SOLENT
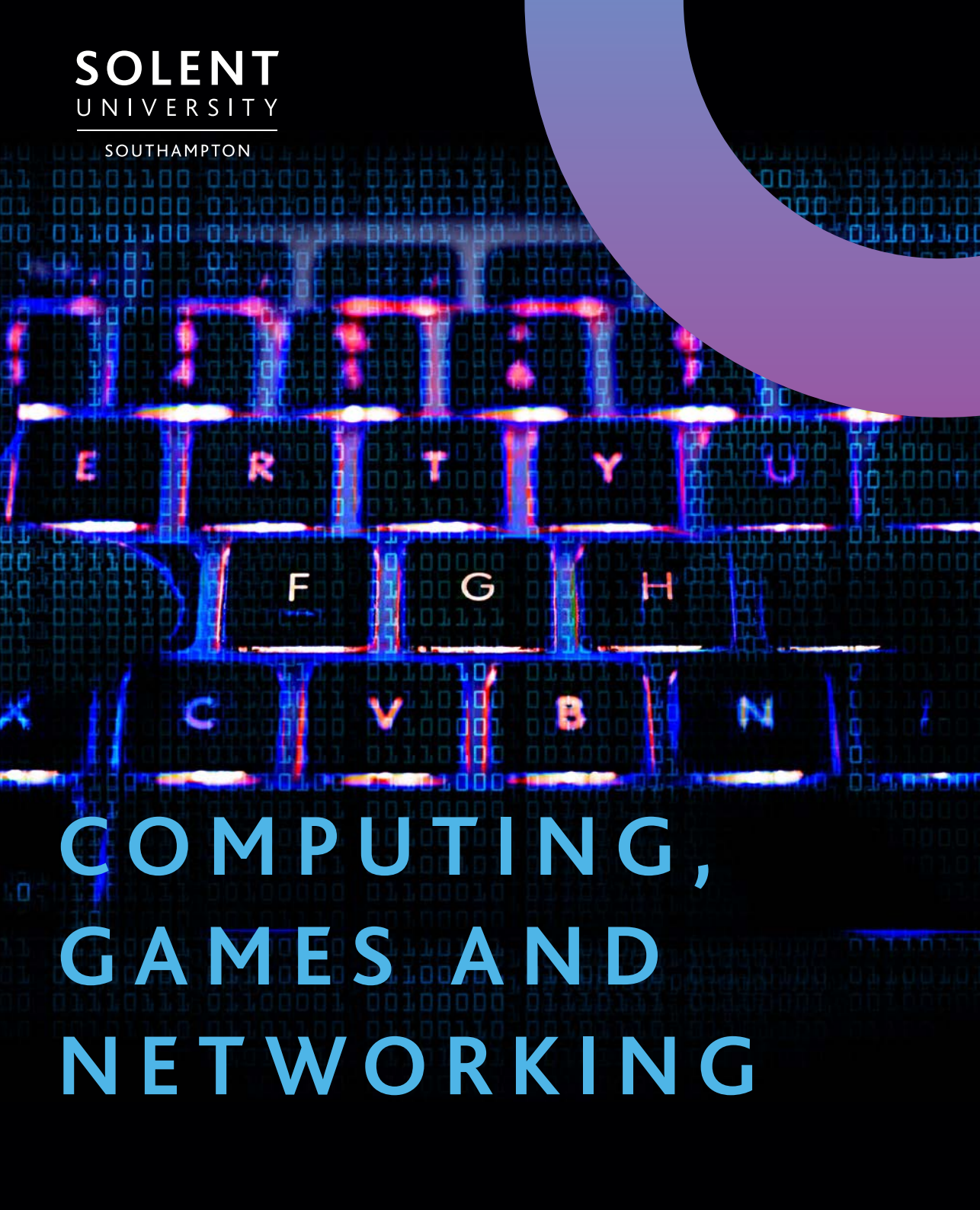## UNIVERSITY
SOUTHAMPTON

COMPUTING, GAMES AND NETWORKING

THE INDUSTRY IS FUELLING THE
DIGITAL REVOLUTION AND DRIVING
GLOBAL DEVELOPMENT. YOU WANT
TO BE AT THE HEART OF IT, IN A
FUTURE-PROOF CAREER THAT STARTS
RIGHT NOW.

Through our accredited degree courses, experienced
course teams and excellent industry connections,
you can skill up and get started.

