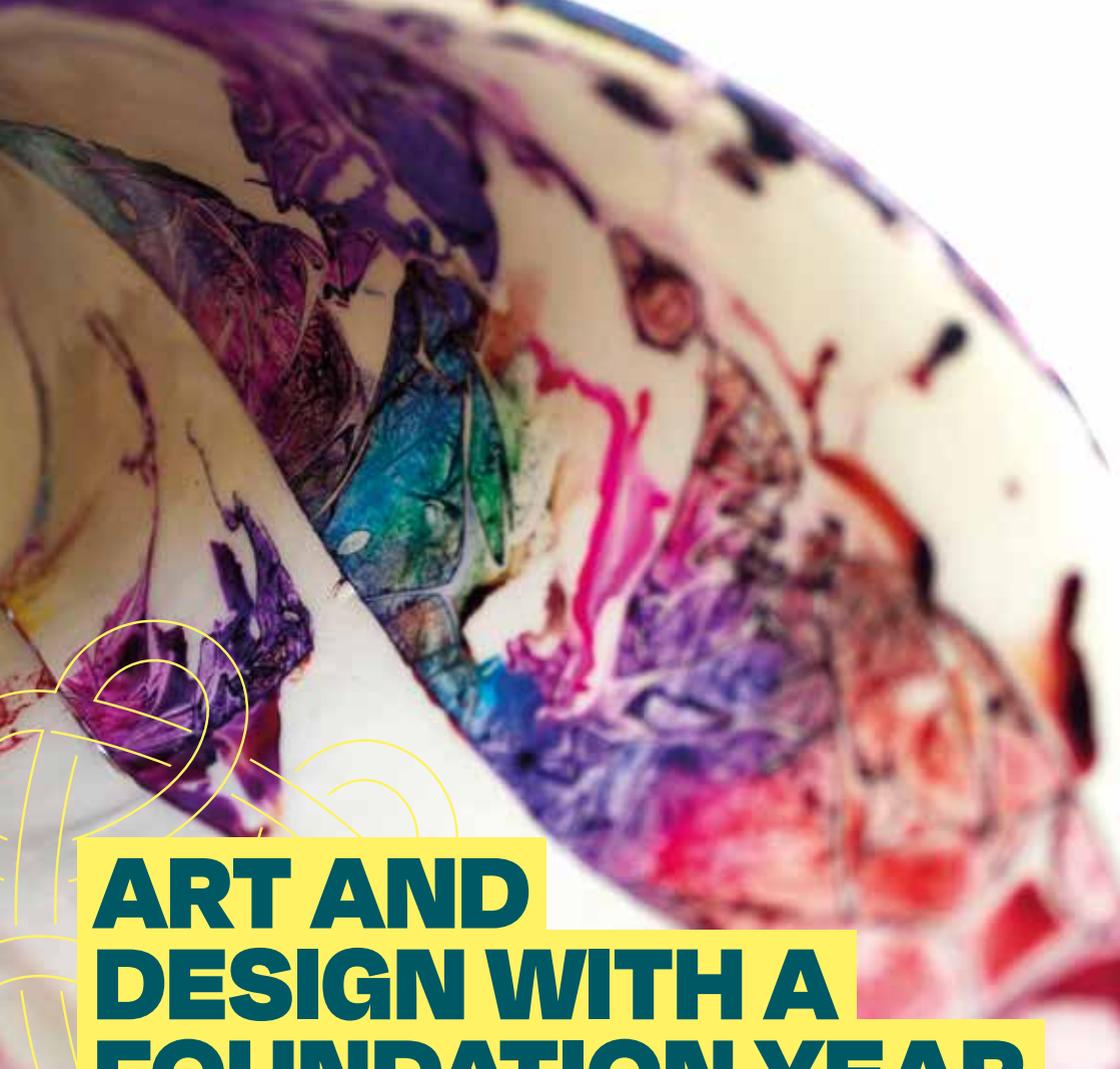
Develop creative, technical and intellectual skills through hands-on studio and workshop-based activities involving idea generation, drawing and rendering, model-making and CAD work. Gain a comprehensive theoretical understanding of architecture, exploring issues such as architectural history, cultural context, construction technology, materials, sustainability and the environment.

