YOUR PATHWAY TO

GAMES DESIGN AND MEDIA PRODUCTION

2024/25

Loughborough
COLLEGE est. 1909

COURSE LIST

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THIS IS JUST A SNAPSHOT

Visit our website

www.loucoll.ac.uk

for more detailed info about all our courses

Keep up-to-date:

STUDYING GAMES DESIGN OR MEDIA AT LOUGHBOROUGH COLLEGE WILL ARM YOU WITH VALUABLE SKILLS AND EXPERIENCE IN DIGITAL MEDIA, PREPARING YOU FOR A CAREER IN THE CREATIVE DIGITAL INDUSTRIES SUCH AS IT, GAMING AND DESIGN.

You will benefit from a hands-on education, working with the latest hardware and software used by professionals for graphic design, video editing, animation, web development and photography. Getting to grips with industry-standard equipment in a modern environment will give you relevant knowledge to enter directly into a career.

Our qualified staff have real experience in the sectors that you're looking to enter, and can offer valuable insight to aid your career development.

YOUR COURSE WILL INCLUDE UP-TO-DATE CREATIVE TECHNOLOGY, INCLUDING:

- Green Screen Room
- Filming Equipment
- Blender
- Adobe Creative Cloud
- Unreal Engine 4

FEES & FUNDING

Funding your course may be easier than you think. To see if you qualify for funding support with your tuition fees, see the table below:

Please refer to the coloured columns in the table below if you are:

- In receipt of JSA or ESA or Universal Credits OR
- Unemployed and in receipt of means tested benefits OR
- Employed and earn less than £20,319 annual gross salary

AGE AND STUDENT CIRCUMSTANCE									
COURSE LEVEL	16-18	19-23 AND RECEIVING BENEFITS/LOW INCOME		19-23		24+ AND RECEIVING BENEFIT/LOW INCOME		24+	
		First time studying this qualification	Completed a qualification at this level previously	First time studying this qualification	Completed a qualification at this level previously	First time studying this qualification	Completed a qualification at this level previously	First time studying this qualification	Completed a qualification at this level previously
ESOL	★	★	★	★	★	★	★	★	★
ENTRY LEVEL	★	★	★	★	★	★	★	★	★
ELIGIBLE LEVEL 1	★	★	★	★	★	★	★	★	★
ELIGIBLE LEVEL 2	★	★	★	★	★	★	★	★	★
ELIGIBLE LEVEL 3	★	★	★	★	★	★	★	★	★
LEVEL 3 FREE COURSES FOR JOBS OFFER	★	★	★	★	★	★	★	★	★

★ Eligible for funding, no fee to pay

★ Not eligible for funding, likely to have to pay

★ Not eligible for free funding, however Advanced Learner Loans are an option instead

This information is based on current government funding guidelines for September 2024 entry, and are subject to change at any time.

PLEASE NOTE:

The table provides generic funding guidance.

To ensure that you are entitled to funding, we will fully assess your eligibility prior to enrolling you.

Please ensure that you provide all prior qualifications held when asked to do so, as the college will retrospectively charge tuition fees should differing circumstances come to light.

Some courses are defined as full cost and as such do not qualify for free tuition.

Other courses are also not eligible for adult funding.

All of the above information applies to students who have resided in the UK/EEA for the past 3 years and are eligible for home funding.

APPLICATION PROCESS

1 APPLY

The first step in joining Loughborough College is to **submit an application form**, this can be done online or via a paper form. After receiving this, we will acknowledge receipt of your application.

2 HAVE YOU GIVEN US ALL OF THE NECESSARY INFORMATION?

Predicted Grades – you need to provide us with your predicted grades so that we can ensure you are applying for a suitable course and level. For A Level applicants, where this is not provided your application will be put on hold.

Fee Status – We may ask you to complete and return a Fee Status questionnaire based on your Nationality or your right to remain in the country.

Are your course choices right for you? – where your predicted grades indicate that the course choice(s) are not appropriate, we reserve the right to amend this, where a suitable choice is available within the same area.

3 APPLICANT EVENT

In order to secure a place at Loughborough College, you must first **attend an Applicant Event** for your chosen course(s). **Your invite will be sent via email** so please ensure you check your spam/trash folders regularly.

Where you are unable to attend, it is important that we are notified beforehand (details on how to do this will be included in the email invite) so that we can invite you in to the next available event.

