

Digital Creativity

UCAS Code: Combined Honours only (please see website for details)

Duration: 3 years | Full-time | Creative Campus | 2026/2027

Placement year opportunities available



Course Overview

This Digital Creativity course helps students blend traditional art with modern technology. It covers fields like gaming, graphic design, music, and dance. The course shows how artists use new digital tools. They find fresh ways to express creativity, called 'Creative Convergence'. It aligns with the teaching and research interests of staff in Music, Performance, Visual Arts, and Computer Science.

You will learn to use various technologies and complete assessed projects. These projects may include motion capture, haptic feedback, interaction design, data sonification and visualisation, animation, sound design, and coding for creative purposes.

Practical seminars will serve as labs where you can experiment with these technologies and build your skills. You will work towards a unique practice suitable for the digital creative sector. Lectures will give you a theoretical base. This will help you critically position your work. Student-led discussions in tutorials will support this learning. The lecture content will also enhance your understanding of practical applications. In your first year, you will meet key practitioners and explore how digital technologies expand the creative potential of traditional art forms.

Entry Requirements

This course follows the standard University entry requirements. Please see the website for further information.

Fees and Additional Costs

The tuition fees for 2026/2027 are £9,790 for full-time undergraduate courses.

You will also need to consider the cost of your accommodation each year whilst you study at university.

Visit our accommodation webpages for further details about our Halls of Residence: www.hope.ac.uk/halls

Applicants will need access to a computer if course delivery is switched to online. The University has a laptop lending service if remote study is necessary.



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Digital Creativity Curriculum

Year One

Introduction to Digital Creativity 1 (Semester 1)

This module introduces the theoretical and practical foundations of computational arts. It expands the concept of digital creativity through a lecture on the historical development of software and digital hardware in artistic practice, highlighting the work of key practitioners and technologists.

Introduction to Digital Creativity 2 (Semester 2)

This module introduces the main programming languages and their applications across different software and hardware platforms, taught through a problem-solving approach linked to each student's creative projects.

Year Two

Explorations in Digital Creativity 1 (Semester 1)

This module focuses on collaboration, helping students understand how to work effectively with practitioners from different disciplines. Theories of collaboration are introduced in lectures, while practical workshops provide opportunities to explore a range of digital creative platforms and develop hybrid audience–performer experiences.

Explorations in Digital Creativity 2 (Semester 2)

This module continues software and hardware training, with students designing systems in response to briefs set by tutors and partner practitioners. Assessment is based on both the final outcomes and

written reports explaining the logic behind each design approach.

Year Three

In the final year, students demonstrate their proficiency in a range of performance technologies and apply them in creative, original ways. This culminates in either completing a placement within an arts organisation or leading a major performance project of their own design. Alongside this, students undertake an independent research project on a topic of their choice.

Final-year projects are curated to reflect professional practice, with opportunities to collaborate with second-year students and external practitioners. These projects involve the design of technological systems and require evidence of project management and administration skills, including liaising with partners and exploring funding opportunities.

The dissertation showcases research and reflective analysis skills, drawing on both practice-based and practice-led methodologies.

COURSE STRUCTURE

Teaching on this course takes place through lectures attended by the whole year group, as well as seminars and tutorials in smaller groups of up to 10 students. You will also have the opportunity for weekly one-to-one meetings with your tutors, alongside field trips and activities related to your subject.

For the Digital Creativity element of your combined honours degree, you will have around 6 teaching hours per week in your first year, reducing to around 5 hours in your second and third years. In addition to these teaching hours, you are expected to dedicate approximately 14 hours per week to independent study.

ASSESSMENT AND FEEDBACK

Across your three years of study, assessments include practical projects such as building an online portfolio, written assignments that develop your ability to explain your creative process, and research projects to strengthen your academic skills.

You will receive written feedback on your work, with the opportunity to discuss this in more detail with your tutor.



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