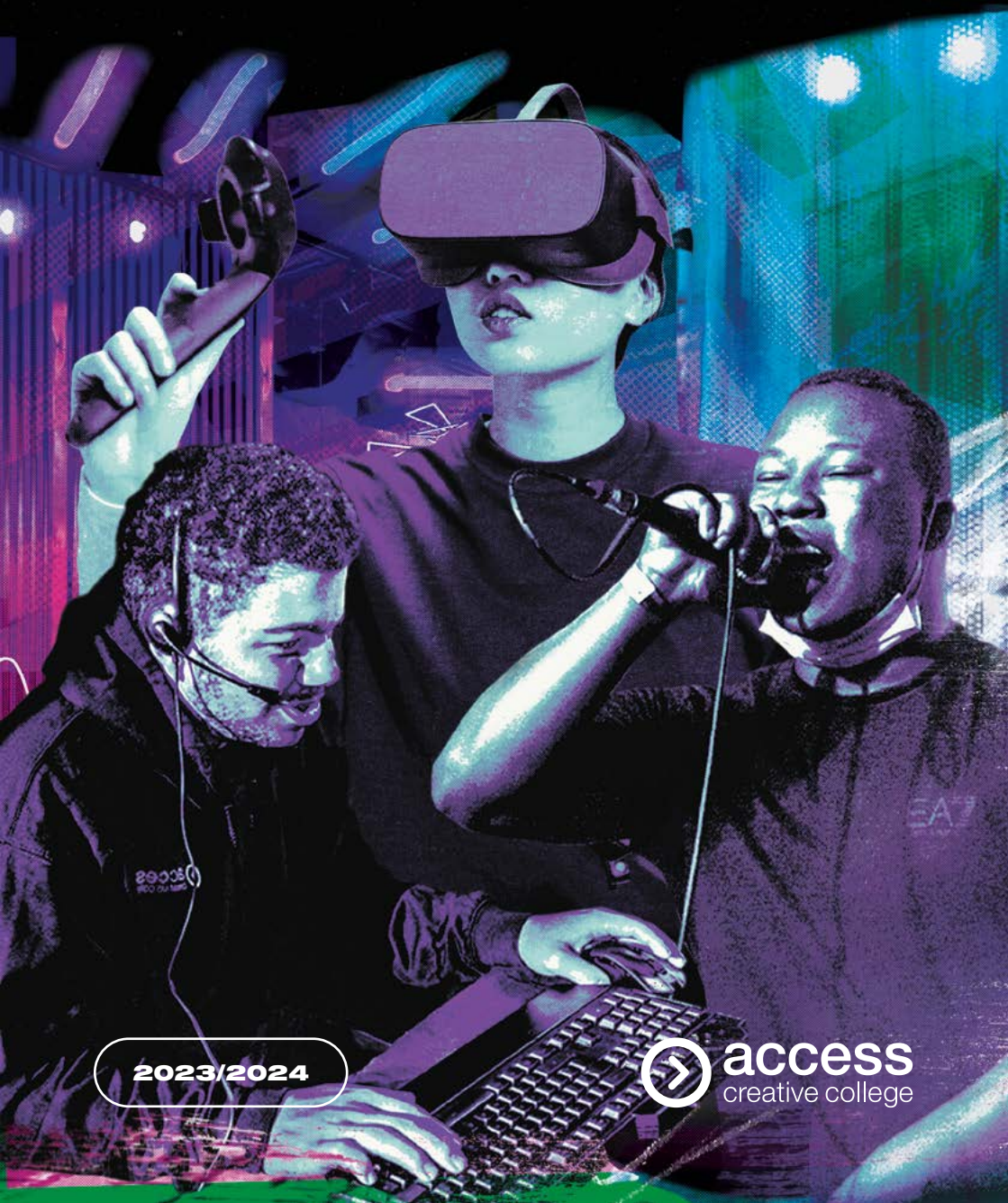


Access Creative College London

PROSPECTUS



2023/2024



access
creative college

SWITCHON
GAMEON
STREAMON
VOLUMEON
PLAYON
RECORDON
LIGHTSON
CAMERAON
ACTIONON
CREATIONON

ACCESS CREATIVE
LONDON
COLLEGE

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London. The UK's biggest city, a beacon of cultural diversity with a rich and vibrant history, and home to Access Creative College London.



London has been home to Access Creative College (ACC) for a while, and in that time, we've embedded ourselves within this wonderful, passionate and diverse community. The city is a keystone of everything we do, and it's important to us that we adapt and evolve as the landscape around us changes. In the following pages, you'll discover the next evolution of ACC in London, and the future creative and digital professionals that will revolutionise their specialisms and push the boundaries of what is possible. Our new centre has been designed to inspire creativity and promote experimentation and collaboration. We hope that you feel as excited about it as we do. You can apply to study in our brand new East London centre right now. Check out the how to apply section on **page 71**. Dig in and enjoy!

WHY CHOOSE US?

For the last 30 years, we have been focused on delivering the best possible creative education and training. Empowering young people with the skills, knowledge, and experience to forge meaningful careers within the creative industries.

Our dedication to broaden the range of opportunities for young people through training and education is what drives us. We are a gateway into careers in the creative industries. Now more than ever, there's a world of opportunity to be found in these exciting sectors.

Our new London centre is a creative hub for gaming, esports, music, media and computing, spanning 19,000 sq. ft on Commercial Road in London's East End. The facilities of this new space are unrivalled.

The centre will feature our first dedicated esports classroom - complete with competition wings, a multi-functional event venue and a live music suite fitted with innovative recording studios, rehearsal rooms and production pods.

This will also be the first ACC centre to provide 'super spaces' for each of our curriculum pathways. These incorporate traditional classrooms alongside specialist facilities to champion a practical curriculum, with the flexibility to divide these spaces as required. For example, in the music super space, students will be able to watch, listen and use a recording booth within the classroom environment during a lecture, or book it separately for private use in free periods.

These new, bespoke spaces will allow our students and staff to collaborate in brand-new and exciting ways, working together to be the best they can be and hone their skills, ready for the modern working world.



89.5%
learner achievement
overall. Above
national rates.

242
learners progressed
into paid employment
of 16 hours a week
or more.

ACC SUPER SPACES



A new type of classroom for a new generation of London creatives.

The subjects we teach are your entry route into unique, individual working worlds. Worlds that are constantly changing and evolving as new demands bring new technologies and ways of working. We know that the industry you enter when you leave us will be different to the one that it was when you started learning, and constant development of what we teach and the environments in which you learn is vital to giving you the best educational experience possible.

There is no 'one space fits all' approach at ACC. Which is why ACC London is home to the latest in classroom design, allowing you to witness and try first hand the equipment and techniques you'll use in your career.



Our super spaces combine the traditional classroom with a revolutionary teaching space that can be adapted to bring to life what's being taught. Studying esports? Sit in a super space and learn as an esports tournament happens right in front of your eyes! Digging into Music Production? Your tutor can adapt the super space so you can observe a recording masterclass from the experts, with every detail explained and demonstrated in a spacious, focused setting, before trying things out for yourself.

Every subject has a super space that allows us to bring the professionals to you, and lets you experience first-hand exactly what you came to us to learn, in an environment built for a modern era of learning. All of this is provided on top of dedicated spaces for you to practice what you've seen demonstrated, and the latest and greatest equipment so you'll know everything there is to know as you set out into your career. Super spaces are ACC's commitment to your future.

OUR FACILITIES



Esports students

Use our high specification esports labs, built in cooperation with our industry leading esports partners, as well as bespoke production suites, shoutcasting spaces and competition venue spaces. Whether you want to be a player, shoutcaster, esports marketer, team owner or something else in the sector, these facilities are tailored towards you and your progression.