You'll use industry-standard facilities, including
high-spec workstations with the latest software,
a state-of-the-art usability laboratory, dedicated
animation and CGI labs, and a motion-capture
studio.

Our experienced team maintains industry
connections, helping you build relevant, current,
professional knowledge. You'll work on live briefs
and hear top industry speakers.

We're accredited by BCS, The Chartered Institute
for IT and the Sony Developers Network, and we're
an Official Unreal Academic Partner. We're also a
founder member of SIGN, which represents and
supports independent video games developers,
helping the sector to grow in the south.

Our graduates enter successful careers, ranging
from web development and network security to
software engineering and project management,
as well as games programming, CGI, VR and AR-
based roles.

REAL-WORLD EXPERIENCE

COMPUTING

- BCS lectures – which explore new developments within the industry – are regularly held on our campus.

- The many IT career opportunities are reflected by our involvement with premium companies such as Cisco, IBM and Fujitsu.

- You'll get the opportunity to work on live development projects, with freelancing available through our in-house agency, Solent Creatives. On top of that, you'll be within easy reach of the UK's development capital in London, without the living costs.

GAMING AND DIGITAL ARTS

You'll get direct and relevant advice and support from professionals working at the top of organisations such as Codemasters, Climax, Aardvark Swift and Stainless Games. They'll provide invaluable help with design and testing, pitching and competitions, as well as supporting you with your CV and giving you feedback that reflects current demands of the sector.
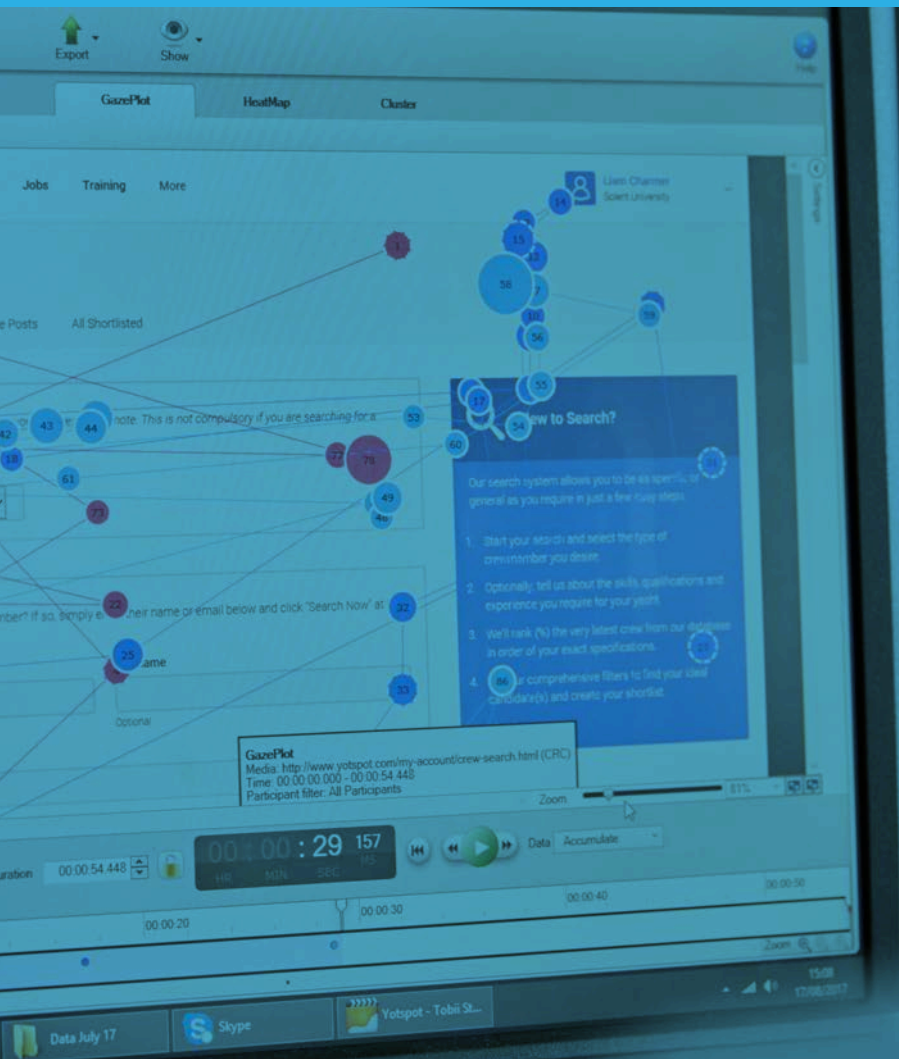
ACCREDITATIONS

