



DYNAMIC
FUTURE FOCUSED
CULTURALLY RELEVANT



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P R O S P E C T U S



P R O S P E C T U S

_open window
university

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Who is _open window? *university*

Open Window University is an accredited Zambian institution dedicated to delivering **progressive and relevant** creative arts, marketing, and computer science degrees and certificates.

Recognising the crucial role experts in each of these fields play in every industry, our institution aims to **cultivate, empower, and inspire** the next generation of standout professionals set to change the world.

Open Window University is **proudly affiliated with** the esteemed South African private higher education institutions, **Open Window Institute** and **Cape Town Creative Academy**, recognised as the top accredited creative arts education providers throughout Africa and the Middle East.

Additionally, our industry-leading marketing and computer science qualifications are supported by our Quality Assurance partners and Curriculum Advisors, **IMM Graduate School** and **Belgium Campus iTversity**, ensuring the highest standards of excellence.



Open Window University is part of the prestigious UXi Private Education Group and is affiliated with a host of international educational institutions:

OUR PARTNERS



OUR MISSION

Our mission is to **elevate the standards of creative arts, marketing, and computer science** by challenging educational and professional norms with a foundation of robust knowledge, practical skills, and forward-thinking approaches.

We aim to provide an environment that integrates the **arts, design, technology, communication, and culture** to foster critical and ethical problem-solving skills. In doing so, we strive to nurture professionals who drive dynamic and sustainable growth, contributing to both local and global contexts.

Student Work by Kambole Kapotwe



Student Work by Tanya Vermaak

WHAT SETS US APART?

- × **Tech-driven education** facilitated by our modern campus.
- × **Industry-relevant curricula** fuelled by innovation.
- × **Culturally relevant courses** promoting inclusivity and awareness.
- × Small class sizes enabling **one-on-one lecturer interaction**.
- × Access to exceptional education worldwide through **online learning**.



CAMPUS & FACILITIES

Located in **Kabulonga, Lusaka**, our campus provides an intimate and relaxed learning environment with top-quality facilities that enrich the academic experience for our contact students.

These facilities include:

- × A Photo & Video Studio
- × A Professional Edit Suite
- × Mac & PC Classrooms
- × An Art Studio, Workshop & Gallery
- × A Cafeteria
- × A Garden & Swimming Pool
- × A Coffee Shop



ONLINE STUDIES

We offer our courses online to give students access to top-quality education from anywhere in the world. Our online classes give our students access to:

- × Identical curricula and academic standards as our on-campus classes.
- × Live online sessions that facilitate interactive learning.
- × The internationally recognised Canvas LMS platform.
- × Adobe and Skillshare subscriptions.





SCHOOL OF DIGITAL ARTS

PROGRAMME STRUCTURE

DURATION: 1 YEAR
ZQF: LEVEL 5
ACCREDITATION: HEA
MODE OF DELIVERY:
ONLINE / CONTACT / BLENDED

CERTIFICATE IN
**FILM & DESIGN
ESSENTIALS**

DEGREE FOUNDATION YEAR

- COMPULSORY
- ELECTIVE OPTIONS

DURATION: 4 YEARS
ZQF: LEVEL 7
ACCREDITATION: HEA/ZAQA
MODE OF DELIVERY:
ONLINE / CONTACT / BLENDED

BACHELOR OF ARTS IN
DESIGN ARTS

GRAPHIC DESIGN
PHOTOGRAPHY / FILM / ANIMATION

BACHELOR OF ARTS IN
MOVING IMAGE

FILM / ANIMATION
PHOTOGRAPHY / ANIMATION / FILM

BACHELOR OF ARTS IN
INTERACTION DESIGN

INTERACTIVE MEDIA / GAME DESIGN
INTERACTIVE MEDIA / GAME DESIGN /
GRAPHIC DESIGN

BACHELOR OF ARTS IN
EXPERIMENTAL MEDIA

INTERACTIVE MEDIA / GAME DESIGN
FILM / ANIMATION

CERTIFICATE IN FILM AND DESIGN ESSENTIALS

This accredited certificate combines the skill sets of **film production** and **graphic design** needed by today's digital media entrepreneurs.