### Module examples:

- Materials, Environment and Technology
- Design Representation
- Cultural Context
- Professional Practice
- Design Cultures

## What you could do next...

Graduates can go on to further postgraduate study, or work in a variety of architecture and design-related creative professions, including architectural practice, interior design, model making, CAD, theatre, film and TV set design and retail display design.

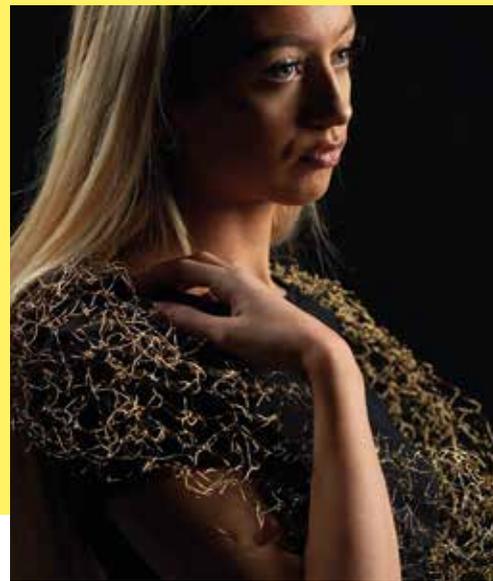


# ART AND DESIGN WITH A FOUNDATION YEAR

Explore the breadth of art and design and find your niche as a creative practitioner. Once you complete the foundation course, you'll be guaranteed a place on one of our specialist degrees.



**FIND OUT  
MORE ABOUT  
THE COURSE  
HERE**



## Why choose us...

- Experience breadth and diversity on projects across different art and design disciplines, allowing you to discover, explore and identify your art or design specialism.
- Access your own dedicated workspace within a designated foundation year art and design studio, as well as a range of digital and craft workshop facilities.
- Learn from active professionals in their field, guest lecturers and expert technicians.
- Gain the skills you need to progress onto one of our art and design courses – most of our students who complete the foundation year go onto study further at degree level.
- Work through a series of practical workshops that will give you all the hands on experience you need to succeed.
- Exhibit your work at our annual Art and Design Show.



## What you'll learn...

Explore various disciplines and develop your own creative practice within a studio environment. Combine theory with practice to gain a solid understanding of contexts and issues around art and design. Gain the appropriate research and study skills to complete higher-level study with confidence.

### Module examples:

- Imaging and Production Skills for Art, and Design
- Ideas Generation and Problem-Solving for Art, and Design
- Theory and Practice in Art and Design

## What you could do next...

This course prepares students for studying on a BA (Hons) or BArch (Hons) degree in the following Art and Design disciplines: Architecture, Cartoon and Comic Arts, Fashion, Fine Art, Graphic Design, Illustration, Product/Furniture/ Ceramics, Automotive and Transport Design, Photography, Surface Pattern and Textile Design, or Animation. Graduates access a wide range of employment opportunities such as fine artist, curator, freelance designer maker, studio designer, secondary school teacher, arts administrator, or community artist.



# AUTOMOTIVE & TRANSPORT DESIGN



**4<sup>TH</sup> FOR PRODUCT DESIGN**

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MORE ABOUT  
THE COURSE  
HERE**



Immerse yourself in the world of transport design on our industry-focused course. Design everything from cars, yachts and trains through to futuristic concepts for games and film. And build a portfolio to impress employers.



## Why choose us...

- Work collaboratively with other students and industry leaders in our dedicated design studio with access to professional software and Wacom Cintiq tablets.
- Grow your understanding of design practice and enhance your learning experience with visits to leading design consultancies.
- Previous students have won a range of awards, including the Ford New Norm Mobility Award at New Designers, as well as taking first place in the Superyacht UK Young Designer of the Year four years in a row.
- Access our SmartZone to work in VR, 3D print your concepts and use CNC and laser cutting for model making. Develop your designs in our clay studio and use 3D scanning to capture and manipulate models.
- Apply your skills to collaborative industry projects with world-renowned brands like Jaguar Land Rover, JCB, Michelin and Bombardier, to build a portfolio of exciting work.

## What you'll learn...

Gain core technical skills through practical design projects, involving idea creation, drawing and rendering, model-making and CAD work. You'll also develop broad communication and problem-solving skills. Cover concept generation, ergonomics, materials, manufacture and rapid prototyping. Focus on user experience, exploring new technology and smart materials.

