Key facts

- Degree programmes give training and experience for work in the creative industries
- Superb new £30m facilities including two theatres, rehearsal rooms, workshops, TV studios, a shooting stage, audio and edit suites, three post-production and interactive media computing rooms and a digital cinema
- Staff actively involved in creating theatre, film, TV, games and other media products
- Excellent contacts with theatre, film, TV and interactive media industries
- Regular masterclasses and public events
- REF: in the top 15 for ‘world-leading’ or ‘internationally excellent’ research

Courses are three-year programmes unless otherwise stated
Please see the Undergraduate Prospectus for UCAS codes and further details

Course list

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“My choice to study Film and Television Production at York was heavily influenced by the calibre of the facilities and the credentials of the teaching staff in the Department. The Theatre, Film and Television building – Heslington Studios – is a fully-functioning commercial enterprise, meaning the equipment we are being taught to use is of industry standard.”

Callum, BSc Film and Television Production, 2nd year
Quick Guide  Department of Theatre, Film and Television

Our courses

BA in Theatre: Writing, Directing and Performance

Year 1: consists of modules in Acting, Directing, Scriptwriting and Dramaturgy. They explore key texts across these modules and are introduced to a crucial array of practical and analytical skills.

Year 2: Develops this body of knowledge, understanding and practice further, with modules in Comedy, Political Theatre, Scriptwriting, and Theatre Production and Design.

Year 3: Gives students the opportunity to undertake two major production projects, in the Department’s two largest performance spaces. In the final term, students can choose to write a dissertation or a play, or work on a practical project.

BSc in Film and Television Production

Year 1: provides a grounding in story and storytelling techniques, in single and multi-camera production and post-production, and in the theories behind film and television.

Year 2 and Year 3: provide hands-on exploration of all phases of development, production and post-production, for location and studio projects, with options to explore topics such as non-fiction or media systems, and crafts such as writing, cinematography and sound, culminating in large-scale group and individual project work.

BSc in Interactive Media

Year 1: Introduces to media technology and programming skills, user-centred design, analysis of digital culture and story.

Year 2: Develops programming skills, production methods, and media theory with particular emphasis on interactive narrative.

Year 3: Specialises in the role of games designers, graphics or sound programmers and others through optional modules and group-centred creative projects.

To find out more about our course options, please refer to the Undergraduate Prospectus at www.york.ac.uk/study/undergraduate/prospectus.

Your future

Early career examples

- Runner for a post-production company
- Production trainee for a national broadcaster
- Youth support worker for a theatre
- Assistant director (internship) for a national theatre
- User-experience architect for a web design agency
- Front-end developer for an e-health start-up company

All our programmes are highly specialised but also aim to produce flexible and responsive graduates who are attractive to a range of potential employers.

Some of our Theatre: Writing, Directing and Performance graduates work as writers, directors or performers; others go into arts journalism, teaching, publishing, drama therapy, literary management, stage management, theatre, film and television production, academic research and arts administration.

Graduates of our Film and Television Production programme will be in a position to enter the film and television industries in various capacities. Our emphasis on collaborative work and on understanding the range of professional and technical roles will give a strong basis for your career.

Graduates of the Interactive Media programme will have the skills to pursue a career in the games industry or any of a wide range of jobs that rely on digital media, including web design, marketing, art curation and film and television.

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Typical offers are intended as a guide for 2016 entry and may change before applications open. You should check the typical offer for your chosen programme on our web pages, or at www.ucas.com, before you submit your application.