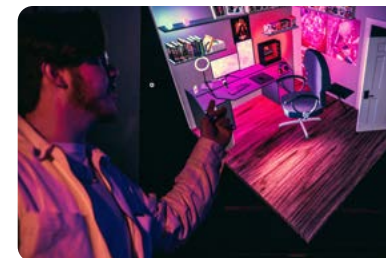
Media students

Dive into our dedicated media labs, kitted out with green screen and VR technology, plus high-spec video editing suites, photography studios and more. When you study with us, you get an Adobe Creative Cloud account you can use at college and at home, so you can carry on honing your skills even when you aren't on site. Time to get started making that masterpiece in video or image!



Games students

Our games students have access to games labs kitted out with high-end gaming PCs with Unreal Engine 5, Unity and more, plus the latest in VR technology, set within a tailored VR studio. There's no better place to learn than in our bespoke environment with like-minded people who want the same things as you.



Music performance & tech students

ACC London will have music labs, rehearsal rooms and recording studios equipped with the latest in music technology. It will even feature an in-house venue, so you can write, rehearse, record and perform with your coursemates to evolve your sound, and build collaborative connections to carry into your career.



Software students

Get access to our high-spec computers filled with industry standard software such as VS Code, Wireshark, Git and professional hacking tools like TryHackMe. You'll also have a student account for Amazon Web Services, Apple Developer Program, and access to IoT (Internet of Things) and VR/AR devices for testing and deployment.

INDUSTRY CONNECTIONS

Partnerships are one of the pillars of the ACC community, and our partners are a diverse list of some of the biggest and best UK creative and tech organisations.

Working together with industry partners in all the areas we cover is crucial for networking, work experience, and to ensure that what we teach in our centres reflects what's happening in the creative industries and the broader economy.

Our industry partnerships are also crucial in ensuring ACC staff are aware of, and at the forefront of industry developments, and that ACC students are at the cutting edge of their chosen specialisms.

Our local partners in London include:

- 📍 BBC Studios
- 📍 Whitechapel Gallery
- 📍 Tileyard
- 📍 Ostereo
- 📍 Academy Music Group
- 📍 Royal Albert Hall



Founded in 2004, Fnatic is one of the world's most successful esports brands with more Tier 1 tournament wins than any other team, and the third most watched globally.

With over \$16 million in prize money wins, 33 million fans on social media, their own merch line and professional players recognised as some of the best in esports history, they are esports experts and the perfect partner for ACC.

Recently, Fnatic launched an esports education programme to support the future of the industry, provide real world experiences and networking, and create a supportive and inclusive environment for esports students. ACC is one of Fnatic's core education partners, working closely with them to bring their exciting programme to ACC students.

Our students will get:

- 📍 Industry focused webinars presented by Fnatic staff and special guest industry speakers.
- 📍 Networking events with Fnatic staff, industry professionals and esports students from the other partners in the scheme.
- 📍 An exclusive Discord community dedicated to sharing industry news and opportunities, as well as the very latest news from Fnatic.
- 📍 Discounts and prizes for tournaments.

We're sure we don't need to tell you how exciting an opportunity this is; one that is sure to provide a massive boost towards a career in competitive gaming for our students.



Pirate Studios

Pirate Studios first launched in Bristol, but now boasts over 700 studios all over the world including London. One of the foremost studio companies in the industry, their spaces accommodate DJing, dance, podcasting, recording and rehearsals. They're also an ACC partner, providing our students with space to create, rehearse and hone their craft ready for the future.



Festival Republic - Latitude

Access has programmed and run a stage at Latitude for the last 12 years. Previous performers on our stage include alumni Ed Sheeran, Lets Eat Grandma, Bessie Turner, Maya Law, Mullally and many others. The stage is also crewed by our students.

Pixar's Renderman

Renderman is Pixar's advanced technology for rendering VFX and animation. Renderman is used throughout the animation/VFX industry for rendering visual effects and animation sequences. Our Animation & Visual Effects students receive free Renderman accounts as well as Renderman tutorials to help them get the most from the software.



Creative UK

Creative UK is an umbrella organisation representing the UK's creative industries. ACC are education members and all students can join the student portal where there are lots of useful resources. Creative UK champion creative education and skills, diversity and the future success of the UK's creative sector, including influencing government policy.



Condense

Condense bring live events to the Metaverse. Their technology enables artists and performers to live stream events in real time as 3D video (volumetric video). The content is streamed into Unity and Unreal game engines, delivering completely new engaging experiences to people playing in online and console games, AR and VR.



YoungMinds

In 2022 ACC partnered with leading youth mental health charity, Young Minds. Students worked on a brief to create content to inspire others to take action for their well-being. This was part of our careers programme.

FIND YOUR PERFECT COURSE

Across our pathways, we have a wide variety of creative and technology based courses from Level 2 to Level 4 and adult courses.

16-18

SCHOOL OF ESPORTS

Get ahead of the competition in this exciting, developing industry right here at ACC with our School of Esports.

- Esports Management Level 3

SCHOOL OF GAMES

The games industry is growing. Bring complex characters, detailed worlds and rich narratives to life with our School of Gaming.

- Games Development Level 2
- Games Technology Level 3
- Games Art Level 3

SCHOOL OF COMPUTING

The tech sector is thriving. There's never been a better time to get into the industry, and we can help you with our School of Computing!

- Software Development T Level

SCHOOL OF MEDIA

Whether you love photography, videography, animation and VFX or graphic design, we've got you covered with our School of Media.

- Videography, Photography & Design Level 2
- Film, Videography & Photography Level 3
- Graphic & Digital Design Level 3
- Animation & Visual Effects Level 3

SCHOOL OF MUSIC

Build the skills needed to launch your career in the music industry with our School of Music.

- Music Technology Level 2
- Music Performance & Vocal Artist Level 2
- Music Performance Level 3
- Music Production Level 3
- Vocal Artist Level 3
- Artist Development Level 4

19+ ACCESS TO HIGHER EDUCATION

We have three adult course pathways - music, media & events.

MUSIC

- Access to HE - DJ & Electronic Music Production
- Access to HE - Music Production

MEDIA

- Access to HE - Media & Content Creation

EVENTS

- Access to HE - Events Management

ESPORTS MANAGEMENT

Level 3

Our Esports Management course takes your passion for competitive gaming, and teaches you how to turn it into a viable career.

In year 1 you will:

- Get an introduction to esports, including a range of topic areas that support different aspects of the industry.
- Learn esports strategies and statistics, an introduction to the marketing, promotion and branding elements of esports, producing content and also the strategic areas of games design.

In year 2, you will:

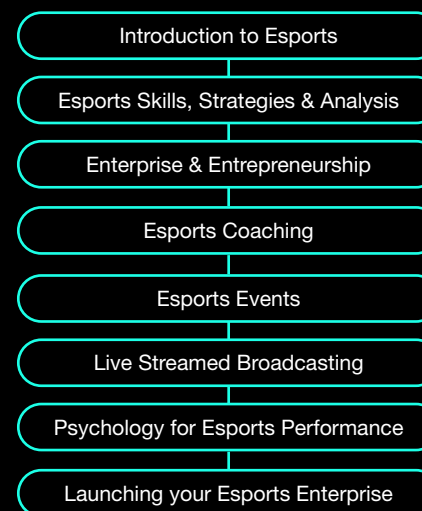
- Build on the first year's topics, further expanding all areas.
- Understand specific branding content, computer networks which events will run on, shoutcasting and streaming, as well as further aspects of health and well-being.
- Develop your esports coaching skills using your knowledge of esports strategies and analysis.

On this course, you'll work with us to build your confidence, communication, creativity and independence to ensure you're equipped professionally and personally for the future.