N.B. If an applicant doesn't attend two events in a row, without notifying us beforehand, then we will automatically assume that they are no longer interested and their application will be withdrawn.

4

OFFERS

After attending an Applicant Event, the course leader will make a suitable course offer and this will be sent out to you. In order to secure a place on the chosen course, the acceptance of place form must be completed and returned to us within the **specified** timeframe.

Applicants who do not accept their offer may still be considered, however priority will be given to those who accepted their offer in the **specified** timeframe.

5

PRE-PROGRAMME

In order to secure a place on the chosen course, students must then **attend** a Pre-Programme experience (taster day) OR notify us with a satisfactory explanation as to why they are unable to attend. These events are **likely to be** in **late June/ early July** and they are really important for students to attend to enable them to get a taste of what being a student at Loughborough College is like.

Sadly however this event is not aimed at Parents/Guardians/Carers. Sorry – all the fun goes to our students for this one!

6

REGISTRATION AND ENROLMENT

First you will be invited to complete an Online Registration, where you will be asked to log in and provide us with your personal details. You must also provide us with ID evidence and an appropriate photograph of yourself for your student ID badge.

Then on **National Results Day (Thursday 22nd August 2024)** you will be asked to log in again and upload proof of your results.

On, or shortly after, National Results Day you will be invited in to a Sign Up event with your chosen course area and this is where you formally sign up for your course. You will meet with a member of the teaching team who will assess your results and discuss appropriate courses.

If you do not get the grades that you are expecting then please don't worry! We will work with you to help you find an alternative option.

COMPUTING AND MEDIA PRODUCTION
LEVEL 1

THIS LEVEL 1 COURSE IS AN EXCITING, NEW QUALIFICATION THAT GIVES YOU A GREAT OPPORTUNITY TO DEVELOP A VARIETY OF SKILLS USED IN IT, MEDIA PRODUCTION, AND THE CREATIVE INDUSTRIES IN GENERAL, AS WELL AS IMPROVE YOUR LITERACY AND NUMERACY SKILLS.

There is a good mixture of theory-based learning and hands-on practical lessons to develop your IT knowledge and skills.

Multimedia units will help you understand the use of different media products and their focus on audience, content, and style for publications. You will then get to create your own website and animations.

COURSE CONTENT

- **IT User Fundamentals**
- **Explore 3D Design**
- **Explore Painting**
- **Website Software**
- **Developing Animation**
- **Investigating Interactive Media**
- **Developing Multimedia Products**

DETAILS

ENTRY REQUIREMENTS

Two GCSEs

OR

Level 1 qualification with Pass grade, as well as Functional Skills Level 2 English and Maths

Please note: This course is aimed at learners aged 16-18 and adult learners with an Educational Health Care Plan (EHCP) identifying it as their chosen course. Adult learners are encouraged to contact Student Recruitment who will look at alternative Level 2 courses or if necessary Adult English and Maths courses that will enable them to join a Level 2 course afterwards.

START DATE

September

END DATE

June

DURATION

1 year

COURSE COST

Aged 16–18: FREE!

EHCP: FREE!

Aged 19+: See page 3 for funding options

PROGRESSION OPPORTUNITIES

- Level 2 Creative Digital Media Production
- Progression of Functional Skills in Maths and English with potential to take GCSE Maths and English.

CASE STUDY

SAM WOOD

Before coming to Loughborough College, I already had a little experience with CGI, all of which was self-taught as GCSE art was primarily focussed on traditional art.

I took the Level 3 Diploma in Games, Animation and VFX Skills course and immediately began working to expand my knowledge of 3D art, expanding into scripting for games in industry standard software as well as touching on areas more relevant to film, all the while advancing my core modelling skills.

All of this was very accessible for someone unfamiliar with the tools while allowing those with pre-existing experience to build upon that through open-ended projects. The course was also accompanied by regular presentations from creatives across relevant industries who discussed their work and techniques. This insight was extremely valuable at getting a real perspective on these professions and influenced my own workflows.

The course also opened some great opportunities for me, specifically the World Skills competition, which I took part in to represent Loughborough for 3D game art. Over three stages we were given short briefs which I completed alongside my coursework. Competitors were knocked out gradually leaving only seven to go onto the finals in Middlesbrough, which I was honoured to attend and managed to win the bronze medal. This was a brilliant experience and something that I had never imagined myself doing before going on this course.

