

# Get ready for BSc (Hons) Digital Media

I hope that you are enjoying the summer and are looking forward to starting at UWE Bristol. As your Programme Leader, I warmly welcome you onto the BSc(Hons) Digital Media. I have provided some information below that will help you to prepare for starting with us in autumn.

**Dr Nikolaos Ersotelos**  
Programme Leader

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## Before you start

We are looking forward to welcoming you in the week commencing 15 September for Starting Block and the beginning of your programme.

Starting Block will help you settle into university and to help you get to know your teaching team and course mates. We will help you find your way around, get used to our systems, and practise the skills you need to make a strong start. Look out for further emails and explore the [Starting Block website](#) with more details.

Your [timetable](#) will be available to you via MYUWE (login required) once you have started the registration process. Please visit the '[Understanding your teaching timetable](#)' website to find out when your timetable will be published.

## Preparing and arrival

You can find everything you need to know about registration, Starting Block and the start of teaching, on our [Preparing and Arrival](#) webpage. Take a look at our website to familiarise yourself with our facilities and services such as the [library](#), [study skills](#), [academic support](#), [health and wellbeing support](#) and much more.

Our [study skills workbook](#) introduces you to essential services as well as key skills.

You can also explore our support for careers and enterprise. [UWE Careers & Enterprise](#) provide a range of workshops, appointments and a huge range of online resources to support students in realising their future ambitions. The [Careers Toolkit](#) is our online portal to finding vacancies, booking onto events and accessing a range of resources.

## Registration

Once you have satisfied all admissions requirements, we'll send you your login details for our IT systems to enable you to activate your university email account. Once your account has been activated, you'll gain access to the [MYUWE](#) platform where you can register. Note that your login details for MYUWE are different to those used for the UWE Welcome website. Registration for September programmes will only be open from August onwards. You can find guidance and further information on our [Registration](#) website.

### **ID card - upload your photo now**

We can only print your ID card if you have added your photo to [MYUWE](#). To avoid delays, upload your photo as soon as you receive login details. For help, go to our [student card guidance](#).

## **Engage with your programme**

### **Start your learning**

You will develop many skills on the Digital Media course, from web & graphic design, 3D and media practices to software development. We will provide you with all necessary learning materials within our modules so you can acquire these skills but advise, especially if you do not have any previous coding experience, that you use your time over the summer to undertake some helpful activities:

- If you are completely new to coding, take a look at the [W3 School](#), which offers a free introduction to HTML, CSS and JavaScript; it works on both Mac and Windows. It offers an accessible introduction to coding up web pages and provides online examples.
- We'll be using the [p5.js library](#) to learn coding in Year 1. If you want to start playing around with this you could try the introductory [Coding Train tutorials](#).

You should also visit our BSc Digital Media [YouTube](#) channel to have a look at some past student projects and follow our [Instagram](#).

### **Read around your subject**

A key skill that is required to achieve a high level of success within your chosen programme is the ability to think critically about key issues and practices. To help you to enhance these skills and be ready to engage with your studies, you should start to research around digital media topics before you arrive.

Start reading around the topics of user experience and interaction design. For example, you might want to read Don Norman's *The Design of Everyday Things*. Observe how you and people around you use various interfaces and devices. Note/sketch down when you come across an easy interaction and what aspects made it easy. Observe whether other people get it right intuitively or whether they needed to think about it. Notice when the use of a particular web site is satisfying and also when one is rather frustrating. What makes it frustrating? What could make it better? What should a designer avoid?

### **Connect with others**

You will be joining a scholarly community of academics and students with a passion for learning about your subject. There is a range of opportunities for you get involved in the community. In the meantime, visit [uwedigitalmedia.com](http://uwedigitalmedia.com) to find out more about what students on the programme are up to.

## Be prepared

### Access support

Check information on our [Disability webpages](#) so you know what actions you need to take. [Contact Disability Service](#) and myself to let us know if you need any additional mobility or other support to fully access all activities during your studies.

### Get equipped

The University has computers on all our campuses for you to use during your studies. These provide access to our core digital learning tools and any specialist software required for your course. You may have scheduled sessions in computer labs or other specialist facilities, and you will be able to use open-access PCs for self-study.

UWE Bristol licenses many specialist software packages for use on personal laptops for the duration of your course. If you're struggling to meet the financial demands of your course, please contact the [Student Money Service](#) team for advice and guidance.

See the UWE website for detailed information on [choosing your IT equipment](#) including [recommended specifications](#). For our programme we recommend the **Enhanced Specification**.

The core software used in your course includes:

- Adobe Creative Suite
- Autodesk Maya
- Unity
- and others

These packages will run on Windows and Mac devices but not on tablets or Chromebooks. Don't worry about buying any other **specialist equipment**, like cameras or other media devices. On campus you can hire out video cameras, sound recorders and other portable media devices such as VR headsets.

### International students

[The Global Student Support Team](#) offer information and advice to ensure you receive all the support you need to get the best from your time at UWE Bristol. They are here to help you to settle in when you first arrive at UWE Bristol and organise social events to help you to adapt to your new environment.

## Who to contact if you have questions

For any questions about the programme, please contact me: **Dr Nikolaos Ersotelos** via email at [nikolaos.ersotelos@uwe.ac.uk](mailto:nikolaos.ersotelos@uwe.ac.uk)

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Please note: this information has been provided on the assumption that you will meet the conditions of your offer and be eligible to take up your place.

Entry: September 2025

Last updated: Spring 2025