



THE INTERNATIONAL COLLEGE
CREATIVE ARTS *of*



About Us

The International College of Creative Arts (ICCA) is a specialist, private university for the creative arts incorporated in the United Kingdom and Nigeria. The goal is to bring simplicity and innovation to creative arts education, by providing industry-focused, hands-on training to young creatives across Africa.

Vision & History

Established 16 years ago, ICCA (International College of Creative Arts) began as Tenstrings Music Institute, offering music programs. In 2018, we expanded to include the Lagos School of Design, also known as Black Fragrance School of Design, which offers 11 different programs in the field of design, including Fashion, Graphics and Web Design, Animation, and Photography. Today, Tenstrings and Black Fragrance stand as the largest private school of creative arts in Africa, having successfully trained over 20,000 students from 17 countries across the continent, many of whom have gone on to successful careers in the creative industry.

At ICCA, we are committed to providing our students with a comprehensive, hands-on education that prepares them for the demands of the modern creative industry.

Our Programs & Qualifications

At ICCA, we offer flexible programs that begin with 3-month, 6-month, 1-year, and 18-month professional courses in fields like Animation & Game Design, Graphic Design, Digital Photography, Fashion Design, Interior Design, Creative Entrepreneurship, Content Creation, UI/UX, Video Editing, Drawing, Music Production, and Music Performance. Each course blends creativity, technical skill, and hands-on projects to prepare students for real-world success.

Graduates can advance to our three-year bachelor's programs, offered in partnership with top European universities, completing the final two years through blended e-learning for international experience and certification.

This allows our students to receive a world-class education from some of the best universities in Europe, while studying in Africa. Our students also have free access to our state-of-the-art studios and workshops, where they can execute their projects under the guidance of experienced instructors.

ICCA is the ultimate destination for students seeking a world-class education in the creative arts. With our innovative curriculum, experienced instructors, and unique partnership with leading European universities, we are committed to providing our students with the knowledge, skills, and practical experience they need to succeed in the dynamic and competitive field of creative arts.

ABOUT ICCA

**Imagination,
Individuality,
Flexibility...**

...

ICCA



Think, Innovate, Thrive!

...

At ICCA, we recognize that every student is different, which is why we offer a range of options to suit different learning styles and career goals. Some students may choose to complete their entire three-year program with us, while others may be admitted directly to the final two years of studies, skipping the first year of study and coursework if they can demonstrate sufficient talent, skills, and industry experience.

We are one of the very few colleges in Africa to award academic credits on the merit of brought-forward talent, skills, and industry experience.

Upon graduation, our students receive double degrees from both ICCA and our partner universities, giving them a competitive advantage in the job market. Our graduates have gone on to successful careers in fields such as music, fashion, graphic design, web design, animation, and photography, both in Africa and around the world.

BASIC ANIMATION & GAME DESIGN

Course Code: AGD101 – AGD201

Level: Undergraduate

Intakes: Intake 1 (February), Intake 2 (May),
Intake 3 (August), Intake 4 (November)

Credit: 120

Method: Campus, E-learning

Course Fee Options

3 months: ₦214,000

6 months: ₦420,000

1 year: ₦880,000

18 months: ₦1,800,000

Note: 70% of the selected fee must be paid
before the program begins.

ABOUT THIS COURSE – 3 MONTHS

This 3-month Animation and Game Design program introduces you to the foundations of motion, character creation, and world-building. You learn how animation works, how characters move, and how simple game environments are planned. Training covers 2D animation basics, character anatomy, storytelling, software fundamentals, and early game design logic. You begin producing short clips, character sheets, and visual storyboards to build your starter animation portfolio.