I am now studying a BA (Hons) in 3D Game Art at university. I have also been freelancing in my spare time, working intermittently in 3D design for licensed products.

CREATIVE DIGITAL MEDIA PRODUCTION (MEDIA PATHWAY) LEVEL 2

This qualification is designed to support learners who wish to study entry level Creative Media Production as a one-year, full-time course alongside undertaking English and Maths.

The course covers a wide range of media subjects and you will gain experience using industry-standard software.

COURSE CONTENT

- **Get hands on experience with industry standard equipment and software such as DSLRs, Adobe CC and film making peripherals**
- **Increase your knowledge of the current trends in the digital creative media industry**
- **Develop skills in reading and analysing media texts**
- **Gain an understanding of working to a client brief through project-based assessment**

DETAILS

ENTRY REQUIREMENTS

Four GCSEs at grade D/3 or above, including Maths and English Language

START DATE

September

END DATE

June

DURATION

1 year

COURSE COST

Aged 16–18: FREE!

Aged 19+: See page 3 for funding options

PROGRESSION OPPORTUNITIES

Successful learners on this qualification can progress to Level 3 Media or Games Development.

This qualification will give learners the potential opportunity to progress to employment, or progress within employment in a wide range of job roles across the creative digital media sectors, for example photographer's assistant, sound recordist, editorial assistant, junior web designer and games tester.

You will learn and use a variety of skills throughout the course, which are in great demand and are recognised and highly valued by employers and colleges.

CREATIVE DIGITAL MEDIA PRODUCTION (GAMES PATHWAY) LEVEL 2

This qualification is designed to support learners who wish to study entry level Games Production as a one-year, full-time course alongside undertaking English and Maths.

The course covers a wide range of games development subjects and you will utilise up to date industry standard software to assist in your own game development pathway.

COURSE CONTENT

- **Get hands on experience with industry standard software packages including Adobe CC, Blender and Unreal Engine**
- **Increase knowledge of the current trends, technologies and production tools used in the games industry**
- **Complete various games-based projects following industry pipelines e.g. Games Demos, Art Pieces and 3D Assets**
- **Develop an understanding of games theory and reasoning behind design choices**
- **Gain an understanding of working to a client brief through project-based assessment**

DETAILS

ENTRY REQUIREMENTS

Four GCSEs at grade D/3 or above, including Maths and English Language

START DATE

September

END DATE

June

DURATION

1 year

COURSE COST

Aged 16–18: FREE!

Aged 19+: See page 3 for funding options

PROGRESSION OPPORTUNITIES

Successful learners on this qualification can progress to L3 Games Development/L3 Games, Animation and VFX/L3 Media.

This qualification will give learners the potential opportunity to progress to employment, or progress within employment in a wide range of job roles across the creative digital media sectors.

You will learn and use a variety of skills throughout the course, which are in great demand and are recognised and highly valued by employers and colleges.

CREATIVE MEDIA PRACTICE - FILM AND TV
LEVEL 3

This work-related qualification is ideal for those interested in the film and TV industries.

It will provide you with practical knowledge and experience, obtained by working through challenging briefs where you will explore up-to-the-minute technology. Throughout the course, you will develop an awareness of the film and TV industries, its professional practice, and its use of film making skills. These skills will be underpinned with thorough research and theory as part of the internal project based work.

COURSE CONTENT

- **Project based assessments challenge you to use all of your skills across multiple disciplines**
- **Weekly hands on with DSLRs and editing software**
- **Digital skills with Adobe CC**
- **Research, plan and produce multiple video sequences**
- **Learn analytic and research skills to inform your work**

DETAILS

ENTRY REQUIREMENTS

Five GCSEs at grade C/4 or above, including English and Maths

OR a BTEC Level 2 Extended Certificate at Merit grade, with a satisfactory personal reference and GCSE English and Maths at grade C/4 or above,

OR relevant work experience.

START DATE

September

END DATE

June

DURATION

2 years

COURSE COST

Aged 16–18: FREE!

Aged 19+: See page 3 for funding options

MODE OF ATTENDANCE

The BTEC Level 3 Extended Diploma in Film and TV can be used to gain employment in the vast field of media, digital creativity, and communications. You can also apply to study a Higher National Diploma or degree programme.