- Part of the Southern Independent Games Network (SIGN) and the Sony Developers Network, and an Official Unreal Academic Partner

- BCS, The Chartered Institute for IT

SPECIALIST FACILITIES

COMPUTING

- A usability lab featuring eye-tracking software, allowing you to test the functionality of digital platforms and the user experience.
- Computing labs with a motion capture studio, extensive hardware and the latest industry-standard software.
- A devices lab, giving students the chance to 'field test' their websites and apps on real mobile and tablet devices, as well as through online emulators.

COMPUTER GAMES/DIGITAL ARTS

- A dedicated Video Games Academy – this open access teaching area fosters a community spirit among students from all our gaming art, design and programming courses, encouraging the kind of multidisciplinary collaboration that graduates will encounter in the professional workplace.
- A dedicated open access teaching area with all the specialised software you'll need, including Visual Studio, Perforce, DirectX, OpenGL, UDK 4.0, Unity, Source, Torque, Cocos2dx, Photoshop, 3d Studio Max, Maya and Mudbox; we also have a number of console development kits and the latest consoles to experiment on.
- A dedicated mobile lab with a selection of the latest handheld devices suitable for Android, iOS and Windows Phone 8 development.

QS STARS
RATED FOR EXCELLENCE
2017
INCLUSIVENESS
TEACHING

TEF Silver
Teaching
Excellence
Framework

DAVID JONES
BSC (HONS) BUSINESS INFORMATION
TECHNOLOGY
GRADUATED 2008

BUSINESS INTELLIGENCE DEVELOPER,
GREENCORE GROUP PLC

Welcome to

greencore

Group IT Projects

"
UNIVERSITY HAS OPENED DOORS FOR ME IN MY CAREER AND PROVIDED INDUSTRY OPPORTUNITIES THAT I KNOW I WOULDN'T HAVE BEEN GIVEN WITHOUT GOING."

I CHANGED MASSIVELY OVER THE THREE YEARS AT SOLENT. I CAME TO THE UNIVERSITY HAVING NEVER LIVED ON MY OWN BEFORE – IT WAS AN INITIAL SHOCK TO THE SYSTEM, BUT THE MOST LIBERATING EXPERIENCE OF MY LIFE."

What was the best bit of your course?

The best part of the course for me would have been the web development modules in the first year, which helped lead into my very first role post-university and gave me a strong understanding of open source web languages and how to apply them.

Tell us about your current role.

Today, I work for Greencore, a leading international convenience food manufacturer. Greencore is the world's largest manufacturer of pre-packed sandwiches, producing 1.5 billion each year and supplying some of the world's biggest food and retail brands.

I work in data analytics as a data analyst/engineer. The main focus of the role is to help teams work more efficiently by providing capabilities to analyse and better understand their data. It sits across multiple business areas, ranging from helping to improve the efficiencies of the manufacturing process to working with finance teams with price projection and planning or employing data trending to track and spot opportunities with our clients.

My studies at Solent helped me develop the ability to pick up skills and knowledge fast and apply them in a professional environment. I enjoy the fact that every day I get to apply what I learnt at university to help the business make choices through intelligent data-led decisions.

Some of the other companies and industries I have worked in since leaving university include BAE Systems (defence), TNT (global logistics) and Suzuki (large-scale car manufacture).

What has been your biggest achievement in your career?

My biggest achievement would be working for two industry-recognised businesses. First would be Greencore, as they put trust in you to deliver multiple solutions over a range of technologies.

Working here has allowed me to expand my knowledge of industry-recognised toolsets in the data analytics space and benefited the business and those around me. Further, I work with a group of talented professionals from a varying range of backgrounds and experiences who teach you something new every day.

My time at Greencore wouldn't have happened, though, without the experience and time spent at BAE Systems. It helped me to develop personally and professionally, and to learn what can be done when you adapt the knowledge and skills you have gained.

What are the three most important things you learnt during your time at Solent?

1. Understand your technology and your point of view, and put over a strong case, but be willing to take on board others' views and opinions, incorporating them to achieve an overall goal.