## Module examples:

- Transport Visualisation (1, 2 and 3)
- Future Forms
- Future Interiors
- Design for Industry (1, 2 and 3)
- People, Place & Society

## What you could do next...

Design future vehicles for land, sea and air or explore the possibilities of autonomous vehicles, motorcycles, supercars and sustainable mass transit transportation alongside industry giants. Our graduates are highly sought after, securing careers with global companies including Ferrari, BMW, Ford, Maserati and Porsche.



# CARTOON & COMIC ARTS

## TOP 5 FOR STUDENT SATISFACTION IN ART & DESIGN

Complete University Guide 2024

Turn your dreams of becoming a comic artist into a reality with our unique course and network of professional contacts. You'll learn how to create characters, design their worlds and tell visual stories.

 **FIND OUT MORE ABOUT THE COURSE HERE**



### Why choose us...

- Learn from an expert team of professionals, as well as visiting industry practitioners from companies such as IDW Publishing, Viz Comics, Titan Comics, Marvel and Dark Horse.
- Visit, network and sell your work at a range of comic conventions; locally, nationally and internationally.
- Access our close links with the Cartoon Museum in London and Comic Salon in Erlangen.
- Attend and exhibit at Staffordshire's own convention, Stoke CON Trent, visited by over 1,500 people annually.
- Learn in purpose-built computer workshops with Wacom Cintiq tablets and digital printing facilities, as well as having your own desk and drawing board.

### What you'll learn...

Follow an industry-focused programme of creative visual thinking across a variety of platforms, working from within in a lively studio space. Develop the skills, understanding and technical ability you need to work as a cartoonist, comic artist or illustrator.

### Module examples:

- History / Fundamentals of Cartooning and Comics
- Drawing for Illustration
- Creative Writing
- Visual Storytelling
- Marketing Yourself and Selling Your Work

### What you could do next...

Prepare for an exciting career in a range of areas such as comics, newspapers, graphic novels, editorial design and storyboarding, character design, greeting cards, motion graphics, commercial illustration, advertising and film. Graduate with a highly developed portfolio, exhibition experience and industry contacts.



# FASHION

Accredited by



## TOP 5 FOR FASHION AND TEXTILES

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FIND OUT  
MORE ABOUT  
THE COURSE  
HERE



Take the fashion world by storm on a course that nurtures your flair for design, imagination and ambition. You'll learn technical practices, creative design and the business skills to turn your ideas into a success.



### Why choose us...

- Access the Betty Smithers Design Collection; a vintage archive containing a vast assortment of 20th century fashion pieces.
- Choose an area of specialism with a negotiated study module.
- The course is 100% coursework meaning there are no exams! Plus you'll learn in small groups to ensure you get enough staff contact time.
- Work on live industry briefs and interdisciplinary projects, collaborating creatively with students across the University.
- Access industry-standard equipment in our technical workshops, such as CAD pattern cutting, laser cutting and 3D and digital fabric printing.

### What you'll learn...

Develop vital knowledge and skills in creative design, visualisation and technical practice to ensure you're ready to succeed in an everchanging, highly competitive industry. Gain a real understanding of the fundamentals of the fashion business, exploring wider issues such as sustainability, ethics and diversity.

### Module examples:

- Technical Processes of Fashion
- Fashion in Context
- History and Theory of Fashion
- Professional Fashion Practice
- Fashion Business

### What you could do next...

Graduates go on to work as fashion designers, stylists, buyers, merchandisers, pattern cutters, fashion writers and trend forecasters. Employability and professional skills are emphasised throughout the course to help graduates stand out in a crowded jobs market. Our students have won awards including Graduate Fashion Week Considered Fashion Award Winner - for a sustainable fashion advert.



# FINE ART

## TOP 10 FOR FINE ART

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MORE ABOUT  
THE COURSE  
HERE**



Establish your own creative practice as an artist on our versatile degree. Whether you see yourself exhibiting at galleries, selling your work to collectors or engaging in community projects, we'll help you turn possibility into reality.