3 MONTHS MODULES

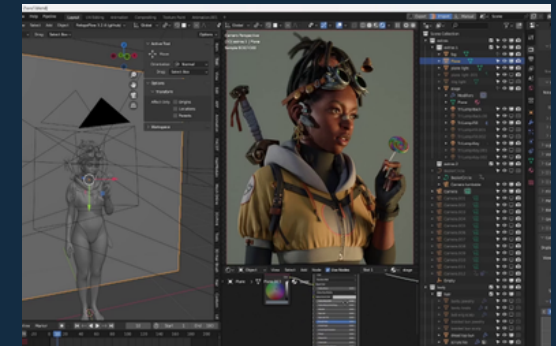
1. Introduction to 2D animation principles
 2. Character design basics and anatomy
 3. Game environments and visual storytelling
 4. Animation software fundamentals
 5. Introduction to game design logic and level planning
- Bonus Module – Drawing and Illustration

Projects:

- Short 2D animation clip project
- Character sheet project
- Illustrated storyboard project

ABOUT THIS COURSE – 6 MONTHS

This 6-month Animation and Game Design program takes you deeper into digital storytelling, 3D creation, and interactive world building. You learn how to model objects, build environments, design motion graphics, and develop game-ready characters. Training includes level design, narrative development, sound integration, and hands-on software practice. You begin creating full scenes, animated sequences, and gameplay assets that strengthen your portfolio.



6 MONTHS MODULES

1. 3D modeling basics
 2. Game level design and environment building
 3. Motion graphics and animated transitions
 4. Sound integration and interaction design
 5. Narrative development for games and animation
- Bonus Module – Drawing and Illustration
 - Bonus Module – Creative Entrepreneurship

Elective Modules (Choose 1):

- Digital Photography
- Graphic and Web Design

Projects:

- 3D game environment mockup project
- Animated short project
- Digital portfolio project

Admission Requirements

3–6 Months Courses (Certificate Programs):

- No formal academic requirements.
- Basic listening and speaking skills in English are recommended.
- An interview with our admission team



ADVANCED ANIMATION & GAME DESIGN

Course Code: AGD301 – AGD401

Level: Undergraduate

Intakes: Intake 1 (February), Intake 2 (May),
Intake 3 (August), Intake 4 (November)

Credit: 120

Method: Campus, E-learning



ABOUT THIS COURSE – 1 YEAR

This 1 year Animation and Game Design diploma builds your skills to studio level. You work with advanced animation pipelines, game engines, visual effects, and character rigging. You learn how to create immersive worlds, cinematic sequences, and polished gameplay assets. Training also covers portfolio development and creative business skills so you can present your work professionally and grow as an independent creator or studio-ready artist.

1 YEAR MODULES

1. Advanced animation workflows
2. Game engine integration
3. Visual effects and compositing
4. Character rigging and animation cycles
5. Portfolio development and presentation
- Bonus Module – Drawing and Illustration
- Bonus Module – Creative Entrepreneurship

Elective Modules (Choose 2):

- Digital Photography
- Graphic and Web Design
- Video Editing

Projects:

6. Animated short film or game demo project
7. Character rig and animation cycles project
8. Final digital portfolio project

ABOUT THIS COURSE – 18 MONTHS

This 18 month Advanced Diploma in Animation and Game Design prepares you for creative leadership. You learn how to direct projects, manage studio pipelines, guide teams, and build animated brands. Training covers advanced rendering, post production, IP development, and industry integration so you graduate with real world experience. You also develop a professional portfolio, complete a major project, and build the foundation for launching your own creative studio or animation brand.

Course Fee Options

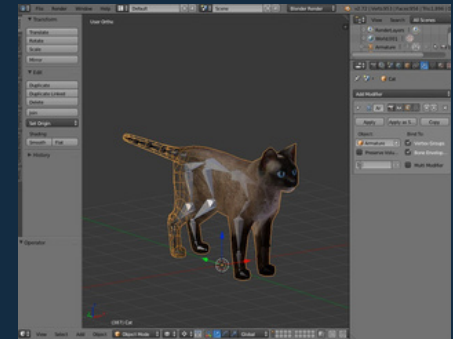
3 months: #214,000

6 months: #420,000

1 year: #880,000

18 months: #1,800,000

Note: 70% of the selected fee must be paid before the program begins.