2. Take time to think about the best solution to a problem and research it before creating it.

3. New languages and skills take time to learn – do not rush it and you will succeed.

JOÃO PEREIRA
BA (HONS) COMPUTER
GENERATED IMAGERY
STUDENT

Tell us a bit about the CGI course.

A typical day consists of having lessons, working side-by-side with your classmates and having one-on-one feedback on your work with lecturers. You have all the support, a user-friendly system, brand new facilities and top-quality resources and materials to fully develop your projects and ideas towards your student and professional career.

There is a great mentorship process, and weekly feedback from the lecturers helps you to develop your process and bring your own vision to life.

Any favourite projects you've worked on?

For a partnership between Solent University, Southampton Beechwood Junior School and City College, I was commissioned to create the 3D environments, based on a script, for a musical that the children developed called 'We Will Rock You'. The goal was to combine 3D environments with stage lights, special effects and sound effects so that it could be a great experience for parents and an unforgettable day for the children.

What are your future career plans?

After graduating, my plan is to work in the UK for a few years in a studio/company related to architectural 3D visualisation and design, in order to get professional experience, improve my skills and get more knowledge about the industry and how to manage a company.

Since I´m passionate about education and teaching, my final goal would be to be part of the educational system and able to help students bring their vision and ideas to life, assist them to discover their path in the industry, and give them the support they need to become artists, designers, entrepreneurs and most importantly, professionals.

How do you feel Solent is helping you prepare for your future career?

Solent is helping me to expand my network in the CGI/VFX industry. Due to the multicultural environment, we have the opportunity to learn different types of culture, approach, lifestyle and mind-set. I feel that I've been developing a better understanding and vision about societies and the people around us – and how important it is to create an environment where everyone feels safe, comfortable to share their opinion and have the tools and support to develop their own ideas, mind-set and career plans.

> "
> THIS COURSE IS FOR YOU IF YOU ARE INTERESTED IN PURSUING A CAREER IN 3D VISUALISATION AND DESIGN, ARCHITECTURAL VISUALISATION, CONCEPT ART, ADVERTISING, MOTION GRAPHICS OR VISUAL EFFECTS.
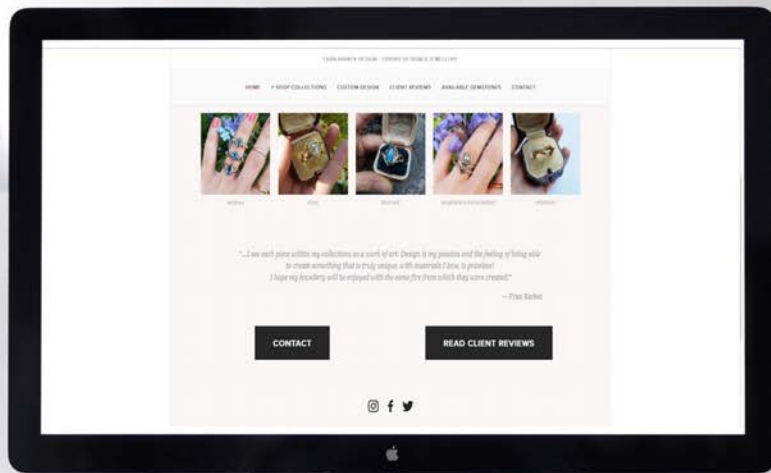
KATIE HAMLING
BSC (HONS) COMPUTING
GRADUATED 2017

WEBSITE DEVELOPER, KATIE
HAMLING WEBSITE DESIGN
AND DEVELOPMENT

"

**BEING ABLE TO WORK FOR MYSELF
AS A TINY COMPANY, BUT STILL
DO WORK FOR BIG COMPANIES IN
AMERICA, IS A BIG ACHIEVEMENT
FOR ME."**

Why did you choose to study at Solent?

I originally started my studies at another university but didn't enjoy the course and wanted to be closer to home. I chose Solent because the course had more seminars as opposed to lectures, which meant that we got more one-on-one time to really help us progress with work.

What was the best part of your course?

The lecturers were all really helpful – if you didn't understand something they were all available via e-mail at any time, and they made sure that the effort you put into your studies was reflected in your grade.

What has been your greatest achievement?

Graduating with a first-class honours degree after trying so hard was a massive achievement. My dissertation was also a highlight for me – having a tutor that was so involved and passionate about the study made it so much easier.