### Why choose us...

- Experience the production, curation and exhibition of artworks, taught by professional practicing artists with experience across a variety of disciplines.
- Expand your creative horizons, with a broad-based experience of Fine Art that takes in a wide range of contemporary practices, including painting, drawing, sculpture, moving image, lens-based work, printmaking, digital art and performance.
- Access your own studio space to develop and explore your own voice as a contemporary artist.
- Explore your ideas through site-specific contexts, professional external projects, and a yearly public exhibition.
- Work with practising professionals to develop your own bespoke work placement. Utilise strong links to the local and regional art scene, enabling you to take part in exciting professional projects and exhibitions each year.

### What you'll learn...

Experience a dynamic curriculum that embraces creativity, encourages ambition, and cultivates your talent and skill. Combine practical training with intellectual discussions of key debates in the visual arts. The programme includes visiting artist talks and visits to cultural venues. When you leave, you'll be prepared to take on a range of professional opportunities across exciting careers in the arts and creative industries.

### Module examples:

- Understanding and Researching Contemporary Art
- Studio Practice Introduction
- Exhibiting and Curating in Fine Art
- Studio Practice and Context
- Personal Project Resolution
- Writing and Curating Contemporary Art

### What you could do next...

Graduates have become successful practising visual artists, winning prizes and receiving industry recognition. We provide the transferable skills to take up positions in a range of cultural and creative employment destinations. Recent graduates are now working as photographic production managers, gallery directors, and set designers.



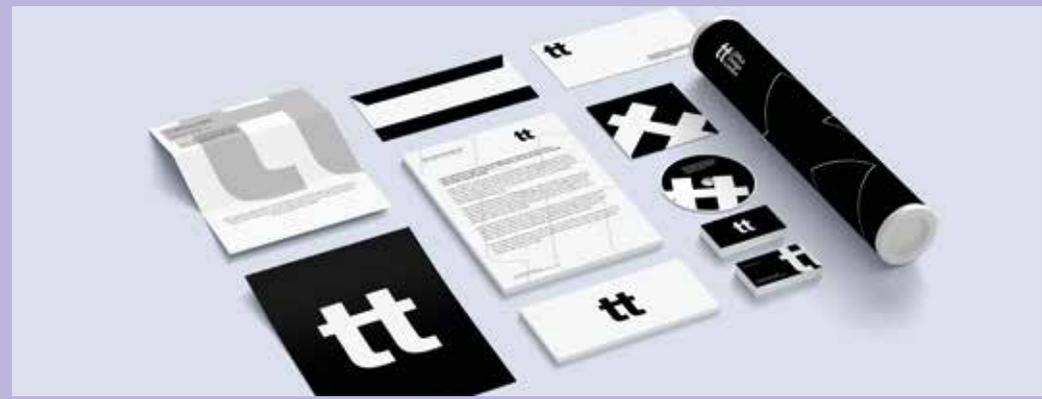
# GRAPHIC DESIGN

Explore real-world design projects and unleash your creative thinking on our course dedicated to contemporary visual communication. You'll cover everything from typography, web design and brand packaging through to how to pitch your ideas.

## 3<sup>RD</sup> FOR GRAPHIC DESIGN

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### Why choose us...

- Learn within a spacious, open plan studio setting that mirrors contemporary industry practice, with your own personal workspace.
- Become proficient using Adobe Creative Suite across digital, screen based and traditional platforms, exploring UI/UX and emerging technology.
- Experience study trips and attend design conferences, talks, agency and studio visits.
- Prepare for the workplace with a memorable portfolio and solid understanding of studio processes, such as pitching ideas and interpreting creative briefs.
- Enter high profile, national design competitions. Previous students have won a range of prestigious accolades including Gold at the Brief Cases Solutions Awards.

### What you'll learn...

Experiment, problem solve and develop skills across traditional and digital platforms. Become a versatile designer, experimenting creatively and generating strong ideas for a range of projects. Explore all aspects of visual communication including typography, digital design, branding, advertising, UX and UI design and packaging.

### Module examples:

- Visual Communication
- Type and Image
- Digital and Social Media
- Experimental Formats
- Visual Exploration

### What you could do next...

Graduates go on to work in a range of industry sectors as designers, art directors, digital designers and brand designers. Many of our graduates work for big players such as Elmwood, BBC, WRG, Havas, True North, Wedgwood, Robot Food and McCann.