Alongside your studies, take advantage of our bespoke careers service to help connect you to industry. Find out more on page 57.



Modules Include



Key Information

Entry Requirements

At least four GCSEs at grades 4-9, or C-A* including English (other grades will be considered on a case by case basis).

Duration

Two years.

Qualification

BTEC Level 3 Extended Diploma - Esports.

What next?

Go on to university or straight into industry as an Event Organiser, Coach and Analyst, Streamer/influencer, Community Manager, Digital Marketer and much more.

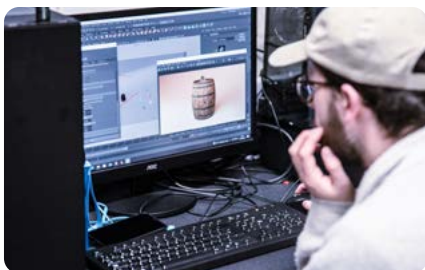
GAMES DEVELOPMENT

Level 2

This course is the perfect introduction to the skills and techniques needed to design assets for computer games.

You will:

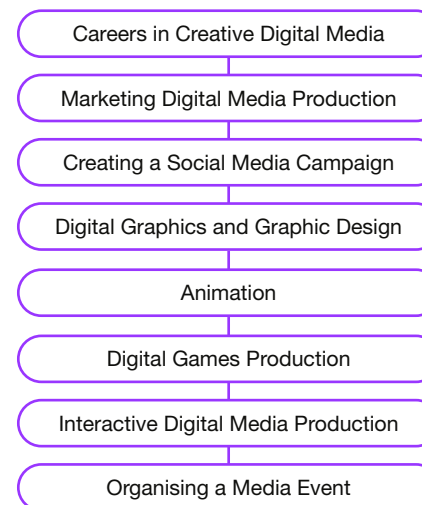
- Work on projects to develop independence in your learning.
- Create 8-bit style 2D games, pixel art, game audio, levels and animations.
- Develop your animation and writing skills ready for Level 3 study.



On this course, you'll work with us to build your confidence, communication, creativity and independence to ensure you're equipped professionally and personally for the future.



Modules Include



Key Information

Entry Requirements

Three or more GCSEs at grade 3 or above, including English (Language or Literature).

Duration

One year.

Qualification

RSL Level 2 Diploma in Creative Digital Media (Games Design).

What next?

Move up to our Games Art or Games Technology Level 3 courses which give you the chance to specialise further.

GAMES TECHNOLOGY

Level 3

This course will teach you about the creation and production of 2D and 3D games using the most relevant, industry standard software.

In year 1, you will:

- Develop a broad range of skills required to design and make games.
- Learn how your desired development role interacts with other departments and how a creative development process takes place within a competitive marketplace.
- Develop the skills you need to make exciting mechanics and engaging level designs.
- Develop the learning and research skills you require for your progression to the second year and into higher education.

In year 2, you will:

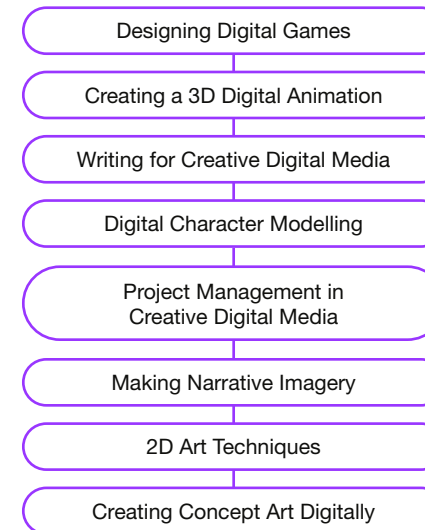
- Focus on developing the skill sets required for individual job roles within the digital creative industries.
- Develop a portfolio and CV, ready for your progression to university or the next steps in your career development.
- Work on creating and animating 3D games and interactive 3D environments within a games engine.

On this course, you'll work with us to build your confidence, communication, creativity and independence to ensure you're equipped professionally and personally for the future.

Alongside your studies, take advantage of our bespoke careers service to help connect you to industry. Find out more on page 57.



Modules Include



Key Information

Entry Requirements

At least four GCSEs at grades 9-4 (A*-C), including English (other grades will be considered on a case by case basis).

Duration

Two years.

Qualification

BTEC Level 3 Extended Diploma in Creative Digital Media.

What next?

What next? Go onto a games degree, freelance game developer, or a role at a game-studio. Finishing both years can generate up to 168 UCAS points, or the equivalent of three A* grades at A Level.

GAMES ART

Level 3

This course will teach you how to develop ideas and concept art for games, create characters, objects, environments and more.

In year 1, you will:

- Build a broad range of practical skills and learn how your desired job role interacts with other departments of the games industry.
- Develop the skills to create exciting game concepts and engaging level designs.
- Refine the learning and research skills needed for your progression to second year and into higher education.
- Hone your artistic abilities by creating concept art, comic books and traditional art pieces.

In year 2, you will:

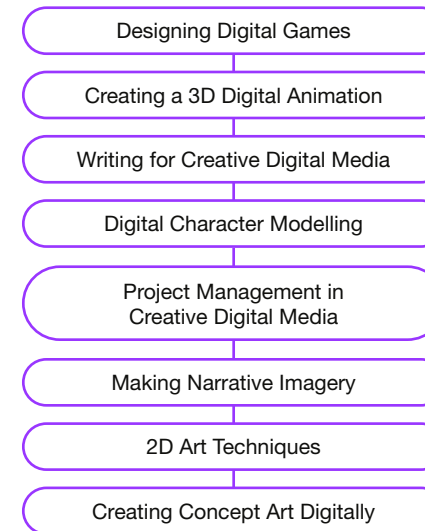
- Develop a professional portfolio and elevate your skills ready for progression to university or the next steps in your career development.
- Explore the creation of 3D animations and characters, and the implementation of products within a games engine.
- Prepare yourself for employment by creating a professional portfolio and CV, and focus on the skills required for individual job roles within the digital creative industries.

On this course, you'll work with us to build your confidence, communication, creativity and independence to ensure you're equipped professionally and personally for the future.

Alongside your studies, take advantage of our bespoke careers service to help connect you to industry. Find out more on page 57.



Modules Include



Key Information

Entry Requirements

At least four GCSEs at grades 9-4 (A*-C), including English (other grades will be considered on a case by case basis).

Duration

Two years.

Qualification

Level 3 Extended Diploma (the specific qualification will be confirmed later this year).

What next?

Go on to a games degree, work as a freelance artist or find a game developer role at a studio. Finishing both years can generate up to 168 UCAS points, or the equivalent of three A* grades at A Level.

SOFTWARE DEVELOPMENT

T Level

Our Software Development T Level offers an environment purely for people who want to specialise, and gets you into the working world with 45 days work experience.

In year 1, you will:

- Learn the basics of computer science knowledge.
- Understand the basics of programming, physical computer systems, cyber security, data science and business context.
- Develop skills in computing architecture and environments.

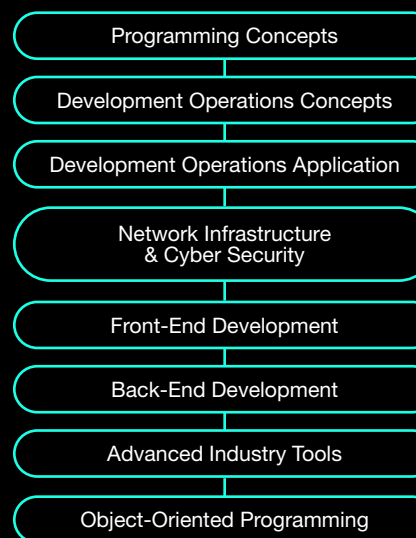
In year 2, you will:

- Specialise in your chosen area of software development.
- Dig deeper into software development lifecycles, deeper programming concepts and constructs, engaging with clients and comprehensive testing methods.
- Take on real world projects with an industry relevant context.