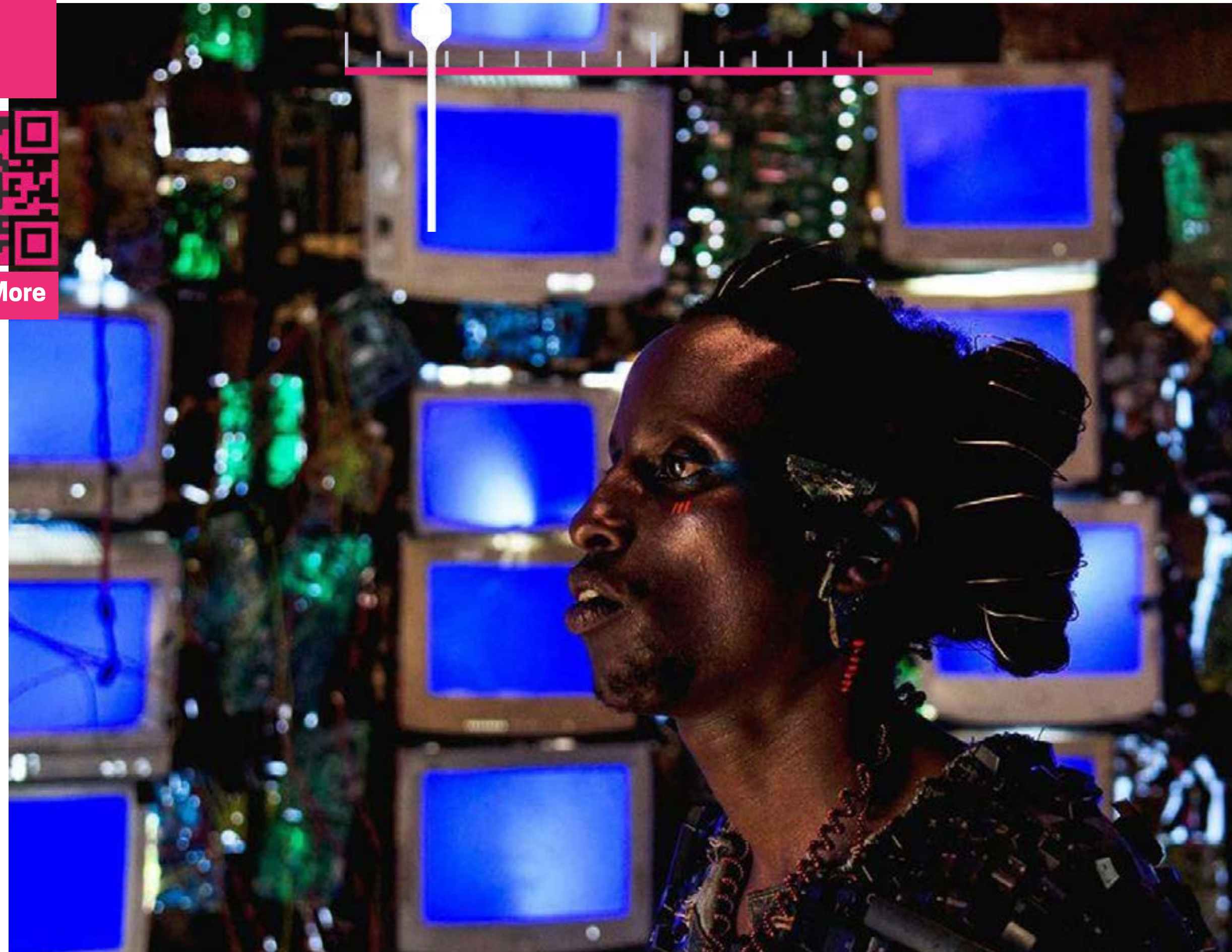
Through a range of practical projects, you will develop the foundational skills necessary for a successful career in digital creativity.

You will also gain proficiency in the key areas listed below, enabling you to identify and pursue the specialisation that best aligns with your interests and career goals.

Film
Animation
Design
Photography
Interactive Media



[Learn More](#)





[Learn More](#)

BACHELOR OF ARTS IN DESIGN ARTS

This qualification is intended for aspiring **print** and **digital visual designers** seeking a comprehensive skill set.

Designed to provide students with a broad education in visual communication design, this qualification provides a range of skills that will prepare you to excel in tomorrow's demanding interdisciplinary media environment.

Emphasis is placed on innovative problem-solving using the integration of print and digital media. This integration facilitates the effective delivery of visual communication to targeted audiences in design innovation and commercial contexts.

Specialise in one compulsory major and one elective major:

COMPULSORY MAJORS

Graphic Design

ELECTIVE MAJORS

Photography

Animation

Film

BACHELOR OF ARTS IN MOVING IMAGE

This qualification is intended for aspiring **filmmakers** and **animators** seeking a comprehensive skill set.

Designed to provide learners with a broad education in audio-visual communication, this qualification provides a range of skills that will prepare you to excel in tomorrow’s demanding time-based media environment.

Emphasis is placed on innovative problem-solving using appropriate media to deliver effective audio-visual communication to targeted audiences in narrative, documentary, and commercial environments across traditional and new media.

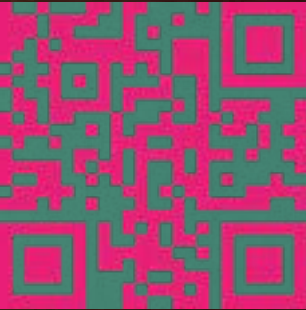
Specialise in one compulsory major and one elective major:

