

CREATIVE SCHOOL WORKSHOPS



**Hands-on creative & technology workshops
guided by SAE's industry experts.**

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CREATIVE SCHOOL WORKSHOPS

Presented by the expert staff at SAE University College, these tailored workshops offer high school students hands-on experiences across a range of creative disciplines-including Animation, Audio, Design, Film, Games, Music, and Computer Science.

From designing immersive game environments and animating original characters to producing short films, coding interactive experiences, creating soundscapes, or developing visual branding, each workshop is built to complement school curriculum while showcasing real-world tools and industry-relevant skills.

Workshops are scalable and flexible-designed as short 2 hour sessions or extended into half-day or full-day formats depending on your class needs. They can be delivered at your school or hosted at one of SAE's campuses, based on the resources required for each discipline.

With a focus on creative outcomes, every session is designed to inspire and equip students in years 10-12 with practical skills, insight into professional workflows, and exposure to the future of creative industries.

Explore the possibilities - let SAE help shape the next generation of creative thinkers, makers, and innovators.

Animation /

1 / Bring Characters to Life: 2D Animation Fundamentals

Animate your ideas frame by frame. Students will explore the principles of 2D animation using industry software like Toon Boom or Adobe Animate. They'll create a short looping animation, learning key techniques such as squash and stretch, timing, and anticipation.

By the end of the session, students will have created a short animation using key principles.

Key Tools / Animation software, drawing tablets, pencil & paper for storyboarding.

2 / The Rise of Real-Time Animation

Try to make a micro short animated film in 4 hours! Students will be introduced to Unreal Engine as a tool for creating linear animated content. They'll learn the fundamentals of cinematic creation, including interface navigation, environment setup, camera work, and rendering using the Sequencer tool.

By the end of the session students will have completed a micro short film using real-time animation tools.

Key Tools / Unreal Engine

Design /

1 / Digital Illustration & Character Design

Create standout visual identities. Students will develop a character or mascot, exploring shape language, colour theory, and digital illustration techniques.

By the end of the session, students will have created a finished character or illustration that demonstrates thoughtful use of shape and colour.

Key Tools / Adobe Illustrator/Photoshop or Procreate, drawing tablets.

2 / Branding & Visual Storytelling

Design a mini brand campaign. This session covers creating a logo, choosing a colour palette, and building a simple brand guide. Students will see how design communicates values and story.

By the end of the session students will have designed a mini brand kit with logo and colours.

Key Tools / Adobe suite, mood board templates.

Computer Science /

1 / Coding for Games: Build a Simple Interactive

Learn to think like a programmer. Students will code a small interactive game or digital experience. They'll explore logic, loops, and debugging.

By the end of the session students will have coded a simple interactive game to grasp programming basics.

Key Tools / Internet Browser, Online IDEs (Replit.js), laptops.

2 / Ethical Hacking & Cyber Security Basics

Protect your digital world. Students will learn foundational cyber security concepts, experiment with basic encryption, and explore how ethical hackers work to secure systems.

By the end of the session students will have completed hands-on tasks in basic encryption and digital security.

Key Tools / Virtual environments, simple cryptography exercises.

Film /

1 / Shoot & Edit a Scene

Get behind the camera. Students will work in groups to script, shoot, and edit a short scene, learning fundamentals of short narrative filmmaking and video editing.

By the end of the session students will have filmed and edited a short, scripted scene.

Key Tools / Cameras, lighting, Premiere Pro/DaVinci Resolve.

2 / Film Technique Master Classes

Discover the core elements of filmmaking through an immersive, hands-on experience. Students will rotate through practical workshop stations, each focusing on a key aspect of production: directing, cinematography, sound design, and editing.

By the end of the session, students will have gained foundational skills and experienced four essential roles in the film production process.

Key Tools / Cameras, lighting, Premiere Pro/DaVinci Resolve.

Games /

1 / Game Design Principles: From Idea to Prototype

Turn concepts into playable worlds. Students will design a simple tabletop or digital game prototype, exploring mechanics, rules, and user experience.

By the end of the session students will have prototyped a simple game concept.

Key Tools / Paper prototyping kits, laptops with basic game engines like Construct or Unity.

2 / Introduction to Level Design

Build immersive environments. Students will plan and mock up a level for a platformer or adventure game, learning to guide players using visual cues and obstacles.

By the end of the session students will have mapped a level layout showing player flow.

Key Tools / Level editors (Tiled, Unreal, Unity), sketchpads.

Music /

1 / Crafting Compelling Lyrics and Song Maps

Discover the story in your song. Students will learn to craft lyrics using the 'Song Maps' technique, exploring rhyme, rhythm, and narrative structure.

By the end of the session students will have the tools to confidently complete their own songs.

Key Tools / Pen and paper or an iPad/laptop, Song Maps PDF, curated video resources.

2 / Modern Music Composition and Topline Magic

Produce music that connects with audiences. In this hands-on workshop, students will use Ableton Live to build original tracks—layering loops, crafting basslines and harmonies, and writing memorable topline melodies.

By the end of the session students will have an original track (or track concepts) bursting with potential.

Key Tools / Ableton Live, sample packs, MIDI keyboards, headphones.

Audio /

1 / The Art of Remixing

Put your own spin on existing tracks and unlock new creative possibilities. In this workshop, students will remix a pre-supplied song by experimenting with sampling, looping, and reshaping melodies to create something entirely fresh.

By the end of the session, students will have built foundational remixing skills to broaden their creative range.

Key Tools / Ableton Live, remix packs, headphones.

2 / Mixing a Multitrack Song

Shape the sound of a hit. Students will mix professional multitrack recordings, balancing audio and applying effects like EQ, compression, and reverb.

By the end of the session students will produce their own balanced mix.

Key Tools / Ableton Live (or other DAW), multitrack sessions, headphones.





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To book a workshop, please contact our Schools Channel Manager

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