Alongside your studies, take advantage of our bespoke careers service to help connect you to industry. Find out more on page 57.



Modules Include



Key Information

Entry Requirements

At least four GCSEs at grades 4-9 (C-A*), including English and mathematics (other grades will be considered on a case by case basis).

Duration

Two years including 45 day work placement.

Qualification

Digital Production, Design & Development T Level.

What next?

Go on to study Software Development at university, or go into the world of work as a Software Development Technician, Web Developer, Games Developer, Programmer to name a few.

VIDEOGRAPHY, PHOTOGRAPHY & DESIGN

Level 2

This course will develop the technical and creative skills you need to create great visual and moving image content, including the pre-production planning, production and post-production processes.

You will:

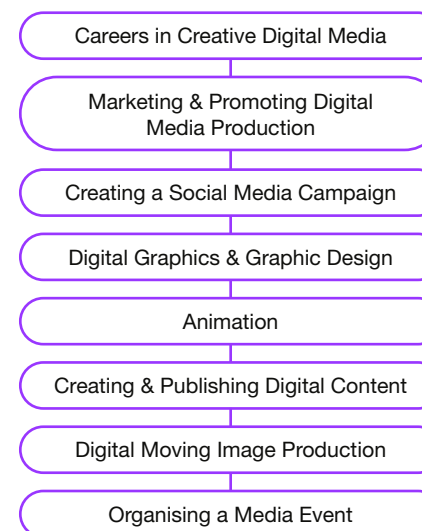
- Get a broad understanding of the media industries, including photography, video and web design.
- Develop your confidence in working with others and your technical skills.
- Build an understanding of industry standard software.
- Refine your academic ability including maths and English, ready for your next step.



You'll work with us to build your confidence, communication, creativity and independence to ensure you're equipped professionally and personally for the future.



Modules Include



Key Information

Entry Requirements

Three or more GCSEs at grade 3 or above, including English (Language or Literature).

Duration

One year.

Qualification

RSL Level 2 Diploma.

What next?

What next? Move on to either our Level 3 Graphic and Digital Design, Animation and VFX, or Film, Video and Photography course to expand your knowledge further.

FILM, VIDEOGRAPHY & PHOTOGRAPHY

Level 3

This course will develop the technical and creative skills you need to create great visual and moving image content, including short films, music videos, portraits and photo journalism.

In year 1, you will:

- Develop your skills and understanding of concepts within the film, video and photography industries.
- Study film-making from concept through to distribution, including pre-production, camera, lighting, sound and film/video editing.
- Develop your photography skills in planning, camera technique, composition, lighting, editing and image manipulation and publication.
- Work on live briefs and engage with industry professionals to build your knowledge and develop a creative network.

In year 2, you will:

- Gain experience through project work within your course and the wider industry.
- Create self-promotional materials including a CV, logo, portfolio and website, which develop your personal progression.

On this course, you'll work with us to build your confidence, communication, creativity and independence to ensure you're equipped professionally and personally for the future.

Alongside your studies, take advantage of our bespoke careers service to help connect you to industry. Find out more on page 57.



Modules Include

Inform Ideas for a Creative Brief

Explore & Develop Creative Technical Skills

Explore & Develop Professional Skills and Behaviours

Apply Problem Solving Skills in Response to a Creative Brief

Apply Technical Skills in Response to a Creative Brief

Demonstrate Professional Practice & Behaviours for an Industry Brief

Key Information

Entry Requirements

At least four GCSEs at grades 4-9, or C-A* including English (other grades will be considered on a case by case basis).

Duration

Two years.

Qualification

BTEC Level 3 Extended Diploma.

What next?

Go onto a creative degree. Finishing both years of the course can generate up to 168 UCAS points, or the equivalent of three A* grades at A Level. Alternatively, go straight into full-time or freelance work in this exciting industry.

GRAPHIC & DIGITAL DESIGN

Level 3

This course explores the world of graphic design including hand drawn and digital illustrations plus photography. It focuses on graphic design for adverts, promotional materials and websites.

In year 1, you will:

- Develop your skills and understanding of concepts relating to the graphic design industry.
- Learn to communicate through art (both traditional 'wet' and digital formats), developing infographic skills, motion graphic techniques, illustration skills, and refining current digital art skills.
- Gain an understanding of fundamental photography techniques including planning, camera technique, composition, lighting, editing and image manipulation and publication.

In year 2, you will:

- Build your professional experience through project work within the course and wider industry.
- Create personal promotional materials including a CV, logo, portfolio and website.
- Work with live briefs to gain key skills in client interaction, working to a brief, time management and understanding the revisions process.

On this course, you'll work with us to build your confidence, communication, creativity and independence to ensure you're equipped professionally and personally for the future.

Alongside your studies, take advantage of our bespoke careers service to help connect you to industry. Find out more on page 57.



Modules Include



Key Information

Entry Requirements

At least four GCSEs at grades 4-9, or C-A* including English (other grades will be considered on a case by case basis).

Duration

Two years.

Qualification

BTEC Level 3 Extended Diploma in Creative Media Practice.

What next?

Move on to a creative degree or into industry. Finishing both years of the course can generate up to 168 UCAS points or the equivalent of three A* grades at A Level.

ANIMATION & VISUAL EFFECTS

Level 3

Our Animation & Visual Effects course will give you the essential skills necessary for a career as an animator or visual effects specialist working in film & TV post-production or video games.

In year 1, you will:

- Develop your skills and understanding of concepts relating to the industries of Animation and VFX.
- Study the visual effects process from concept through to distribution, including specific workshops in essential skill building, incorporating 3D modelling, 2D and 3D animation, VFX, and compositing.
- Understand your chosen specialism and its history, modern techniques and common codes and conventions within the industry.

In year 2, you will:

- Build your professional experience through project work within the course and wider industry and create personal promotional materials including a CV, logo, portfolio and website.
- Work with live briefs to gain key skills in client interaction, working to a brief, time management and understanding the revisions process.

On this course, you'll work with us to build your confidence, communication, creativity and independence to ensure you're equipped professionally and personally for the future.

Alongside your studies, take advantage of our bespoke careers service to help connect you to industry. Find out more on page 57.



Modules Include

Explore and Develop Investigation Skills for Informing Ideas

Explore and Develop Creative Technical Skills

Explore and Develop Professional Skills and Behaviours

Apply Problem Solving Skills in Response to a Creative Brief

Inform Ideas for Progression into a Creative Career

Apply Technical Practice in Response to a Creative Industry Brief

Key Information

Entry Requirements

At least four GCSEs at grades 4-9, or C-A* including English (other grades will be considered on a case by case basis).

Duration

Two years.

Qualification

BTEC Level 3 Extended Diploma.

What next?

This course is to get you into the mindset and give you a portfolio of work to become a 2D or 3D animator, modeller or artist. You can take all these skills into Higher Education and study a degree in Visual Effects, Animation or similar.

MUSIC TECHNOLOGY

Level 2

This is a foundation in the technical and musical skills you'll need to enable you to produce and record music using technology, a great first step into Music Tech.

You will:

- Develop an understanding of the fundamentals of industry professional DAW (Digital Audio Workstation) software and the basics of sequencing.
- Gain insight into the various software instrument types, their uses and their functions.
- Learn how to program drum patterns, basslines and melodies, and learn the structure of a range of musical styles.
- Gain an understanding of recording studio hardware, including microphone types and their usage, studio cabling and mixing consoles.
- Learn how to run basic recording sessions, and edit the recorded material.
- Explore the structure of the music industry, giving you an opportunity to start understanding your potential and place within the business.
- Work as part of a team to stage your own musical event.