# ILLUSTRATION

## TOP 5 FOR STUDENT SATISFACTION IN ART AND DESIGN

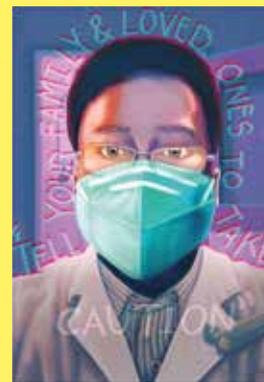
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**FIND OUT MORE ABOUT THE COURSE HERE**



Discover your personal voice and open doors to an exciting creative career. Whether you want to become a freelance illustrator, specialise in children's books or work for magazines, you'll gain lots of skills on our course.



### Why choose us...

- Hone your personal visual identity, develop a memorable portfolio, establish links with creative practitioners and explore opportunities across disciplines.
- Access industry standard drawing and animation software, such as Adobe Creative Suite and craft workshops stocked with traditional and modern equipment. Work in your own dedicated workspace.
- Learn in spacious, open plan studios equipped with iMacs, creative learning zones, a Paper Library and state-of-the-art digital printing.
- Collaborate, experiment and engage across a range of related visual practices.
- Learn from active professionals and impressive guest speakers with strong industry links.

### What you'll learn...

Draw, experiment, think creatively and learn skills to become a versatile illustrator with an established personal voice and vision. Explore all aspects of illustration including image-making, printmaking, life drawing, storytelling, publishing, animation, packaging, character development and concept art.

### Module examples:

- Visual Exploration
- Drawing for Illustration (with Life Drawing)
- Animation Principles
- Application and Narrative
- Illustration and Communication

### What you could do next...

Prepare to work in a range of sectors including editorial, animation, book illustration, concept art, information illustration, promotion and packaging. Many graduates work freelance or in the publishing, advertising, film, games and media industry, within companies such as AOL, New Scientist, Ammo magazine, Ikea, Anorak Press, Golden Bear Toys, Usborne Publishing and Kooga.



# PHOTOGRAPHY

## TOP 10 FOR PHOTOGRAPHY

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Develop your talents, explore your individuality and learn the essential skills to become a professional photographer. You'll be working on projects and exhibitions, using specialist studios, and learning the business side of photography.



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MORE ABOUT  
THE COURSE  
HERE**



### Why choose us...

- Our photography course is one of the most established in the country and we're consistently rated highly for student satisfaction in the National Student Survey.
- Learn from academics with experience across the creative industries, as well as guest speakers and a team of Apple and Adobe certified technical instructors.
- Access specialist studios with professional digital and film cameras, Mac computers and lighting rigs, as well as black and white darkrooms.
- Enhance your learning experience with national and international study trips to exhibitions and galleries.
- Enter open photographic briefs and competitions to gain hands-on industry experience – our students have won several photography awards!

### What you'll learn...

Gain an introduction to the key concepts relevant to contemporary photographic practice, through challenging practical projects, designed to improve technical abilities such as lighting techniques, practical camera skills, processing and printing skills. Gain an understanding of the history of photography and think critically about its impact on culture and society.

### Module examples:

- Creative and Critical Thinking
- Cameras, Lighting and Processes
- Be a Fashionista
- Art and Documentary
- Urban Exploration

### What you could do next...

Our graduates have gone on to work for titles such as The Guardian, NME, Wallpaper Magazine and Moscow Vogue. Others have become freelance photographers, medical/forensic photographers, picture editors, photography historians, photography agents, studio managers, digital re-touchers, technicians, food stylists, gallery curators, and exhibitions and publicity officers.



# PRODUCT, FURNITURE, CERAMICS



## 4<sup>TH</sup> FOR PRODUCT DESIGN

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Become a designer-maker and create the next generation of innovative contemporary products. You'll develop your craftsmanship using a diverse range of materials and processes. Through live design projects, you'll also be working with world-renowned brands.



### Why choose us...

- Explore a variety of materials, including ceramics, wood, metal and composite materials in our excellent 3D workshops and work from your own dedicated workspace.
- Access our Smart Zone to 3D print in clay, metal, PLA or resin, use our CNC/ metal laser cutters or work in VR.
- Respond to real live client briefs from world-renowned brands such as John Lewis, M&S Home and Wedgwood to build a portfolio of exciting work.
- Collaborate with other students and industry leaders in our dedicated design studios and CAD suites.
- Grow your understanding of design practice and enhance your learning experience with visits to exhibitions and design studios here in the UK and abroad.
- Showcase your work at exhibitions such as New Designers, London, where our students have won numerous awards, including Best Overall Stand Award and Pentland Brands Award.