COMPULSORY MAJORS

Film
Animation

ELECTIVE MAJORS

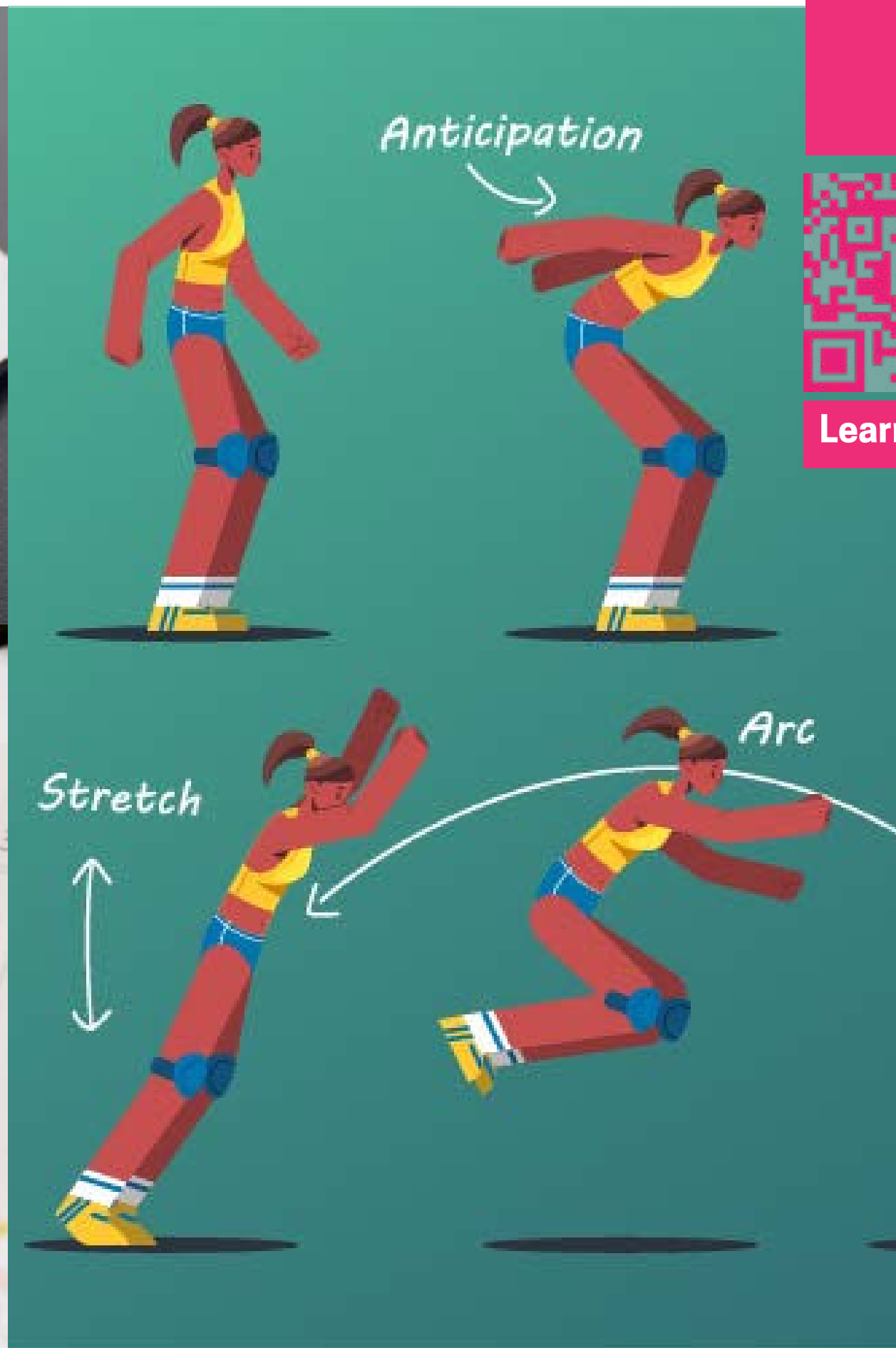
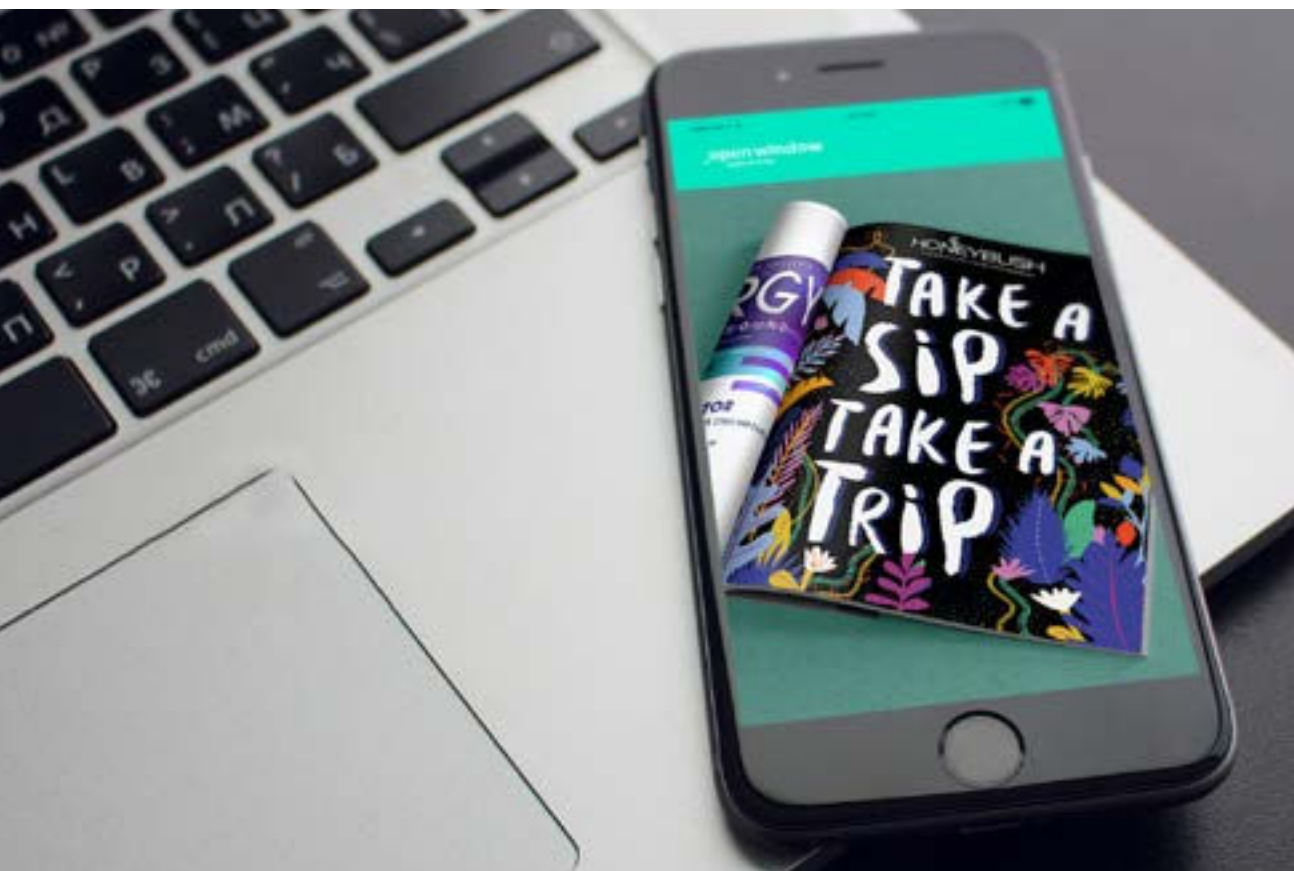
Film
Animation
Photography



Learn More



Student Work by Lloyd Mabaire



BACHELOR OF ARTS IN INTERACTION DESIGN

This qualification is intended for aspiring **interaction** and **game designers** seeking a comprehensive skill set.

Designed to provide students with a broad education in interaction design, this qualification provides a range of skills that will prepare you to excel in tomorrow's demanding interactive media environment.