You'll work with us to build your confidence, communication, creativity and independence to ensure you're equipped professionally and personally for the future.



Modules Include

Music Sequencing & Production

Sound Recording

Music Style in Context

The Music Artist & You

How the Music Industry Works

Composing Music

Remixing & Production

Organising a Music Event

Key Information

Entry Requirements

Three or more GCSEs at grade 3 or above, including English (Language or Literature).

Duration

One year.

Qualification

RSL Level 2 Diploma for Music Practitioners (Technology).

What next?

Level 3 in Music Production, Studio & Live Sound, Event Production or a performance related course. We also offer Games and Media courses, if you feel like exploring a different creative subject.

MUSIC PERFORMANCE & VOCAL ARTIST

Level 2

This course introduces the music industry, exploring both the performance and technical aspects so you're equipped to choose your own path.

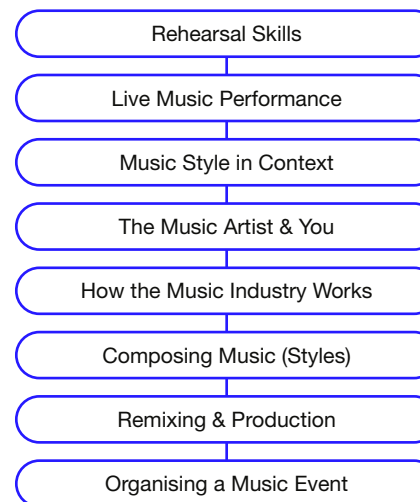
You will:

- Build the fundamental skills to become a confident and creative musician.
- Work on projects related to your own musical ideas.
- Build the confidence to perform live music in front of an audience and in the studio.
- Learn about the inner workings of the music industry.
- Develop your research and academic study skills.
- Transition into an independent learner ready for the next level.
- Work as part of a team to stage your own musical event.

You'll work with us to build your confidence, communication, creativity and independence to ensure you're equipped professionally and personally for the future.



Modules Include



Key Information

Entry Requirements

Three or more GCSEs at grade 3 or above, including English (Language or Literature).

Duration

One year.

Qualification

RSL Level 2 Diploma for Music Practitioners (Performance).

What next?

Level 3 courses in music performance or technology, including Vocal Artist, Music Production or Music Performance. We also offer Games and Media courses, if you feel like exploring a different creative subject.

MUSIC PERFORMANCE

Level 3

This course is all about providing you with an understanding of the music industry and the skills needed to be successful in a music career including composition, improvisation and performance.

In year 1, you will:

- Get acquainted with the ideas of independent thought and individual expression and become familiar with industry standard composition software and approaches.
- Cover an extensive curriculum that develops and refines your skills as a creative musician.
- Develop your instrumental skills both solo and in a group to perform confidently in live scenarios.
- Dive head first into the music industry and learn how to gain a foothold in the market.

In year 2, you will:

- Apply the skills you've learned to practical scenarios such as session work or auditioning to get prepared for university or for your first steps into industry.
- Establish a unique portfolio, and refine your online presence and promotional material.
- Develop your understanding of the expectations and rigour of university study through a self-set music research project.

On this course, you'll work with us to build your confidence, communication, creativity and independence to ensure you're equipped professionally and personally for the future.

Alongside your studies, take advantage of our bespoke careers service to help connect you to industry. Find out more on page 57.



Modules Include

Remixing & Production

Performing Music Live

Music Promotion

Auditioning for Music

Working in the Music Industry

Performing Music to Camera

Composing Music

Performing as a Session Musician

Key Information

Entry Requirements

At least four GCSEs at grades 4-9, or C-A* including English (other grades will be considered on a case by case basis).

Duration

Two years.

Qualification

RSL Level 3 Extended Diploma for Music Practitioners (Performance).

What next?

Move onto our Level 4 in Artist Development, a creative degree or into industry. Finishing both years of this course can generate up to 168 UCAS points, or the equivalent of three A* grades at A Level.

MUSIC PRODUCTION

Level 3

This course is all about providing you with a solid foundation in the latest music technology, and preparing you for your future in industry.

In year 1, you will:

- ➊ Learn the tools, theories and science of sound used in the music tech industry. Understand dynamic processors, equalisers, effects processors and more.
- ➋ Learn sound design fundamentals, including sound synthesis, sampling, resampling and develop your compositional skills by exploring different styles and production techniques.
- ➌ Gain robust knowledge of the structure of the music industry, including marketing methods, revenue streams and career building.

In year 2, you will:

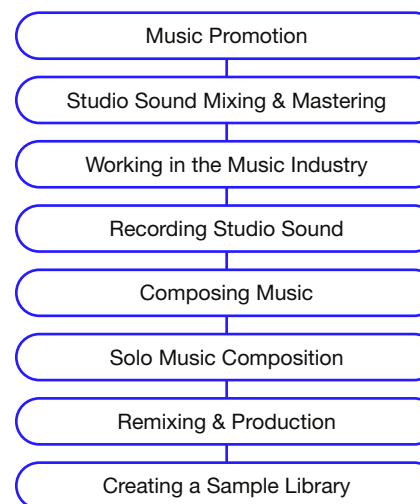
- ➍ Build a body of work and portfolio which will demonstrate your ability as a producer and composer.
- ➎ Mix and master music by other musicians and artists as well as your own, and work with performers to develop your studio engineering and recording techniques.
- ➏ Develop your academic skills, including research techniques and critical thinking, to get you ready for university.

On this course, you'll work with us to build your confidence, communication, creativity and independence to ensure you're equipped professionally and personally for the future.

Alongside your studies, take advantage of our bespoke careers service to help connect you to industry. Find out more on page 57.



Modules Include



Key Information

Entry Requirements

At least four GCSEs at grades 4-9, or C-A* including English (other grades will be considered on a case by case basis).

Duration

Two years.

Qualification

RSL Level 3 Extended Diploma for Music Practitioners (Technology).

What next?

Move onto our Level 4 in Artist Development, a creative degree or into industry. Finishing both years of this course can generate up to 168 UCAS points, or the equivalent of three A* grades at A Level.

VOCAL ARTIST

Level 3

This course focuses on getting you ready for your career, and also developing the necessary skills to work freelance in the music industry.

In year 1, you will:

- Be introduced to the ideas of independent thought and individual expression.
- Cover an extensive curriculum that develops and refines your skills as a creative artist.
- Develop your vocal artist skills through group or solo projects, and learn to perform confidently in live scenarios to develop as an artist.
- Dive into the inner workings of the music industry and learn how to gain a foothold in the market.

In year 2, you will:

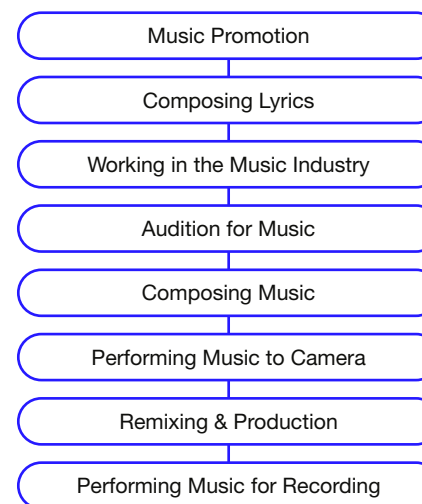
- Apply the skills you've learned to scenarios such as recording, working as a session musician, and performing on camera.
- Establish a unique portfolio including recorded original material and collaborations, and refine your online presence and promotional material.
- Develop your understanding of the expectations and rigour of university study.