HACKATHON CRACKS THE CODE FOR LEARNER DEVELOPMENT

Learners on the T Level Digital Production, Design, and Development course recently had an exciting opportunity to showcase their skills and learn new coding tips at a unique hackathon, in collaboration with local businesses.

Loughborough-based creative tech organisations Compound and Graffio organised the event, serving as a chance for both the College and local businesses to build a mutually beneficial relationship, allowing employers the autonomy to talk with students about placement opportunities.

In turn, the College developed new relationships with local organisations, and students were given exclusive opportunities to work on new digital programmes including Axiom, Coda, and Make.

All sixteen first year students took part in the event, using low level coding programmes to allow for fair chances to show their skills. For learners who have already accepted industry placements, the hackathon was a fantastic enrichment activity allowing them the chance to work with industry professionals and advance their knowledge.

Working in five groups, learners had hands-on experience to enhance their interpersonal and communication skills, develop technical abilities, and discover what key assets are required to work in the digital world. Compound and Graffio team members supported students on a walkthrough of their programmes before learners held presentations and team building sessions.

Learners also competed for prizes, working to a scoring criterion of functionality, interactivity, presentation, and teamwork.

Jesse Jackson, T Level tutor who oversaw the hackathon shared, **"Working closely with local employers and empowering them to identify young and emerging talent from the offset supports us as providers to better signpost learners into industry.**

"Both Compound and Graffio were so impressed with our learners, and they recognised the high quality of the work produced. The hackathon was the first of its kind at College and demonstrates Loughborough as a destination for upcoming talent. This will only grow with the development of the Institute of Technology, and the Digital Skills Hub. We can continue to build upon our network and go from strength to strength."

CREATIVE MEDIA PRACTICE - GAMES DEVELOPMENT LEVEL 3

This work-related qualification is ideal for those interested in developing computer games and looking to join the industry of one of the fastest growing forms of entertainment.

The Level 3 Creative Media Practice – Games Development qualification will provide you with practical knowledge and experience, obtained by developing your skills using the latest industry standard software and hardware. Throughout the course, you will learn about all aspects of the games industry, and eventually will be able to specialise in the area you most enjoy.

COURSE CONTENT

- **3D Modelling**
- **Game Design**
- **Concept Art**
- **Game Engines**
- **Games Theory**

DETAILS

ENTRY REQUIREMENTS

Five GCSEs at grade C/4 or above, including English Language and Maths

OR Level 2 BTEC Extended Certificate at Merit grade, as well as GCSE English and Maths at grade C/4 or above

START DATE

September

END DATE

June

DURATION

2 years

COURSE COST

Aged 16–18: FREE!

Aged 19+: See page 3 for funding options

PROGRESSION OPPORTUNITIES

This BTEC Level 3 in Creative Media Practice can be used to gain employment in the games industry or in the vast field of media and digital creativity. You can also apply to study a degree programme or a Higher National Diploma.

GAMES, ANIMATION AND VFX SKILLS
LEVEL 3

NextGen Skills Academy (or NextGen for short) is an organisation set up by Government and the Games, Animation and VFX industries to directly address skills gaps and shortages in these sectors.

NextGen collaborate with fast-moving industry experts to make sure their vocational qualifications for young people are up to date and relevant. Their collaboration with AIM Awards has ensured that assessment methodology is aligned to industry standards and practice.

This joined up approach has also produced two VFX Apprenticeship standards with a Games standard currently in development, which would be ideal progression routes for graduating NextGen students.

COURSE CONTENT

- **Understanding the fundamental skills and knowledge necessary for employment in the Games, Animation and VFX industries**
- **Face real-world challenges and benefit from feedback from industry**

DETAILS

ENTRY REQUIREMENTS

Five GCSEs at grade C/4 or above, including English and Maths,

OR a BTEC Level 2 in Media/Games including English and Maths at C/4 or equivalent.

START DATE

September

END DATE

June

DURATION

2 years

COURSE COST

Aged 16–18: FREE!

Aged 19+: See page 3 for funding options

PROGRESSION OPPORTUNITIES

NextGen students become the next generation of creators, whether their next steps are in to an apprenticeship or vocational higher education they have a solid base of technical skills allied to practical teamwork, communication and iteration experience.

T-LEVELS

THE NEXT LEVEL QUALIFICATION

T Levels were launched in 2020 to provide an opportunity for students to complete a high-quality technical education. T Levels were designed with employers to prepare students for jobs in industry that employers are looking for.