Emphasis is placed on innovative problem-solving using the appropriate integration of UX, UI, and interactive development approaches. This integration facilitates the effective delivery of interactive media solutions to targeted audiences across the new media spectrum.

Specialise in one compulsory major and one elective major:

COMPULSORY MAJORS

Interactive Media
Game Design

ELECTIVE MAJORS

Interactive Media
Game Design
Graphic Design

BACHELOR OF ARTS IN EXPERIMENTAL MEDIA

This qualification is intended for aspiring cross-disciplinary new media **filmmakers, animators, and designers.**

Designed to provide students with a broad education in experimental interactive audio-visual communication, this qualification provides a range of skills that will prepare you to excel in tomorrow’s demanding new media environment.

Emphasis is placed on innovative problem-solving using the integration of appropriate media to deliver experimental interactive audio-visual communication to targeted audiences across traditional and new media channels.

Specialise in one compulsory major and one elective major:

COMPULSORY MAJORS

Film
Animation

ELECTIVE MAJORS

Interactive Media
Game Design



Student Work by Aboboyaa Meji

MAJOR SUBJECTS

Each major subject provides the conceptual and practical skills needed to become a skilled professional in your chosen field.

You will also develop a distinct and authentic creative voice through active engagement with the creative process.

GRAPHIC DESIGN

This subject will expose you to visual design, accessory design, motion graphics, and design production.



PHOTOGRAPHY

This subject will expose you to documentary, studio, and commercial aspects of contemporary photography.



ANIMATION

This subject will expose you to illustration for animation, traditional animation, and digital animation.



FILM

This subject will expose you to documentary, narrative, and commercial aspects of contemporary filmmaking.

INTERACTIVE MEDIA

This subject will expose you to UX Design, UI Design, and interactive development.



GAME DESIGN

This subject will expose you to game concepts, game art, and game development aspects of contemporary game design.



SUPPORTING SUBJECTS

Our supporting subjects comprise theoretical and enrichment subjects that complement the major subjects we offer to ensure a well-rounded educational experience.

Theoretical subjects delve into specialised knowledge directly related to students’ majors, providing in-depth understanding within specific disciplines.

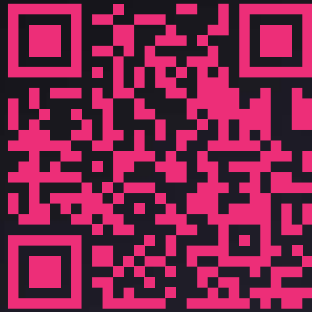
Enrichment subjects offer broader perspectives, encouraging critical thinking and interdisciplinary connections.

THEORETICAL

- × Visual Communication Theory
- × Academic Research

ENRICHMENT

- × Creativity Thinking
- × Culture, Myth & Symbolism
- × African Philosophical Thinking
- × African Story & Ritual
- × Entrepreneurship / Business Strategy



Learn More



SCHOOL OF LITERARY ARTS



PROGRAMME STRUCTURE

DURATION: 1 YEAR
ZQF: LEVEL 3
ACCREDITATION: TEVETA
MODE OF DELIVERY:
ONLINE / CONTACT / BLENDED

CERTIFICATE IN
**CREATIVE WRITING
ESSENTIALS**

DEGREE FOUNDATION YEAR*

DURATION: 4 YEARS
ZQF: LEVEL 7
ACCREDITATION: HEA/ZAQA
MODE OF DELIVERY:
ONLINE / CONTACT / BLENDED

BACHELOR OF ARTS IN
LITERARY ARTS

CREATIVE WRITING
STAGE & SCREENWRITING / NEW MEDIA JOURNALISM

 **COMPULSORY**
 **ELECTIVE OPTIONS**

Aa



Learn More

CERTIFICATE IN CREATIVE WRITING ESSENTIALS

This certificate provides an immersive introduction to storytelling with a focus on literary theory, creative writing and screenwriting.

It's a holistic view that includes a cursory investigation of all forms of narrative content.



compared to the Zambezi,
a wide aquatic wonder,
Kafue River could be called
subdued, but whatever we
discuss will seem superfluous
when her floodwaters
slobber the province.

- Student Work by Anna Zgambo

First up, we have the trendsetters—the trailblazers who effortlessly blend high fashion with street style. Think oversized blazers paired with vintage band tees, or chunky sneakers teamed with tailored trousers. These students are not afraid to make a statement, and their bold choices inspire awe and admiration among their peers.

- Student Work by Megan Mumba



Learn More

BACHELOR OF ARTS IN LITERARY ARTS

This programme is designed to provide learners with a broad education in the literary arts. It will expose you to a wide range of literary theory and help you develop a range of writing skills in the categories of creative writing (fiction, nonfiction, poetry), stage and screenwriting, and new media and journalism.

The aim of the programme is to enable students to contribute, at a professional level, to local and global interdisciplinary media, publishing, and communication environments.

Specialise in one compulsory major and one elective major:

COMPULSORY MAJORS

Creative Writing

ELECTIVE MAJORS

Stage & Screenwriting

New Journalism

MAJOR SUBJECTS

Each major subject provides the conceptual and practical skills required to become a skilled professional in your field of choice while helping you to develop a distinct and authentic creative voice through active engagement with the creative process.

CREATIVE WRITING

This subject will expose you to writing for a wide range of genres, including children's books, short stories, poetry, flash fiction, experimental literature, thematic collections, and novellas.



STAGE & SCREENWRITING

This subject will expose you to crucial storytelling techniques, including screenplay formats, crafting impactful taglines, character development, and diverse writing for film, television, and plays.

NEW JOURNALISM

This subject will expose you to the principles of journalism, community journalism, feature journalism, investigative journalism, digital storytelling, opinion writing, and long-form narrative writing.



The power of the written word is truly immense. Words can dispel the darkness of falsehood, illuminate reality with the light of truth and cause the sun of courage to rise in people's hearts.