On this course, you'll work with us to build your confidence, communication, creativity and independence to ensure you're equipped professionally and personally for the future.

Alongside your studies, take advantage of our bespoke careers service to help connect you to industry. Find out more on page 57.



Modules Include



Key Information

Entry Requirements

At least four GCSEs at grades 4-9, or C-A* including English (other grades will be considered on a case by case basis).

Duration

Two years.

Qualification

RSL Level 3 Extended Diploma for Music Practitioners (Performance).

What next?

Move onto our Level 4 in Artist Development, a creative degree or into industry. Finishing both years of this course can generate up to 168 UCAS points, or the equivalent of three A* grades at A Level.

ARTIST DEVELOPMENT

Level 4

This industry-first course explores all areas of the music industry, so you have a well rounded view of how to sustain a career as a professional music artist.

You will:

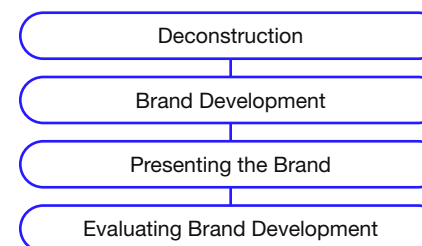
- Deconstruct yourself as an artist to discover your strengths and areas for development.
- Consider your brand, your opportunities, and threats to your success.
- Get feedback from peers, teachers and professionals to help you refine your brand, ambitions and direction of travel.
- Develop and undertake showcases to demonstrate your portfolio and branding.
- Develop a strong and consistent image to enhance your marketing, portfolio and product.
- Devise and implement a clear action plan for your future.
- Finish the course with a finalised brand, portfolio and product, ready to take to the world.

On this course, you'll work with us to build your confidence, communication, creativity and independence to ensure you're equipped professionally and personally for the future.

Alongside your studies, take advantage of our bespoke careers service to help connect you to industry. Find out more on page 57.



Modules Include



Key Information

Entry Requirements

You must be at least 17 years old and have a Level 3 qualification or strong experience in the working world.

Duration

One year.

Qualification

RSL Level 4 Diploma - Creative Practitioner.

What next?

You're confident in your artistry and brand. It's time to get yourself out there. Cetera (read more on page 59), ACC's in-house artist management and development company may also be available to you.



MATHS & ENGLISH

Do you need ME?

Maths and English (ME) are essential to how we function in everyday life.

Think about it, how often do you use ME? Counting your change for the bus, reading instructions on how to complete a game, completing an application form, working out how much your share of the pizza and drinks are, budgeting for the week... the list is endless.

ME qualifications are usually required to go to university and for most career paths.

“Their support was absolutely a game changer and I don’t think I would have passed without their help.”

It doesn’t matter where you choose to study, if you don’t already have the maths and English grade required (GCSE Grades 4 or above in mathematics and/or English literature or language), it will be compulsory for you to do a maths and/or English course alongside your studies with us. But don’t worry, at ACC we have a bespoke study programme to support and help you to achieve the ME grade you need!

We offer a variety of ME courses at different levels from starter level all the way up to GCSE. These are tailored to suit your needs and planned progression route.

Click the button below or head to accesscreative.ac.uk/maths-and-english/ to find out more.

Maths & English

19+ ACCESS TO HIGHER EDUCATION

If you're aged 19 or older and want to go to university, but don't yet have the qualifications to get there, Access to HE is for you.

Maybe you're looking for a change and you've got a creative talent that you always wished you'd been able to turn into your job. You may feel like a qualification in the area you work would boost your knowledge and increase the scope and quality of work you're getting, or maybe you've had a break from working and like the idea of a creative career.

Study with us and you'll get access to state of the art equipment in our sprawling creative centres, and the specialist knowledge from our tutors who've amassed decades of experience between them.

There are no formal entry requirements for these courses. Applicants will undergo diagnostic testing as part of the admissions process to assess that this is the most appropriate level of study for them.

Good to know:

If you complete a degree after Access to HE, your Access to HE loan is written off!

We spoke to Access to HE Alums Emma and Ash about how they found their course:

"Without a doubt, taking Access to HE has been the best decision I've ever made. Time is our most valuable resource and Access to HE allows for it to be maximised. The course is bespoke, with supportive teaching, tailor-made to my interests and experience. It's pushed me to explore the subject on a deeper level."

- Emma Riley

"Access to HE courses are extremely valuable. The knowledge, skills, connections and industry knowledge that I gain from studying are hugely beneficial. I feel so grateful every day that I'm working on my passions through study."

- Ash Bligh-Wall



DJ & ELECTRONIC MUSIC Level 3

Learn

DJ skills, DAW sequencing, studio recording, composing music, sound design, performing using music technology.

Course length

One year, full time.

Qualification

Level 3 Access to HE Diploma in Creative Music Technology & Production (60 credit qualification worth a maximum of 144 UCAS points)

What next

Explore a range of progression routes including a degree at Confetti, or apply for another university. Future career options include Electronic Music Production, Music Production, DJing, Sound Design, Music & Sound for Film and Television or Audio Engineering.

MUSIC PRODUCTION Level 3

Learn

Studio recording, DAW sequencing, composing music, sound design, music for film & TV, science of sound.

Course length

One year, full time.

Qualification

Level 3 Access to HE Diploma in Creative Music Technology & Production (60 credit qualification worth a maximum of 144 UCAS points).

What next

Explore a range of progression routes including a degree at Confetti, or apply for another university. Future career options include Music Production, Sound Engineering, Sound for Film & Television, Sound Design, Sound & Music for Games, Music Composition or Electronic Music Production.

MEDIA & CONTENT CREATION Level 3

Learn

Brand building, online content strategy, production skills and techniques, editing and digital design, the art of digital storytelling, innovation and strategy, standing out from the crowd, and digital content in the global village.

Course length

One year, full time.

Qualification

Level 3 Access to HE Diploma in Media/Content Creation (60 credit qualification worth a maximum of 144 UCAS points).

What next

Explore a range of progression routes including a degree at Confetti, or check out other universities. Potential future roles include filmmaker, media strategist, digital designer, graphic designer, marketing officer, social media influencer, and digital content editor.

EVENTS MANAGEMENT Level 3

Learn

Live event practice, marketing and promotion, the event industry, event business administration, developing career identity, event research and development, emerging and cultural events.

Course length

One year, full time.

Qualification

Level 3 Access to HE Diploma in Event Management (60 credit qualification worth a maximum of 144 UCAS points).

What next

Explore a range of progression routes including a degree at Confetti, or apply for another university. Launch your career as a freelance or contracted event worker, including providing administrative support and assistance to professional teams, design and deliver your own events and become a key part of the grassroots event scene.

CONFETTI

At ACC, we understand that you're already considering what comes after your college course. In our new London campus, we've partnered with Confetti Institute of Creative Technologies, meaning you can continue your creative education in the same building.

Confetti is a specialist creative institute, with campuses in Nottingham and London, dedicated to delivering pioneering creative education aligned to the entertainment industries. Confetti offers world-class facilities, staffed by expert teaching and technical teams, and is part of Nottingham Trent University.

They call this the best of both worlds; study a vocationally-focused degree in a specialist institute, with all the benefits that a large university offers.

If you want to do more than just study a qualification, 'Do it For Real' at Confetti. This isn't just their tagline, it's their commitment to all of their students to provide real, creative, hands-on experience in their chosen specialism. They'll give you access to world class facilities, the chance to hear from and connect with industry professionals, and you'll learn from an institute that's been successfully running its own commercial businesses in the creative industries for almost 30 years.



