

Learners will follow a core module that will develop:

- Knowledge of how digital technologies impact business.
- Knowledge of the ethical and moral implications of digital technology.
- Knowledge of testing software, hardware and data and using data in software design.
- Knowledge of health and safety principles.
- Knowledge of legal and regulatory obligations relating to digital technologies
- An understanding of digital environments, including physical, virtual and cloud environments
- An understanding of emerging technical trends, such as Internet of Things (IoT), Artificial Intelligence (AI), Augmented Reality (AR), Blockchain, 3D printing
- An understanding of the privacy and confidentiality of personal data and the technical, physical and human aspects of internet security

They will also complete an employer set project that ensures learners have the opportunity to combine core knowledge and skills to develop a substantial piece of work in response to an employer set brief.

Whilst the main topics act as a solid foundation of the Digital Production T Level, there are many overarching concepts that explore how organisations respond to change and why change is needed within the business environment, including the importance of serving customers, end users and business needs.

The ethical and moral issues, as a result of increasing reliance on technology will be reviewed. The impact on company culture, autonomous operation, changing behaviours, addiction will also be examined in collaboration with real world employers and scenarios.

The Digital Design T Level Topics will be enhanced via the implementation of topics and master classes from:

- Fujitsu
- Promethean
- Google
- Microsoft
- Palo Alto

Depending on the Interests of the cohort and the relevance of the projects, the employer set project will be led by:

- Google
- Palo Alto
- Fujitsu

LDE UTC will offer learners a unique learning experience through practical real-life projects which will be led by industry experts. Learners will be taught by teachers who have industry experience and are well established classroom practitioners. We are also able place the learning directly into the Industry context via the use of state of the art Digital Design facilities and testing platforms both virtual, virtual creative and traditional.

Our learners have the opportunity to join additional societies to widen their skillset and knowledge.