18 MONTHS MODULES

1. Studio pipeline management and team collaboration
2. Creative direction for games and animation
3. Advanced rendering and post production
4. Brand development for animated IPs
5. Industry mentorship and project incubation

Bonus Module – Drawing and Illustration

Bonus Module – Creative Entrepreneurship

Elective Modules (Choose 4):

- Digital Photography
- Graphic and Web Design
- Video Editing
- Content Creation and Digital Marketing
- Animation and Game Design

Projects:

6. Final animated short or game prototype project
7. Branded portfolio with interactive case studies
8. Internship or industry collaboration
9. Personal animation or game design brand launch project

Admission Requirements

1 Year and 18 Months (Diploma & Advanced Diploma Programs):

- Minimum of 5 credits in O'Level examinations (WAEC or NECO), including English.
- Basic proficiency in English to follow course instruction.
- An interview with our admission team

CONTACT US



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enquiries@thecollegeofarts.com



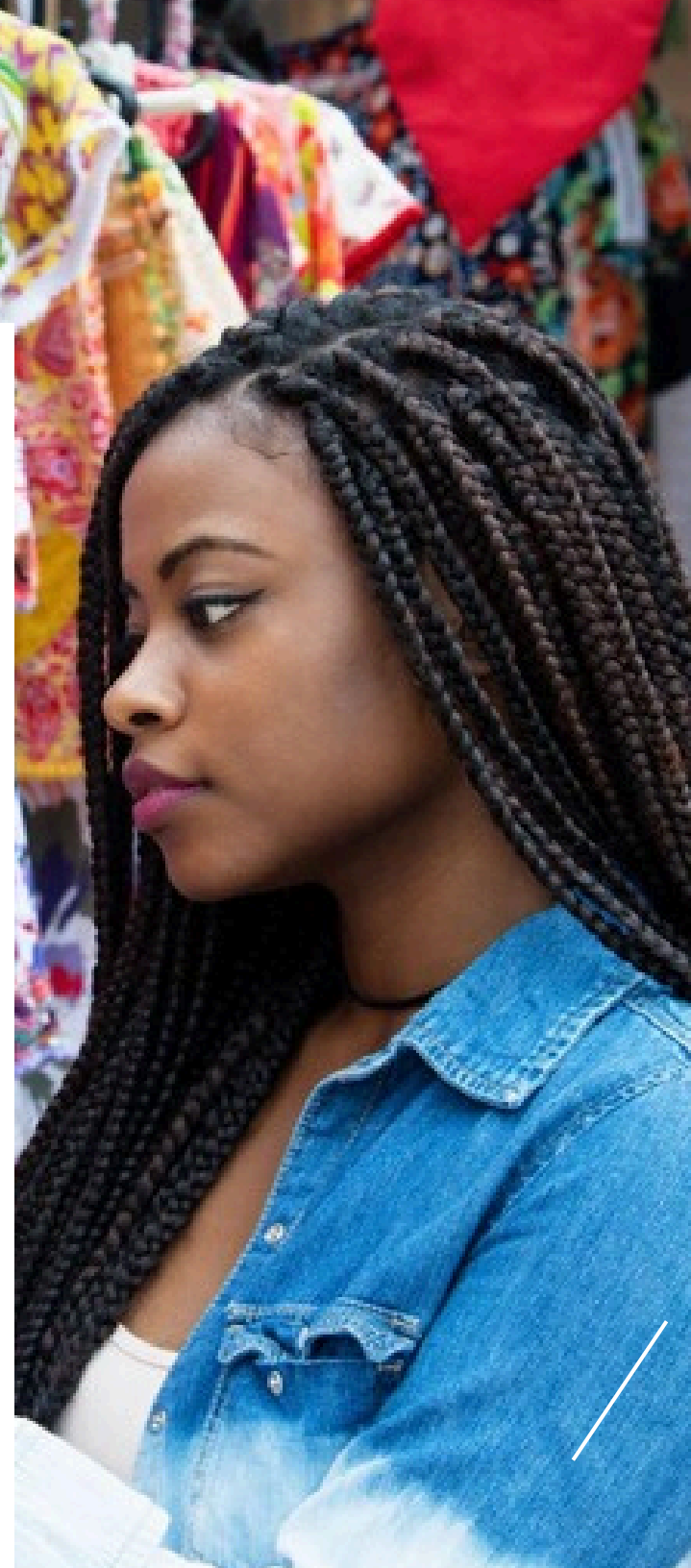
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