What have you been up to since you graduated?

Since leaving university in 2017, I have set up my own business that offers website design and development alongside social media management and photography. I enjoy finding new clients and portraying their business online in a way that is unique to them. I have worked with clients all around the world and my first global client made me realise that you don't need a job in a massive company to reach people anywhere in the world. Being able to work for myself as a tiny company, but still do work for big companies in America, is a big achievement for me.

How did Solent help prepare you for your career?

Learning computing was obviously a massive help with my job choice now, but Solent wasn't just about the degree. For me, Solent taught me how to prioritise my time effectively, how to work well in tough situations and how to get the most out of my studies. I became more aware that the effort I put into my studies was reflected in my grade, which seems obvious now. Before Solent I would complete work and hand it in, knowing that it was completed … but during my time at Solent I learnt to work hard, hand work in and feel pleased, not because it was completed, but because I was proud of it.

What advice would you give to someone wanting to follow in your footsteps?

Make the most of your time at university – the three years goes so quickly. Speak to your lecturers – they're going to be an invaluable part of your studies.

MATT BURN
BA (HONS) ANIMATION
AND ILLUSTRATION
GRADUATED 2004

CG SUPERVISOR,
ABSOLUTE POST

"

THIS COURSE IS FOR YOU IF YOU WANT INVALUABLE EXPERIENCE LEARNING THE ANIMATION CRAFT FROM HIGHLY KNOWLEDGEABLE PROFESSIONALS WITH AS MUCH PASSION AS THEY HAVE SKILL."

How did university prepare you for your career?

It gave me a vital grounding in the realities of working HARD for a living. I learnt how to be autonomous but also how to thrive as part of a team, and it taught me to absorb my peers' knowledge whenever I could, which I still do to this day. Knowledge is key – soak it up wherever you can.

Favourite Solent memory?

Raising the trophy for 'Best Film' at the annual Harbour Lights screening event (where graduates' animation films are screened for students and industry professionals alike) – that amazing feeling of pride completely validated three sleepless years of pushing my learning to the limit.

Tell us about your career story so far.

I have been working within the core of the post-production industry for 13 years now at Absolute Post, in the heart of Soho. Starting as a runner, I trained and progressed my career to the point where I am supervising teams of super-talented artists, producing amazing results together, creating pretty pictures which I am very proud of.

Tell us about a typical working day.

I recently relocated my family out to the beautiful countryside of north Wales. I have my own office here which I use to connect remotely to Absolute's server and work as if I was still in London. A typical working day involves a lot of learning and serious head-down 3D VFX work time, interspersed with phone calls, e-mails and lunchtime walks surrounded by beautiful scenery.

What's your career highlight so far?

A few fantastic projects have been outstanding in both their challenges and rewards. Working on a huge viral 'TED 2023' film used to promote Ridley Scott's *Prometheus* movie was an amazing experience, as was working on a recent high-profile short film directed by Baz Luhrmann. The work I am most proud of, though, is the unicorn-filled piece we created for a 'First Utility' commercial a few years ago, which I was lucky enough to be CG supervisor on.

What tips would you give to someone wanting a career in your industry?

Stick at it. It will get harder before it gets easier, but the results will be worth it. I get paid to make unicorns and weird creatures come to life – that could be you (if you like that sort of thing). Mostly though, just don't lose sight of how much bloody fun animation is – the creative challenges never end. Keep learning.

MELODY CUTHBERTSON
BA (HONS) COMPUTER AND VIDEO GAMES – NOW KNOWN AS BA (HONS) COMPUTER GAMES (ART) GRADUATED 2014

ASSOCIATE PRODUCER, CLIMAX STUDIOS

"

THIS COURSE INCLUDES NOT ONLY WORKING WITHIN THE 3D REALMS OF COMPUTER AND VIDEO GAMES, BUT ALSO MANAGEMENT AND LEADING TEAMS ON PROJECTS."

What was the best part about your course?

The greatest part was the challenge that it provided, as well as the realistic expectations of the industry that the lecturers set – this helped keep me grounded while continuing to strive to improve my work.

Favourite memory from your course?

My favourite memory was when industry experts visited Solent to give talks on their work and life in the industry. One company in particular was Stainless Games, who remembered me when I later attended an interview for a job there as a project manager intern, which I got.

Tell us about your current job role.