- Daisaku Ikeda

SUPPORTING SUBJECTS

Our supporting subjects comprise theoretical and enrichment subjects that complement the major subjects we offer to ensure a well-rounded educational experience.

Theoretical subjects delve into specialised knowledge directly related to students’ majors, providing in-depth understanding within specific disciplines.

Enrichment subjects offer broader perspectives, encouraging critical thinking and interdisciplinary connections.

THEORETICAL

- × Literary Theory
- × Academic Research

ENRICHMENT

- × Creativity Thinking
- × Culture, Myth & Symbolism
- × African Philosophical Thinking
- × African Story & Ritual
- × Entrepreneurship / Business Strategy



Learn More



*The perfect person just for me.
I'm not afraid of being without you,
But who I am,
When I'm with you
Is a testimony of God's love.*

- Student Work by Megan Mumba



MASTER OF ARTS IN CREATIVE ARTS

This progressive and responsive master’s degree programme is for driven, independent-minded creative arts students who want to follow their unique research interests and art-making practice in a theoretical, research, or practice-focused modality of their choice.

Students engage in independent, supervised study with a supervisor who shares their area of interest, guiding them through their research. The programme culminates in a dissertation and, depending on the study, a body of creative work.

WHY SHOULD I CONSIDER THIS PROGRAMME?

- × To explore your unique area of interest in the creative arts.
- × To create a demonstrable record of study, research, and practice, with findings significant to the creative arts.
- × To critically engage with creative arts stakeholders in academia, practice, industry, and broader society in Africa and beyond.
- × To pursue a variety of creative, professional, and educational pathways where such a qualification is a requirement.

FIELDS OF SPECIALISATION INCLUDE:

- | | |
|---------------------|----------------------|
| × Digital Arts | × Music |
| × Literary Arts | × Performing Arts |
| × Contemporary Arts | × Creative Education |
| × Applied Design | × Technology |

SCHOOL OF MARKETING



PROGRAMME STRUCTURE

DURATION: 4 YEARS

ZQF: LEVEL 7

ACCREDITATION: HEA/ZAQA

MODE OF DELIVERY:
ONLINE / CONTACT / BLENDED

BACHELOR OF COMMERCE IN
**MARKETING AND
MANAGEMENT SCIENCE**

Specialise in one of the following:

**SUPPLY CHAIN MANAGEMENT /
PROJECT MANAGEMENT**

BACHELOR OF COMMERCE IN MARKETING AND MANAGEMENT SCIENCE

This advanced level higher education qualification is suitable for students who aspire to be **managers** in organisations requiring **marketing** and **management** expertise.

The Bachelor of Commerce in Marketing and Management Science degree is well respected in the marketplace as it equips students with practical skills in all areas of business and marketing. Unique to our degree is the choice to specialise in Supply Chain Management or Project Management.

Once qualified, your broad understanding of marketing and management will enable you to make sound decisions by collecting, analysing, organising and critically evaluating financial and marketing information.

Specialise in one of the following:

- Supply Chain Management
- Project Management



SPECIALISATION SUBJECTS

Each specialisation subject instils the vital competencies necessary to thrive in your chosen marketing field, empowering you to emerge as a distinguished professional capable of steering strategic business decisions that propel organisational success.

SUPPLY CHAIN MANAGEMENT

This specialisation subject imparts crucial supply chain management skills across sectors, covering purchasing, supplier management, logistics, operations, and distribution.

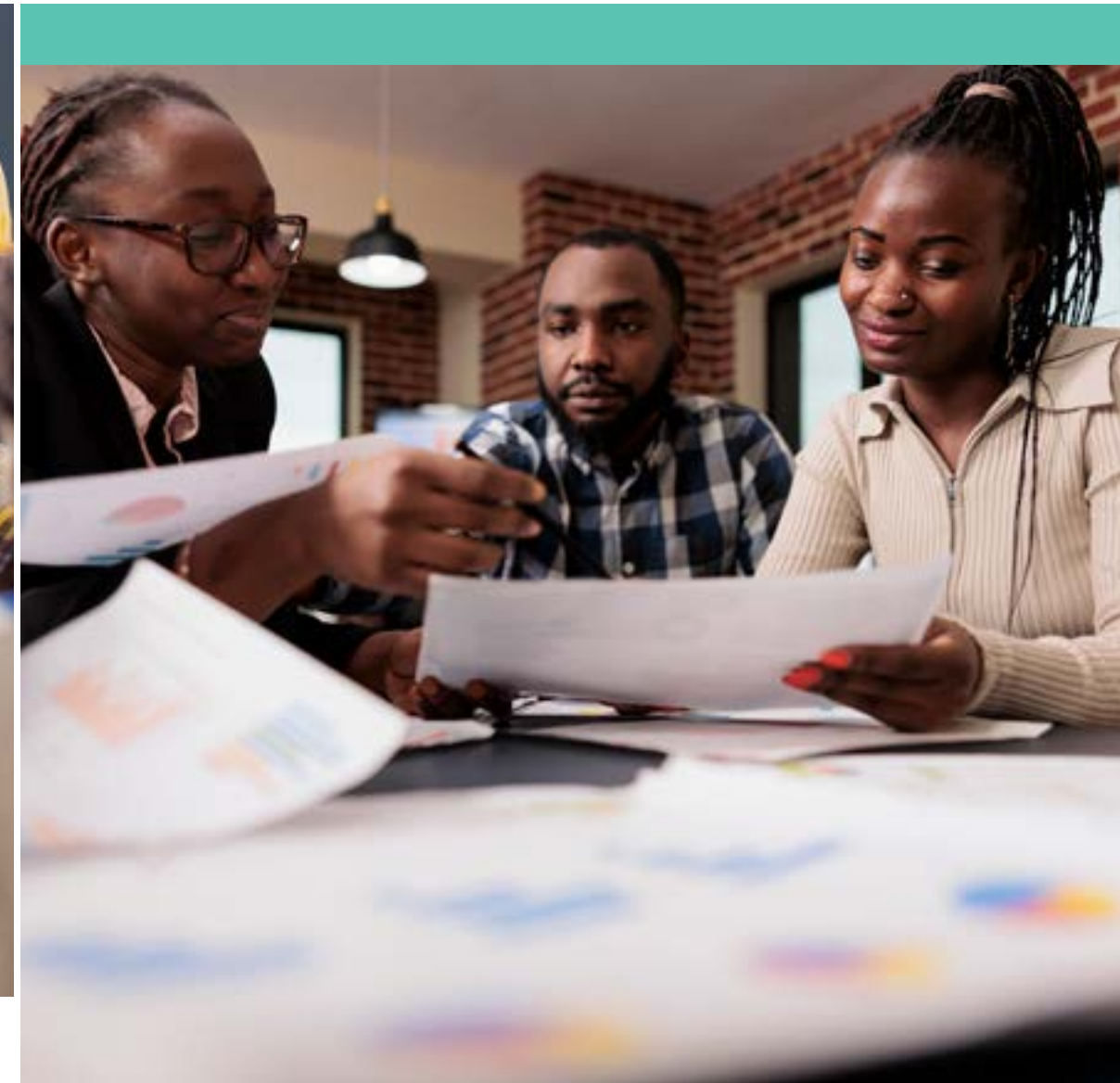
Emphasis on strategic application includes planning, processes, and controls in diverse organisational contexts.