They follow GCSEs and are equivalent to three A Levels. T Levels offer an alternative to A Levels, Apprenticeships or other post 16 courses and ensure that you gain the knowledge and skills you need to move into skilled work, an apprenticeship or further study.

They bring classroom learning (80% of the course) and an extended industry placement (20% of the course) together on a programme designed with businesses and employers.

DIGITAL PRODUCTION, DESIGN AND DEVELOPMENT (COMPUTING) T LEVEL

The digital sector has one of the largest projected economic growth outputs in the UK which means that there will be lots of future jobs in this ever-changing and quickly evolving sector.

The Digital Production, Design and Development T Level will give you the skills and knowledge needed to flourish in this exciting sector so that you can be part of the future digital workforce. You'll learn a wide range of knowledge on topics needed to be successful in the fast-paced Digital industry such as Digital Analysis, Diversity and Inclusion, Security and Testing.

COURSE CONTENT

YEAR 1:
Core: Knowledge and Understanding of Contexts, Concepts and Theories of the Digital Industry

- **Employer Set Project**
- **Industry Placement**

YEAR 2:

- **Specialise in Key Areas of Digital Production, Design and Development**
- **Continuation of Industry Placement with an External Digital Industry Employer**

DETAILS

ENTRY REQUIREMENTS

GCSE English Language at grade 4 or above.

GCSE Maths at grade 5 or above.

GCSE Computing or Computer Science grade 4 or above (preferable).

And at least two other GCSE qualifications at grade 4 or above.

DURATION

2 years

PROGRESSION OPPORTUNITIES

Progress to University:
You can use the UCAS points you achieve as a result of completing your T Level to continue your studies at university.

Enter Employment:
You can use the skills, knowledge and experience you have gained to start working in the digital industry.

Apprenticeship:
There are many opportunities offered through apprenticeships that allow you to carry on learning (20%) whilst spending most of your time (80%) furthering your skills in the workplace.

MEDIA, BROADCAST AND PRODUCTION - CREATIVE MEDIA TECHNICIAN T LEVEL

The Media sector is strong internationally, nationally, and locally. Over 5,000 people work within Creative and Digital Media in Leicestershire and the need for people to create, capture, and edit content is constantly rising.

The Media, Broadcast, and Production T Level will give you the skills and knowledge needed to enter the creative media workforce. You'll learn the latest techniques and skills to plan, prepare, capture, finalise, then publish media assets. These skills will allow you to fit in with the smallest media companies to the largest big screen productions.

COURSE CONTENT

YEAR 1:
Core: Knowledge and Understanding of Contexts, Concepts and Theories of the Digital Industry

- **Employer Set Project**
- **Industry Placement**

YEAR 2:

1. **Occupational Specialism**
   - **Plan, Prepare, Source and Generate Media Assets**
   - **Assemble, Edit and Finalise Media Assets**
   - **Prepare, Package and Deliver Edited Media Assets**
   - **Preserve Media Assets for Future Use/Revisioning**
2. **Continuation of Industry Placement**

DETAILS

ENTRY REQUIREMENTS

GCSE English Language at grade 5 or above.

GCSE Maths at grade 5 or above.

A Media GCSE at grade 4 or above (preferable).

And at least two other GCSE qualifications at grade 4 or above.

Previous study in a media subject is not a requirement; however you should have an interest in the media sector and be prepared to discuss this further at interview.

DURATION

2 years

PROGRESSION OPPORTUNITIES

Progress to University:
You can use the UCAS points you achieve as a result of completing your T Level to continue your studies at university.

Enter Employment:
You can use the skills, knowledge and experience you have gained to start working in the digital industry.

Apprenticeship:
There are many opportunities offered through apprenticeships that allow you to carry on learning (20%) whilst spending most of your time (80%) furthering your skills in the workplace.