I'm an associate producer at AAA company Climax Studios, where I facilitate teams to help ensure the project is delivered on time and within scope. What I love most is working as a unit with the teams to make sure that the project is progressing in a timely manner, while also working closely with clients and publishers alike.

What is your career highlight?

My biggest achievement has been to work on dream titles like 'Forza Horizon 3' and 'Disney Infinity 3.0' (even participating in a meeting with those behind *Finding Nemo*), while also being invited by Apple to attend the Apple 2018 keynote in London as part of a panel. Not only that, but I have been able to propose workflows for prolific companies and projects, which have been successfully implemented and adhered to.

Now, as associate producer, I am taking a lead on managing projects with industry veterans, particularly for a project that is on an incredibly tight time frame and is currently developed on budget and within scope.

I have also been awarded the BAFTA 2018 Crew opportunity, which will allow me to continue to grow further in my field, honing my style and learning from like-minded and equally ambitious industry peers.

What are the most important skills you've learnt in your career so far?

The three most important skills I've learnt are: continue to persevere and push yourself in your skills and capabilities; gain confidence in yourself in the work that you do; and make sure that you understand the power of networking and socialising, especially since the industry is incredibly small and everyone knows almost everyone else.

What advice would you give to others wanting to follow in your footsteps?

When looking for jobs, always start early and don't be afraid of going in a little lower than where you want to be.

Your first job is your first for a reason – you can use it to gain the required experience to grow into companies and projects that are more tailored for you.

Your colleagues will help make sure that you're equipped for the opportunity when it comes along. I honestly would not be where I am today if it weren't for the lecturers that I had during my time at university and, as such, I am always grateful to them.

OLIVER MILES
BA (HONS) COMPUTER AND
VIDEO GAMES –
NOW KNOWN AS BA
(HONS) COMPUTER GAMES
(ART)
GRADUATED 2010

3D ARTIST, PLAYFUSION

How did university prepare you for your career?

I was learning how to 3D model as a hobby before I started the course, so I already had a passion for making art for games. The course helped me to build up my skill base using industry-standard tools. I was able to get a better understanding of game development as a whole and how the different disciplines work together when making games. I think just being around other students was a great way to bounce knowledge around and allowed me to learn a lot faster. Also, being on the course helped me get used to doing art at a quicker pace and for longer periods of time, as being in the games industry is a job at the end of the day and often you can be working long hours under pressure to hit deadlines.

Favourite Solent memory?

I think most of my favourite Solent memories were outside of the classroom, having had the opportunity to make a lot of good friends. However, working on my final major project with two of my peers was really fun as we had full creative licence to do what we wanted, and this meant that we had to work together and push the boundaries to achieve the grades we wanted.

Tell us about your career story so far.

After graduating I moved back home, which was quite sad – leaving university life after three years. I started applying for any graduate 3D artist jobs I could find, which were pretty few and far between. After no success for a year and being signed on Jobseekers, I got a part-time job in a supermarket. I worked there for a year – however, I kept working on my portfolio in my own time and began really focusing on creating really simple pieces of 3D art, but doing them well. I think this was the key to getting my first job.

So after two years I landed my first job at Jagex as a junior character artist. I was working on a game called 'Transformers Universe' and it delivered on every expectation of what I thought a job in games would be like – I enjoyed it thoroughly. I worked there for two and a half years and learnt heaps. I then worked at Dambuster Studio in Nottingham for five months as an environment artist. This involved working with existing assets rather than making new stuff, having joined quite late into development. Fortunately I was asked to move back to Cambridge to work on a brand new IP for a new company at the time called PlayFusion, which is where I've been working for the last two years and it's a fantastic place to work.

What's your career highlight so far?

I was involved in a large portion of creating the physical toys on 'Lightseekers' as the game uses real-life toy interaction to play it. It was a challenge because everything had to be absolutely perfect – once it was sent off to the manufacturer there were no more changes that could be made. This meant close collaboration with the concept art team to really capture the magic we wanted to deliver. It's really rewarding seeing something you worked on turned into a toy, so that would be my career highlight so far.

In one sentence, what is your area of study to you?

Being a 3D artist is about having the ability to be artistic while being able to understand the technical aspects of creating game art, in addition to having a strong problem-solving mentality.

What tips would you give to someone wanting a career in your industry?

Focus on small simple pieces of art to go into your portfolio, but make them as close to industry standard as possible. Websites like ArtStation and Polycount are excellent resources to see what the current quality is for game art.