PROJECT MANAGEMENT

This specialisation subject will equip you with essential competencies for effective project management.

You will gain a comprehensive understanding of theories, methodologies, and practices, and how to integrate them seamlessly for successful project execution within strategic business contexts.



SUPPORTING SUBJECTS

Our supporting subjects comprise theoretical and enrichment subjects that complement the major subjects we offer to ensure a well-rounded educational experience.

Theoretical subjects delve into specialised knowledge directly related to students' majors, providing in-depth understanding within specific disciplines.

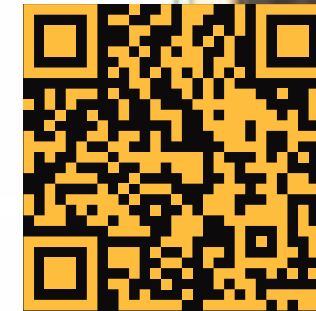
Enrichment subjects offer broader perspectives, encouraging critical thinking and interdisciplinary connections.

THEORETICAL

- × Business Management
- × Marketing
- × Research: Theory
- × Sales and Key Accounts Management
- × Digital Marketing Application
- × Advanced Digital Marketing
- × Advanced Marketing Applications Report
- × Advanced Research: Theory
- × Advanced Marketing Research: Report
- × Advanced Strategic Marketing