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FEATURES & BENEFITS

Level 1 **COMPUTING AND MEDIA PRODUCTION**

This course allows you to experience more than one subject whilst exploring your skills. You'll also have opportunities to learn about options at higher levels

Level 2 **CREATIVE DIGITAL MEDIA PRODUCTION** (MEDIA OR GAMES PATHWAYS)

- Work experience to enhance employability skills
- Develop a variety of industry standard skills including camera and editing techniques or using industry standard game creation software
- You will also benefit from a trip to a media institution or museum, exhibition or cinema

Level 3 **CREATIVE MEDIA PRACTICE - GAMES DEVELOPMENT**

Develop technical skills and gain practical experience in planning, designing, and developing a range of work, using industry-standard software

Level 3 **CREATIVE MEDIA PRACTICE - FILM AND TV**

- Gain experience using industry-standard software
- There are opportunities to work for real client briefs
- The course covers a wide range of media subjects

Level 3 **GAMES, ANIMATION AND VFX SKILLS**

NextGen hold an inaugural showcase of graduate students' work. Attended by employers from world renowned games design, animation and VFX studios

T Level **DIGITAL PRODUCTION, DESIGN AND DEVELOPMENT**

Specialist knowledge and skills so that you can align yourself to the high demand for digital skills in the workplace as we see the impact of automation on jobs and increased requirement for digital capabilities. Data shows that almost 90% of newly emerging jobs will require digital skills to some degree. The two key skills employers want are:

- Specialist IT skills such as programming, data storage and security, understanding increasingly complex IT architecture
- Functional skills e.g. email, internet, accessing information, completing on-line documentation

Both of these skill sets are covered on the T Level

T Level **MEDIA, BROADCAST, AND PRODUCTION – CREATIVE MEDIA TECHNICIAN**

Earn the core knowledge and skills that are needed for entry to a range of media, broadcast and production occupations.

- Gain 'on-the-job' experience as part of an industry placement
- Learn core principles of the media industry, alongside developing your professional and technical skills
- Study a course designed in partnership with employers from the media sector

FAQs

I NEED EXTRA SUPPORT WITH MY STUDIES. WHAT HELP CAN I GET AT LOUGHBOROUGH COLLEGE?

There are staff on hand to help you with your academic progress. Our specialist advisors can also help with additional requirements, and we have a fantastic team of learning support assistants who can provide in-class assistance.

WHAT FUNDING IS AVAILABLE FOR TUITION FEES?

There are no tuition fees for full-time students under 19 who are enrolled on a Further Education course. If you're over 18, see page 3 for guidance.

WHAT HAPPENS IF I DON'T GET THE GRADES I WAS EXPECTING?

If you don't get your predicted results, don't panic! Our Student Recruitment team is on hand to help, and we'll make sure that we find another course that is suitable for you.

CAN I WORK A PART-TIME JOB WHILST STUDYING?

We recommend no more than 8-9 working hours per week. Research has shown that 10+ hours can negatively affect academic achievement, so make sure you're prioritising correctly.

CAN I SPEAK TO SOMEBODY ABOUT THE COURSES YOU OFFER?

Yes, we have a dedicated Student Recruitment advisory team who will be happy to provide you with the information on our courses and answer any questions you may have. Give us a call on **01509 618375** or e-mail us at **admissions@loucoll.ac.uk**

CAN YOU ONLY STUDY ONE T LEVEL?
Yes. Each T Level is a full-time programme that lasts two years.

DO I HAVE TO PAY TO COMPLETE A T LEVEL?
Like A Levels, there are no tuition fees to study a T Level if you start before you are 19.

HOW MANY EMPLOYERS WILL I WORK WITH AS PART OF MY INDUSTRY PLACEMENT?
It is likely that you will work with at least 2 employers as part of your industry placement so that you have the opportunity to experience different working environments.

DOES THE COLLEGE OFFER FINANCIAL HELP? We offer a bursary fund to help with additional costs associated with your course, such as transport, kit or uniform, and childcare costs. Eligibility is based on household income. You don't need to request a bursary application form, as they are sent to everyone who has applied to study with us (usually in July/August). Further information is available here: **www.loucoll.ac.uk/student-services**

CAN I CHOOSE TO DO ANOTHER COURSE IF I CHANGE MY MIND?
Yes. You can change your course before enrolment by contacting the Student Recruitment team on **01509 618375**.
If you've already started your course and find that it isn't right for you, don't worry; there will be opportunities for you to discuss suitable alternatives.

WHAT'S THE DEADLINE FOR SUBMITTING AN APPLICATION?
As a college we would advise you to try and apply by Friday 26th April 2024. This will allow you to get the most out of what we can offer you, helping you to make the important decisions about the courses you're interested in. We will however continue to consider applications made after this date.

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Details can be subject to change without notice, including the provision of courses, times, and dates, and fees and charges can be levied.

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