You have to put your own time in – a university course will show you the tools, point you in the right direction and place you with like-minded people, but you need to spend your own time mastering your trade because if you don't, someone else will, and they'll get the job.

Tell us what you are doing now – a typical working day.

At PlayFusion I've had the opportunity to work on the game 'Lightseekers' from the very beginning as an artist. Throughout the project so far I've had the opportunity to make everything from game characters to level asset kits to models for production of physical toys. It's a massively creative role and at times I'm trusted to work on assets without specific concepts.

CLAIRE OLIVER
BSC (HONS) COMPUTER
GAMES (SOFTWARE
DEVELOPMENT)
GRADUATED 2016

DEVELOPER RELATIONS,
UNITY ADS

"

THIS COURSE IS FOR YOU IF YOU ENJOY SOLVING PROBLEMS, HAVE A PASSION FOR CODING, ARE PREPARED TO WORK HARD AND WANT TO KNOW HOW GAMES ARE MADE."

How did university prepare you for your career?

Before uni I had never seen a line of code, let alone written one, and I had been out of education for ten years. By the end of the course I was able to write code extremely well and make games of my own. My course gave me the skills I needed to change my career path from hospitality to the games industry. The lecturers also helped me prepare for the interview process – what was going to be expected of me, what a coding test was, how to present myself, what should be on my portfolio and even how to dress for an interview.

Favourite Solent memory?

Definitely the lecturers. Every single one of them was happy to help and support every single student. I'm still good friends and in contact with a lot of them.

Tell us a little about your career story so far.

After graduating, I worked for the University as a graduate associate for the computer games courses. This gave me the opportunity to pass on what I knew to the students. A few months into my working for Solent, a job became available with Unity Technologies. I contacted the recruiter and asked how I could apply. Instead of a formal application, he looked at my LinkedIn profile, my CV and my portfolio, which are all online, and decided that I was perfect for the role. I then had multiple Skype interviews, a programming test and a two-hour interview in the office. A week later I was told I had the job.

What are you doing now and what does it involve?

My job role at Unity is as a services support engineer. I do a multitude of different things depending on what happens that day. Recently I have:

- found and successfully reproduced and reported a bug to the right people so it can be fixed
- supported large, well-known companies – Gameloft, Rovio and Disney – with day-to-day account management, bug reporting and troubleshooting
- supported small indie companies with services integration, showing them how to make the most money from their games
- helped debug code to highlight errors for companies of varying sizes.

What's your career highlight so far?

Working at Unity.

What is the gaming industry to you?

Fun, challenging and stressful, but your colleagues are your family and everyone sticks together.

What tips would you give to someone wanting a career in your industry?

Work hard – everything is important, even if it doesn't seem it at the time. Speak to professionals and use their advice to shape your own work. Build a portfolio and make sure that you believe in yourself.

LIAM CHARMER
BSC (HONS) COMPUTING
GRADUATED 2017

DIRECTOR OF TECHNOLOGY
AND INNOVATION,
REMIAM LTD

"

**THIS COURSE IS FOR YOU
IF YOU WANT TO EXPLORE
ALL DISCIPLINES INVOLVING
TECHNOLOGY."**

How did Solent help prepare you for your career?

Solent prepared me to be an innovative and creative thinker and helped me gain the core skills of working within a professional environment. The entrepreneurial focus at Solent really geared me up and pushed me towards starting and running my own business.

Favourite Solent memory?

That's quite a hard one as there were so many – from the technology champions recruitment and events, to the Hackathon that one of my lecturers ran, the British Conference for Undergraduate Research (BCUR) event I presented work at, working with my classmates ... I had so many! I also graduated with a first-class honours degree and had the highest grade in computing for that graduation year.

Tell us about your career story so far.

After graduating I continued with my freelance work in areas including web development, app development, ux/ui design and training. I also became director of the umbrella innovation company, Remiam Ltd, using a variety of technologies and working with web, mobile and smart home devices to follow the new exciting trend of the Internet of Things. A recent product we developed is an app called 'Instarama' which creates panoramic images for Instagram.

I'm now working with a variety of clients around the world and going to a variety of networking events across the UK, providing products and services to clients.

A typical working day for me is managing two businesses, liaising with my clients, searching for new clients and creating innovative products – oh, and the occasional Starbucks!

