



Examples of areas of study in technical and applied arts (non-exhaustive)

- Animation
- Media Arts
- Animation and visual effects
- Film Production
- Radio, Television and Broadcast news
- Digital sound, live sound engineering, mixing and mastering, advanced audio recording and/or sound design
- Radio and Television Programs
- Digital Media and IT
- 3D Animation and Modelling
- Game Development
- Arts and art production management
- Digital Audio production
- 2D animation and illustration
- Digital Audio Arts
- Bachelor or Masters of Music
- New Media management
- Arts and cultural management
- Communications studies
- Recording and production
- Computer Game Development