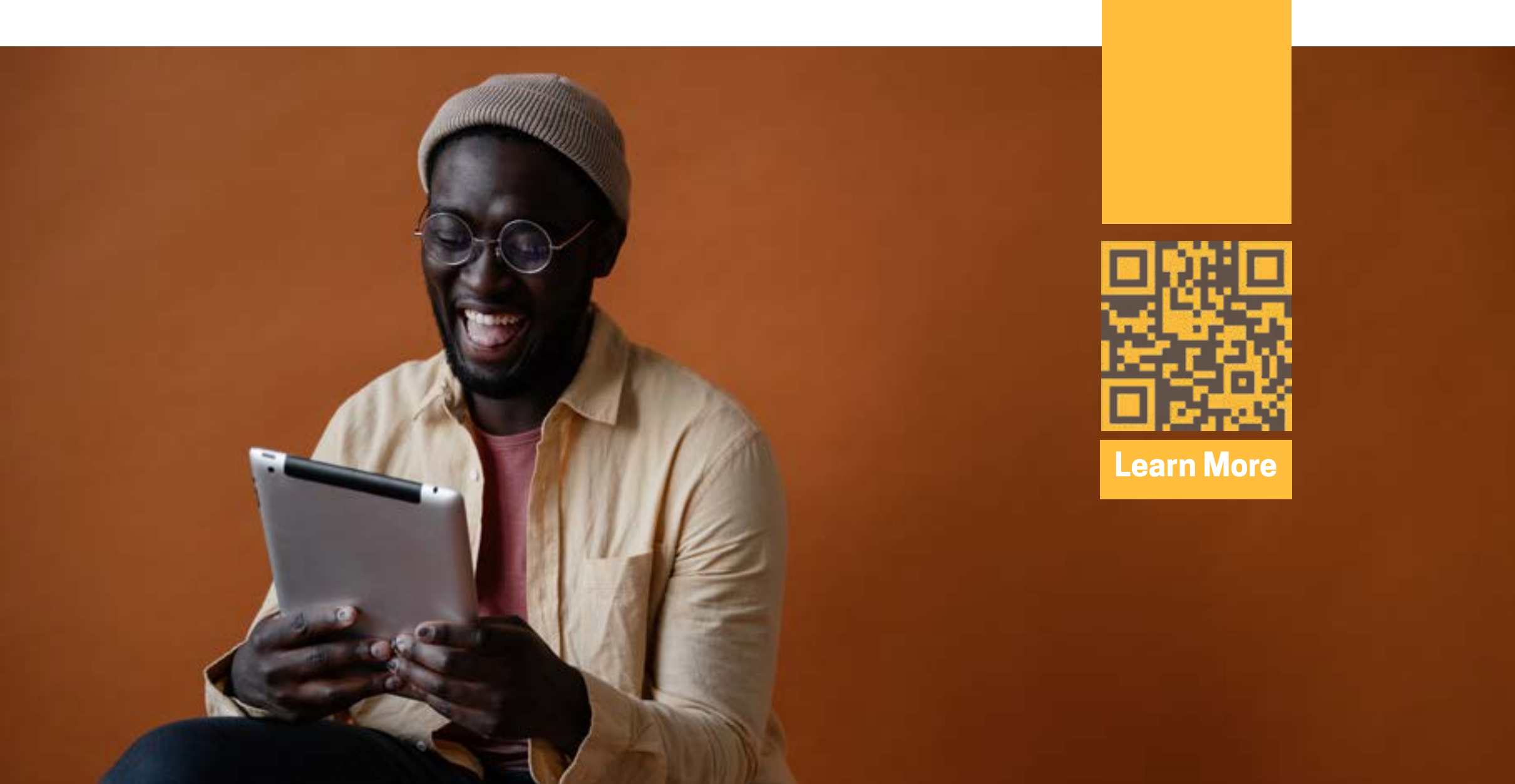
ENRICHMENT

- × Academic Skills Development



Learn More





MASTER OF COMMERCE IN MARKETING

This programme will equip you with specialist knowledge of various research methodologies and expose you to advanced marketing models and theories in a practical way. On completion of the programme, you will be competent in designing and implementing strategies for processing and managing information to gain significant marketing insights.

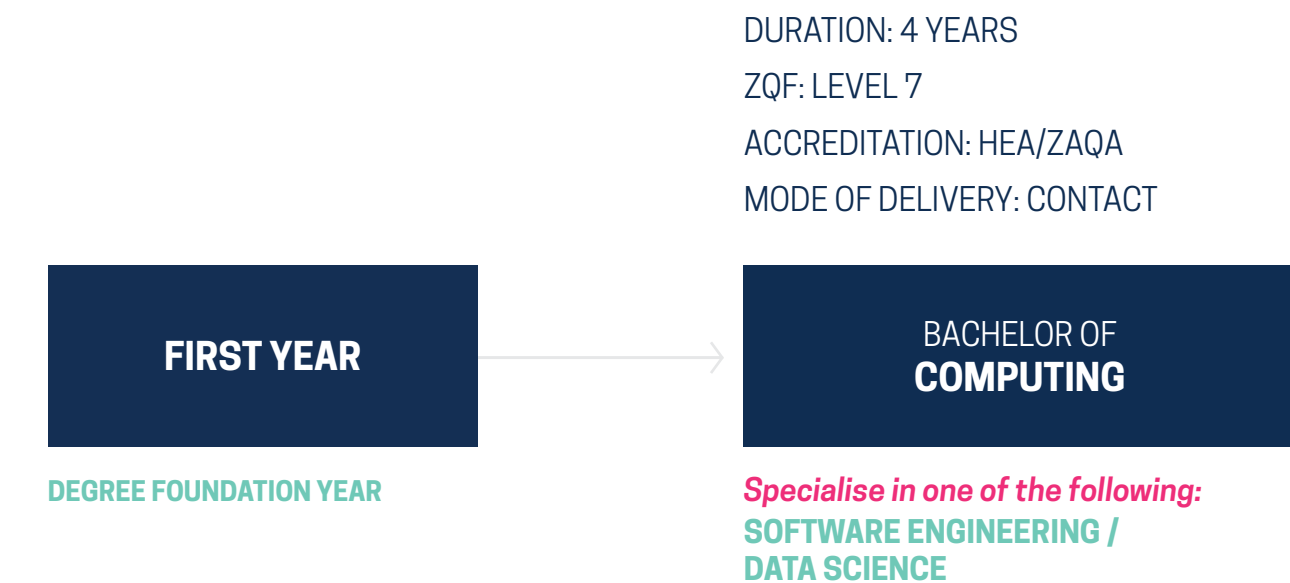
WHY SHOULD I CONSIDER THIS PROGRAMME?

- × To foster a deep understanding and expertise by immersing yourself in specific areas of interest within the exciting and constantly evolving world of marketing.
- × To add to the body of academic knowledge in a specialist marketing area while gaining hands-on experience.
- × To broaden your perspective and impact through critical engagement with marketing stakeholders in academia, practice, industry, and broader society in Africa and beyond.
- × To open doors to diverse career paths where advanced marketing knowledge is valued.

SCHOOL OF INFORMATION TECHNOLOGY



PROGRAMME STRUCTURE



BACHELOR OF COMPUTING

This qualification is intended for aspiring **data scientists** and **software engineers** seeking a practical education.

Our Bachelor of Computing degree will teach you the essential computing skills of troubleshooting and formulating viable solutions. You will learn to apply theoretical knowledge across various disciplines, integrating it into real-world scenarios while presenting best practices and solutions.

The practical assignments and projects you will complete are congruent with daily practices in the working world and will provide you with business-specific and soft skills. These include communication skills, customer satisfaction training, the ability to work as part of a team, and the ability to teach others.

Specialise in one of the following:

- Software Engineering
- Data Science



Learn More

```
1 void playGuessingGame ()
2 {
3     // initialize random number
4     srand(time(0));
5     // get a random integer bet
6     int random = std::rand() %
7     // need to initialize guess
8     int guess = -1;
9     std::cout << "Guess my numb
10 while (guess != random)
11 {
12     std::cin >> guess;
13     if (guess > random)
14         std::cout << "Lower"
15     else
16         std::cout << "Corre
17 }
18 }
```

SPECIALISATION SUBJECTS

Each specialisation subject instills the vital competencies necessary to thrive in your chosen computer science field, empowering you to emerge as a distinguished professional capable of spearheading technological advancements and steering strategic business decisions that propel organisational success.

DATA SCIENCE

This specialisation subject will give you in-depth knowledge of the processes and techniques used to transform data into information – an essential skill for effective decision-making in every organisation.

You will learn how to collect and organise data into large-scale data stores and warehouses, how to use mathematical and statistical analysis to develop sound business solutions based on this data, and how to present your findings in reports to stakeholders.



SOFTWARE ENGINEERING

This specialisation subject will teach you to turn abstract ideas into practical applications that solve everyday problems. It will allow you to specialise in a range of disciplines, including software architecture, human experience design, data protection, systems integration, and many more.

