

Foundation Year – Entry, Study and Progression Requirements:

Faculty of Engineering and Informatics

To view further information about the Foundation Year, visit the Course Page here: <https://www.bradford.ac.uk/courses/ug/foundation-year/>

Degree Route		Entry Requirements	Study Requirements	Progression Requirements
<i>Click to view the online course page for each degree route.</i>		<i>Requirements to enter the Foundation Year programme.</i>	<i>Any study requirements in addition to the core modules of the programme.</i>	<i>Any requirements to progress from the Foundation Year to your intended degree.</i>
W615	Animation BSc	72 UCAS points or equivalent plus an English Language and a Maths qualification equivalent to GCSE Grade 4. IELTS of 6.0 overall with no sub-test less than 5.0 (or equivalent).	In addition to the relevant core modules, you must study: Creative Industries If you do not have the required Maths entry qualification, you must also study: Maths and Stats for Higher Education	Pass each module and achieve a programme average of at least 40%.
W616	Animation BSc (with placement year)	72 UCAS points or equivalent plus an English Language and a Maths qualification equivalent to GCSE Grade 4. IELTS of 6.0 overall with no sub-test less than 5.0 (or equivalent).	In addition to the relevant core modules, you must study: Creative Industries If you do not have the required Maths entry qualification, you must also study: Maths and Stats for Higher Education	Pass each module and achieve a programme average of at least 40%.
I400	Applied Artificial Intelligence BSc	72 UCAS points or equivalent plus an English Language and a Maths qualification equivalent to GCSE Grade 4. IELTS of 6.0 overall with no sub-test less than 5.0 (or equivalent).	In addition to the relevant core modules, you must study: Introduction to Computing If you do not have the required Maths entry qualification, you must also study: Maths and Stats for Higher Education	Pass each module and achieve a programme average of at least 40%.

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P309	Film and Television Production BA	72 UCAS points or equivalent plus an English Language and a Maths qualification equivalent to GCSE Grade 4. IELTS of 6.0 overall with no sub-test less than 5.0 (or equivalent).	In addition to the relevant core modules, you must study: Creative Industries If you do not have the required Maths entry qualification, you must also study: Maths and Stats for Higher Education	Pass each module and achieve a programme average of at least 40%.
P310	Film and Television Production BA (with placement year)	72 UCAS points or equivalent plus an English Language and a Maths qualification equivalent to GCSE Grade 4. IELTS of 6.0 overall with no sub-test less than 5.0 (or equivalent).	In addition to the relevant core modules, you must study: Creative Industries If you do not have the required Maths entry qualification, you must also study: Maths and Stats for Higher Education	Pass each module and achieve a programme average of at least 40%.
W613	Film and Visual Effects Technology BSc	72 UCAS points or equivalent plus an English Language and a Maths qualification equivalent to GCSE Grade 4. IELTS of 6.0 overall with no sub-test less than 5.0 (or equivalent).	In addition to the relevant core modules, you must study: Creative Industries If you do not have the required Maths entry qualification, you must also study: Maths and Stats for Higher Education	Pass each module and achieve a programme average of at least 40%.
W614	Film and Visual Effects Technology BSc (with placement year)	72 UCAS points or equivalent plus an English Language and a Maths qualification equivalent to GCSE Grade 4. IELTS of 6.0 overall with no sub-test less than 5.0 (or equivalent).	In addition to the relevant core modules, you must study: Creative Industries If you do not have the required Maths entry qualification, you must also study: Maths and Stats for Higher Education	Pass each module and achieve a programme average of at least 40%.

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1621	Game Design and Development BSc	72 UCAS points or equivalent plus an English Language and a Maths qualification equivalent to GCSE Grade 4. IELTS of 6.0 overall with no sub-test less than 5.0 (or equivalent).	In addition to the relevant core modules, you must study: Creative Industries If you do not have the required Maths entry qualification, you must also study: Maths and Stats for Higher Education	Pass each module and achieve a programme average of at least 40%.
1622	Game Design and Development BSc (with placement year)	72 UCAS points or equivalent plus an English Language and a Maths qualification equivalent to GCSE Grade 4. IELTS of 6.0 overall with no sub-test less than 5.0 (or equivalent).	In addition to the relevant core modules, you must study: Creative Industries If you do not have the required Maths entry qualification, you must also study: Maths and Stats for Higher Education	Pass each module and achieve a programme average of at least 40%.
W126	Graphics for Games BA	72 UCAS points or equivalent plus an English Language and a Maths qualification equivalent to GCSE Grade 4. IELTS of 6.0 overall with no sub-test less than 5.0 (or equivalent).	In addition to the relevant core modules, you must study: Creative Industries If you do not have the required Maths entry qualification, you must also study: Maths and Stats for Higher Education	Pass each module and achieve a programme average of at least 40%.
W216	Graphics for Games BA (with placement year)	72 UCAS points or equivalent plus an English Language and a Maths qualification equivalent to GCSE Grade 4. IELTS of 6.0 overall with no sub-test less than 5.0 (or equivalent).	In addition to the relevant core modules, you must study: Creative Industries If you do not have the required Maths entry qualification, you must also study: Maths and Stats for Higher Education	Pass each module and achieve a programme average of at least 40%.

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H900	Clinical Technology BSc	72 UCAS points or equivalent plus an English Language and a Maths qualification equivalent to GCSE Grade 4. IELTS of 6.0 overall with no sub-test less than 5.0 (or equivalent).	In addition to the relevant core modules, you study at least one of the following: Foundation in Human Biology Foundation in Chemistry If you do not have the required Maths entry qualification, you must also study: Maths and Stats for Higher Education	Pass each module and achieve a programme average of at least 40%.
H901	Clinical Technology BSc (with placement year)	72 UCAS points or equivalent plus an English Language and a Maths qualification equivalent to GCSE Grade 4. IELTS of 6.0 overall with no sub-test less than 5.0 (or equivalent).	In addition to the relevant core modules, you study at least one of the following: Foundation in Human Biology Foundation in Chemistry If you do not have the required Maths entry qualification, you must also study: Maths and Stats for Higher Education	Pass each module and achieve a programme average of at least 40%.
1700	Virtual and Augmented Reality BSc	72 UCAS points or equivalent plus an English Language and a Maths qualification equivalent to GCSE Grade 4. IELTS of 6.0 overall with no sub-test less than 5.0 (or equivalent).	In addition to the relevant core modules, you must study: Introduction to Computing If you do not have the required Maths entry qualification, you must also study: Maths and Stats for Higher Education	Pass each module and achieve a programme average of at least 40%.
1701	Virtual and Augmented Reality BSc (with placement year)	72 UCAS points or equivalent plus an English Language and a Maths qualification equivalent to GCSE Grade 4. IELTS of 6.0 overall with no sub-test less than 5.0 (or equivalent).	In addition to the relevant core modules, you must study: Introduction to Computing If you do not have the required Maths entry qualification, you must also study: Maths and Stats for Higher Education	Pass each module and achieve a programme average of at least 40%.