Any tips for others wanting to follow in your footsteps?

My number one tip is to be passionate about the technology industry and you will reap the benefits later.

OUR GREAT CITY

SOUTHAMPTON IS A VIBRANT MARITIME
CITY AT THE HEART OF A HEALTHY REGIONAL
ECONOMY. WITH MORE THAN 7,400
BUSINESSES IN THE REGION EMPLOYING
AROUND 127,000 PEOPLE, IT'S IDEALLY PLACED
FOR GRADUATE JOBS.

The high street is represented by Game, Forbidden Planet, CEX and Apple. The annual Southampton Game Fest – sponsored by Arcade Europe – attracts big names, including Playstation VR, HTC Vive and Testology. It's a growing event, exhibiting custom-made arcade machines and running gaming tournaments.

You'll work hard and play well in Southampton. The city boasts Premier League football, world-class sailing and international cricket. It has a wealth of live music venues, theatres and exhibitions, with a brand new Cultural Quarter testament to the city's continuing growth.
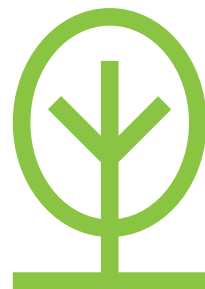
Solent University code name: SOLNT Solent University UCAS code: S30

RESEARCH UNIVERSITIES
March – September

WORK ON YOUR UCAS APPLICATION
September – January

APPLY ONLINE VIA UCAS
By mid-January

Depending on the course you apply for at Solent, you may be required to provide a portfolio or attend an interview – if successful, an offer will be made after this.

CHECK UCAS TRACK
This is where you'll see if you have an unconditional offer (the place is yours) or a conditional offer (based on exam results or other evidence), or if your application has been unsuccessful.

REPLY TO YOUR OFFERS
By 1 May

Select your firm choice.

Select your insurance choice – this is a back-up choice in case you don't meet the conditions for your firm choice.

Decline your other offers.

FIND OUT IF YOU'VE GOT YOUR PLACE
You'll see in UCAS TRACK if your place is confirmed.

BTEC results are published from July onwards and A-level results will be published in mid-August.

PREPARE FOR UNIVERSITY IN LESS THAN AN HOUR EACH WEEK WITH OUR TIPS, GUIDES AND QUIZZES.
www.solent.ac.uk/52-things

FEES AND FINANCE
Are you worried about the cost of going to university? There's plenty of support on offer to ensure that financial circumstances don't prevent you from gaining a higher education. For more information, visit **www.solent.ac.uk/finance**

OUR STUDENT RESIDENCES
We have well-equipped student residences with fantastic study-bedrooms, right in the city centre and only a short walk from the main campus. For more information, visit **www.solent.ac.uk/accommodation**

UNDERGRADUATE	UCAS tariff points	Work placement opportunity	Foundation route available
BA (Hons) Animation	96–112	✓	✓
BSc (Hons) Applied Computing (Top-up)	*		
BSc (Hons) Business Information Technology	72–96	✓	✓
BA (Hons) Computer Games (Art)	96–112	✓	✓
BA (Hons) Computer Games (Design)	96–112	✓	✓
BA (Hons) Computer Games (Design) (Top-up)	*	✓	
BSc (Hons) Computer Games (Software Development)	96–112	✓	✓
BA (Hons) Computer Generated Imagery	96–112	✓	✓
BSc (Hons) Computer Networks and Web Design	72–96	✓	✓
BSc (Hons) Computer Systems and Networks	72–96	✓	✓
BSc (Hons) Computing	72–96	✓	✓
BSc (Hons) Cyber Security Management	96–112	✓	✓
BA (Hons) Digital Animation	96–112	✓	✓
BA (Hons) Digital Arts (Top-up)	*	✓	✓
BA (Hons) Film Visual Effects	96–112	✓	
BSc (Hons) Information Technology Management	72–96	✓	✓
BSc (Hons) Software Engineering	96–112	✓	✓
BA (Hons) Virtual and Augmented Reality (Design)	96–112	✓	✓
BSc (Hons) Web Design and Development	72–96	✓	✓

* Contact admissions for entry requirements

POSTGRADUATE	
MSc Applied Computing	MSc Data Analytics Engineering
MSc Computer Engineering	MSc Digital Design
MSc Cyber Security Engineering	

solentuniversity

@solentuni

@solentuniversity

solentuni