### What you'll learn...

Develop a broad set of design and making skills, learning from our team of expert academics and technicians in our dedicated design studios and 3D workshops. You'll apply your skills through real live projects with world-renowned brands, building a portfolio of innovative and exciting work.

### Module examples:

- Material Investigation
- Studio Skills
- Design for Industry (1,2 and 3)
- Visualisation (1,2 and 3)
- Design for Manufacture
- People, Place and Society

### What you could do next...

We pride ourselves in nurturing young talent to become the next generation of successful designer-makers. Our graduates have a highly successful track record of securing employment within the design industry with companies such as Habitat, M&S Home, Duchess China, Westbridge Furniture, Evoke Creative, Sainsbury's Home and Wedgwood.

# IMPORTANT INFORMATION

## Subject to approval/validation

**We're always striving to deliver the most current and relevant degrees, both by creating new courses and regularly reviewing our current offering.**

Each time we make changes, the course goes through a rigorous approval process to ensure that it's the perfect fit for our students, employers and other relevant stakeholders.

Some of the courses inside this guide may be marked as 'subject to approval' or 'subject to validation',

but don't worry, this just means some of the details of the course won't have been finalised yet. As soon as new courses are approved and validated, up-to-date information will be provided on the online course pages at [www.staffs.ac.uk/courses](http://www.staffs.ac.uk/courses)

If you have been offered a place and there is a significant change to the course, or for any reason, the course doesn't run – we will contact you immediately and fully support you in finding the best suitable alternative.

At the time of printing in September 2024, the courses listed in this guide represent those we intend to offer for the 2024/2025 academic years. Very occasionally, however, we need to make changes to our courses, including their content and the way in which they are delivered. In some instances, courses can be discontinued or combined with other courses.

Reasons for withdrawing courses can include insufficient student numbers and courses not receiving the necessary accreditation or approval. Changes to course information may include operational and academic reasons.

If circumstances beyond our control mean we cannot provide particular educational services, all reasonable steps will be taken to minimise any disruption to those services. However, the University will have no liability for any loss or damage suffered by any prospect or student as a result.

As a prospective student of University of Staffordshire, it's your responsibility to ensure you have fully reviewed up-to-date course information before you apply,

and that your chosen course fully meets your requirements. You should also check the course still meets your requirements before accepting an offer to study with us.

Student satisfaction scores have been provided by Unistats and are correct at the time of going to print. For more information, visit: [discoveruni.gov.uk](http://discoveruni.gov.uk)

If we discontinue a course or programme and you're not happy with the alternative offered, or if a programme is changed and you're not happy with the changes, you'll be given the opportunity to withdraw from the programme. Up-to-date course information can be found on our website ([www.staffs.ac.uk](http://www.staffs.ac.uk)), or by calling us on **01782 294400**.

If you're offered a place at the University of Staffordshire, your offer will be subject to the University's Terms and Conditions of Offer. If you become a student of University of Staffordshire, you will enter a contract with us and be bound by our rules and regulations. These, too, may vary from time to time ([www.staffs.ac.uk/rulesandregs](http://www.staffs.ac.uk/rulesandregs)).



University of  
Staffordshire

## TOP 5 FOR FIRST GEN STUDENTS

The Mail University Guide 2025

## TOP 10 FOR CAREER PROSPECTS

Whatuni Student Choice Awards 2023

## TOP 20 FOR FACILITIES

Whatuni Student Choice Awards 2023

## TOP 5 FOR SOCIAL INCLUSION

The Times and The Sunday Times Good  
University Guide 2025

## BEST EDUCATIONAL INSTITUTION

For Games - TIGA Games Industry Awards  
2024

## TOP 20 IN THE ENGLISH SOCIAL MOBILITY INDEX

LSBU and Higher Education Policy Institute  
2024

For more detailed information  
on courses or studying at the  
University of staffordshire  
visit: [www.staffs.ac.uk/  
undergraduate](http://www.staffs.ac.uk/undergraduate)

Find us on:  
[www.staffs.ac.uk/socialmedia](http://www.staffs.ac.uk/socialmedia)