Confetti has a wealth of carefully curated relationships and connections within the creative industries including Screen Skills, Bafta, Channel 4, BBC Introducing, The British Esports Federation, The Global Esports Federation and Creative England. These relationships generate unique opportunities for their students to engage with the creative industries, both throughout their course, and during Confetti's flagship Industry Week conference.

Confetti's forward-thinking curriculum in music, content creation and virtual production is a unique mix of performance, creativity and technology. During your time at Confetti, they'll provide you with the skills, knowledge and real-world experiences to graduate with a competitive edge, an amazing showreel or portfolio, and that industry connection that could help you get that all-important first role in your chosen industry.

Click the button below or head to confetti.ac.uk to find out more.

Confetti

 **confetti**
institute of creative technologies



INDUSTRY & CAREERS

GoLive Careers Service - providing skills for study, skills for work and skills for life.

GoLive is a core part of your study programme, developing your wider skills for work and life. We'll help you to reach your potential and find your path to the next big step, be that a degree, further training or the world of work.

GoLive develops your personal and professional skills, empowering you for future success. It also facilitates encounters with employers and universities, as well as work experience opportunities and creative projects.

GoLive is also about showcasing and celebrating talent. The GoLive Awards and Showcases at the end of the year give you the chance to be selected for an award. The National Industry Awards get your work in front of leading professional organisations, companies and people.

GoLive Programme

A weekly 90 minute personal and professional development session to help you develop your skills for life and work.

GoLive Activities

A series of activities designed to offer enriching experiences and to boost your employability, including Careers Week, GoLive Awards, Creative Coalition and an end-of-year Charity Project.

GoLive Work

Working to get you hands-on experience of what it's like to work in the creative industries and other areas.

GoLive Guidance

If you are not sure of your next steps, or feel like you need extra support, then we offer an online personal careers guidance service, provided by trained careers advisors. They will help you to understand where you are and what to do next.

CETERA

Cetera is our in-house artist development and management company that provides talented, aspiring musicians the help they need to kick-start and progress their careers further.

Founded by ACC staff, Cetera was set up to help some of our best and brightest musical talent make their mark on the industry. Cetera currently has three full-time artists on their roster, Lili Caseley, Oliver Say and Archy Tomas. Cetera also works with a variety of artists on a short-term basis, and they're always on the lookout for new talent.

Providing a bespoke career launchpad, Cetera helps artists find agents, labels and publishers, as well as assisting on other aspects of their career. Cetera works with a wide network of industry contacts including Scruff of The Neck, 1234, Konic Publishing, PRS, Festival Republic, Graduation Records, Greyline plus many more, to help their artists thrive.



Lili Caseley

Since joining Cetera, Lili Caseley has achieved over a million streams with some of her releases and is currently weighing up two different publishing deals. She has been involved in numerous writing camps, featured on a large number of the bigger Spotify/iTunes and Audiomack playlists, recently sold out her first headline show in London and has a feature on Donae'o single (with another in the pipeline). Lili has also starred in and had her music featured in a movie called "Carma". The trailer alone hit over two million views in just under a week.

Cetera

MEET OUR TUTORS

Martin Szika, Esports Course Leader

I'm Martin. I graduated from the UK's first esports course at Staffordshire University in London in 2022. I've previously worked with Blast and Formula 1 esports both within production, and on ruling as a tournament administrator.



Working with Blast and Formula 1 gave me a fresh perspective on the industry, which makes me the perfect person here at ACC London to introduce you to the industry and explain to you how it operates.

ACC is all about creativity and creating leaders of the different industries of the future, like esports, like music. And they aim to get it right, so for me to be a part of this organisation? It feels pretty good.

You can't even fathom how much cool stuff we have coming for students when the new ACC London centre launches. Dedicated spaces will help me tailor the esports course and vocation even more to the needs of our students. On top of that, thanks to Fnatic's expertise and the expertise of our other sponsors, we'll enhance your studies by getting you hands on with industry specialist equipment. I can't wait to show you how much can be done in this exciting sector.

You might be asking, why London? Simple. This city is one of the world's greatest esports cities because of all the major companies that have offices in London, like our partners Fnatic, as well as Excel Gaming, Guild Esports, Lionscreed. There's no better time or place to dive into esports education than right now at ACC.

Stef Coroiu, Games Technology Course Leader

Hi! I'm Stef, the Games Technology Course Leader at ACC London. I am a 'jack of all trades' in game design and development, but I have a particular interest in 3D game asset creation & VR development. I worked on a couple of indie games but now focus on individual projects.



When I came to the UK to study, I knew from the start that London was where I wanted to be. From a games industry perspective, London is the hub for game developers and industry opportunities. From a community perspective, I enjoy the mix of people and cultures here. Individuality and self-expression is embraced and welcomed in London, and it's the first step towards creativity. Networking is key!

I wanted to teach at ACC because there's a huge mix of creatives under one roof, all collaborating with each other. Just imagine what this mix can bring to the table. We have the potential to help learners think outside the box and come up with new and innovative ways to create. They're offered guidance and the tools they need to succeed.

The environment you're in as a creative matters on more levels than we imagine. I truly believe that the new campus will get everyone feeling inspired and motivated to do their best. For games learners, the new space will put them in a better simulated industry setting. The upgraded equipment is aligned with industry standards and we have the opportunity to take game development to the next level, like working with motion capture and VR. I can't wait to see how our students will take advantage of this!

MEET OUR STUDENTS



Jana Recasa Lunn

(She/Her) - Vocal Artist Level 3

"Coming to ACC, I found a community of like-minded people, and realised it's all about being around people who want the same thing. I'm lucky in London as music is everywhere, and I love being surrounded by my craft. I can easily join up with the local creative community to share our music and connect with audiences."

London to me means inspiration and opportunity. The new ACC London centre will offer me a deeper connection to that inspiration and opportunity. We'll have a bigger and better space to collaborate with other students, crafting our futures together. After my course, I want to carry on and do Higher Education, and I feel like ACC is helping me to prepare for that."



Sebastian Ali-Craig

(They/Them)

- Music Performance Level 2

"I'm Sebastian, a guitarist and vocal artist. I love alternative rock, psychedelic rock and glam rock, and I'm currently exploring pop-rock. David Bowie was a huge inspiration to me in learning to play guitar and sing."

ACC feels like a safe environment for me to explore my craft, knowing I'm cared for and supported by people who understand me. The ACC community helps me to feel empowered and confident in what I'm studying."

There are so many opportunities in London. The new ACC space being here will be amazing. We're getting a place that allows people to shine."



Gage Arneud

(He/Him) - Film, Videography & Photography Level 3

"I love the flexibility of photography and how it allows you to express your creativity in a natural way."

ACC is so appealing to students like me because of its facilities and flexibility. Collaboration sits at the heart of ACC, and the new London centre will keep that collaboration going by allowing us to make the most of our skills as a creative community. Plus it's in a great location. You can't beat East London!"



Wren Davis

(They/Them) - Games Art Level 3

"I've always been interested in art, so Games Art was a perfect choice for me. It's great to be able to explore what I want to explore and hone my own interests, while also learning the other skills I need to turn my art into a career. ACC is very open-minded about ways of learning, and tutors are a great support in creating professional portfolios."

Being in London is a great source of inspiration for me. Art is everywhere. There are so many ways to showcase your work, and it's great for artists, providing many opportunities for careers."

The new ACC centre in London looks futuristic, modern and colourful. Space is so important for a creative person and the new centre feels like it will give me what I need to develop, both in my work and career."

ACC ALUMNI



Amy Love (Nova Twins)

Amy studied with us just before she formed the Nova Twins with her best friend Georgia. The band have gone on to win multiple awards, tour the globe and release two albums including Supernova, that was nominated for the Mercury Prize in 2022.



Ed Sheeran

Ed Sheeran studied on our Artist Development course after being discovered by the staff at our Norwich centre. Now a household name and one of music's biggest global stars, he is also our Patron, supporting and inspiring young creatives on their career journeys.

Greg Hackett & Tim Swaby

Greg and Tim studied with the rest of their band on our Artist Development programme. While on the course, they started developing their visual identity and producing their own videos. Since then they have formed a successful media company, Spindle Productions, and have gone on to make films for Loyle Carner, Arlo Arks, The Royal Navy and many others.



Elliott Hale

While Elliott was studying with us, he did some work experience at 1234 Records. Once he graduated, he was offered a job at 1234, eventually moving into managing their other record label, Vallance. Elliott now manages Beach Riot and runs both Vallance Records and 1234.



Nilüfer Yanya

While studying with us, Nilüfer was invited to join a girl group that One Direction's Louis Tomlinson was putting together. Instead, she's been busy releasing solo material including two albums and a series of EPs. Nilüfer has supported Adele and Roxy Music whilst touring, as well as playing festivals across the world including Coachella in 2022.



Jorja Douglas (Flo)

Jorja studied on our Music Performance course before forming the UK girl group, Flo. Flo signed to Island Records in 2022 and released their debut single 'Cardboard Box'. The band have since released their debut EP, 'The Lead', performed on Later With Jools Holland and Jimmy Kimmel in America. They have also recently won the BBC Sound of 2023 Award for their single 'Cardboard Box'.

COMMUNITY & THE LOCAL AREA

London is the UK's biggest city, known globally as a hub for creativity and technology. Filled with venues, software and games developers, film and TV companies and more, the city is an ideal starting point for anyone wanting a career in any of these industries. Our new centre is in the heart of East London, surrounded by creativity and amazing industry links.



41 Commercial Rd, London, E1 1LA

LOCAL AREA

- Whitechapel Gallery (6 minute walk)
- Shoreditch High Street (20 minute walk)
- Tower of London (20 minute walk)
- Spitalfields Market (15 minute walk)
- Brick Lane (14 minute walk)
- Tower Bridge (20 minute walk)
- St Paul's (30 minute walk)
- Smithfields Market (30 minute walk)
- The Barbican (30 minute walk)

TRAVEL

Tube/Train

- Aldgate East - District line, Hammersmith & City (6 minute walk)
- Aldgate - Circle, Metropolitan (11 minute walk)
- Whitechapel - Elizabeth line, Hammersmith & City, District, Overground (13 minute walk)
- Shadwell - Overground (14 minute Walk)
- Fenchurch Street - National Rail, C2C Rail Train (16 minute Walk)
- Liverpool Street Station - National Rail, Elizabeth Line, Central, Circle, Hammersmith & City, Metropolitan (20 minute walk)

Bus

- Henriques Street Stop P (1 minute walk) Routes 15, 115, 135, N15, N550
- Leman Street Stop OH (7 minute walk) Routes 786, 788, 789
- Shadwell Station Stop A (14 minute walk) Routes 100, D3
- Folgate Street Stop T (15 minute walk) Route 242
- Liverpool Street Stop L (20 minute walk) Routes 8, 11, 26, 42
- The East London Mosque Stop J (7 minute walk) Routes 25, 205, 254, N25
- Tower Hill Gateway Stop TE (13 minute walk) Routes 42, 78, 100, 343, N551, PG69

THE IMPORTANT STUFF

We're Here to Help

We support students with learning difficulties and differences, disabilities and medical conditions, young people who are in or leaving the care system, students who are carers, and students who are experiencing estrangement from their families. We also provide support relating to any issues that may be perceived as disadvantageous or a potential barrier to success.

Our Learner Support Managers offer support for academic studies and pastoral care, health and wellbeing. They aim to make you feel welcome, inspired and supported, so that you can confidently achieve all your creative and academic goals.

To access support, please contact our Admissions Team on **0800 28 18 42**, or email **admissions@accesscreative.ac.uk**

Assessing Learning Support

The Learning Support Team will provide guidance before you start and during your induction in order to:

- ➊ identify skills;
- ➋ assess support needs;
- ➌ ensure that our college is the most appropriate place for your particular support needs, as well as your interests and chosen career path.

You can tell us about your support needs on our online application form, when you talk to our Admissions Team to confirm your interview slot, and during your interview. Please give us as much information as you can so that we can fully understand your needs.

If you can have any support documents, such as an Educational Health Care Plan (EHCP), Educational Psychologist report, or medical diagnosis letter with you during your interview, that would be really helpful. We might arrange a support review as a follow up to your interview, and might ask your school about the support you have received there, and to your local authority about funding arrangements. We might also talk to your Social Worker, Key Worker and any health professionals with whom you regularly engage, and of course, your parents/carers.

The type of support we can offer may include:

- ➊ A learning support worker to provide in class 1 to 1 or group support.
- ➋ A daily 'triage' drop in for pastoral care or learning support.
- ➌ Support in your English and maths lessons.
- ➍ Further assessments for exam access arrangements.

We can create individual support packages for higher-needs learners in consultation with their Local Authority. This will be based on any existing documentation, such as an Educational Health and Care Plan (EHCP).

We also offer bursary support for both 16-18 and 19+ year olds.

To find out more about our learning support and bursary offers, scan the QR code below, or head to **accesscreative.ac.uk/student-support/**

Student Support

Interview Guide

We know that the term interview can be a bit nerve-racking, but don't worry, ours are nothing to worry about. All our interviews are held remotely via Google Meets, and are informal and friendly. Their purpose is for us to get to know each other better, and to make sure that you've chosen the right course for your aspirations, and that we're the right college for you.

To help you prepare for your interview, we've put together a guide that'll hopefully answer all your questions, and put your mind at ease.

To find out more about our advice and guidance for interviews and enrolment, scan the QR code below, or head to **accesscreative.ac.uk/interviews-enrolment/**

Interview Guide

JOIN US FOR AN OPEN DAY

We know that picking a college is a big deal. It defines the next stage of your career path, and a one to two year commitment. To help you make that decision, we open our doors throughout the year for you to see what we can offer you.

Events

Even if you've already signed up to study with us, you're also invited to any of our upcoming open days! If you'd like to register for an event, click the button or visit accesscreative.ac.uk/events/ and book your place now.



Visit the centre and explore the local area.

Have the chance to explore everything we have to offer in and around the centre. See what each pathway involves and get a feel for what it's like to be a student at ACC.

Meet the tutors and ask questions.

An open day is your chance to meet our tutors and ask any questions you might have. There will also be student ambassadors at each open event. They are current students who know all there is to know about ACC, and can offer you some insight into our creative community.



Get hands on with our professional grade tech and equipment.

See what tech and equipment we have at ACC and even have a go at using some!

HOW TO APPLY

Now you've seen what we have to offer you, hopefully you're asking 'how do I apply?'.

Great news, applying is easy. All you need to do is visit **accesscreative.ac.uk/apply/** or press the button below, and you'll be taken to a short application form. When you have completed the form and pressed submit, you will be able to select an online interview date from a calendar of options.

Applying only takes a couple of minutes and it's a great way to check your eligibility, and to reserve a place for yourself at ACC.

After you've had your interview, we'll invite you into your chosen ACC centre for a taster session!

We're confident that we're the best place for you to study and step into your new career, and we can't wait to meet you.

See you soon!

Apply

Contact Information

Got a question? Contact our friendly admissions team on **admissions@accesscreative.ac.uk** or **0800 28 18 42** and we'll be happy to help!

Location

41 Commercial Rd,
Whitechapel,
London,
E1 1LA.

Keep In Touch & Join Our Community



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