In the working world, you will typically work alongside business intelligence specialists to formulate, conceptualise and create dynamic solutions for real-world problems. You will also work closely with software developers who assist in developing these functional solutions.



SUPPORTING SUBJECTS

Our supporting subjects comprise theoretical and enrichment subjects that complement the major subjects we offer to ensure a well-rounded educational experience.

Theoretical subjects delve into specialised knowledge directly related to students' majors, providing in-depth understanding within specific disciplines.

Enrichment subjects offer broader perspectives, encouraging critical thinking and interdisciplinary connections.

THEORETICAL

- × Computer Architecture
- × Database Development
- × Information Systems
- × Mathematics
- × Linear Programming
- × Networking Development
- × Programming
- × Web Programming
- × Statistics
- × Software Testing
- × Research Methods
- × Machine Learning
- × Innovation Management

ENRICHMENT

- × Academic Writing
- × Business Management
- × Entrepreneurship
- × Innovation and Leadership
- × Project Management
- × Internet of Things
- × User Experience Design

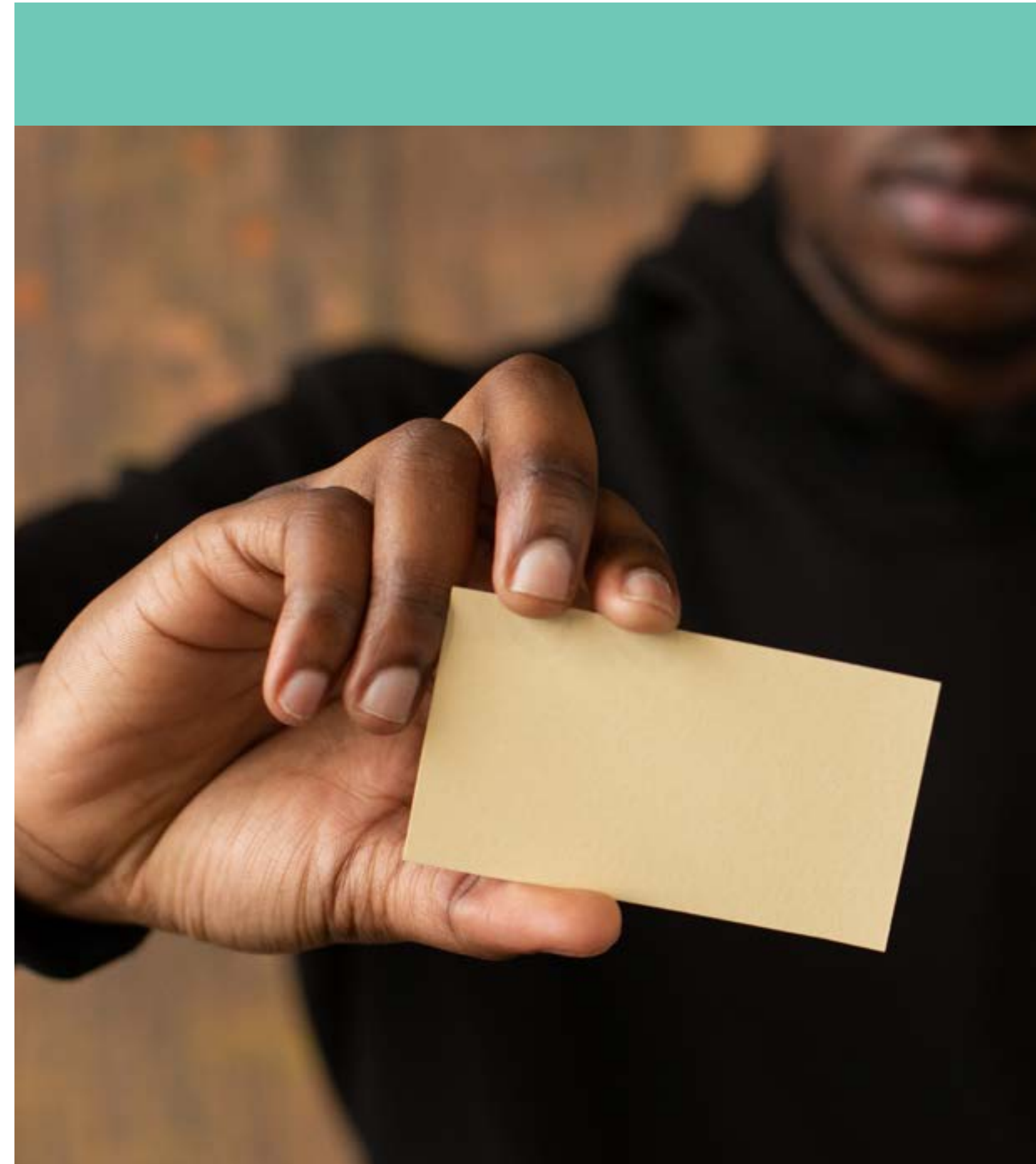


ADMISSION CRITERIA

ADMISSION CRITERIA: UNDERGRADUATES

- × A high school certificate with a minimum of 5 subjects passed with 50% or more.
- × English Language as a subject.
- × Maths as a subject. *Marketing and Information Technology applicants only.

Applications for Recognition of Prior Learning will be reviewed on a case-by-case basis and approved at the discretion of the University Senate.



ADMISSION CRITERIA: POSTGRADUATES

- × A Grade 12 High School Certificate / O Level Certificate with a minimum of 5 subjects passed with 50% or more.
- × A 4-year bachelor's or honours degree with research as a module component at ZQF level 7 or equivalent.
- × A minimum of 60% for Research Methodology at ZQF level 7 or equivalent.
- × A minimum overall average of 65% for the bachelor's or honours degree. *MCom applicants only.
- × A minimum overall average of 60% for the bachelor's or honours degree. *MA applicants only.

UNDERGRADUATES

1. Apply

- × Complete an online application.
- × Pay the application fee.

2. Submit Documentation

- × Application fee proof of payment.
- × ID/passport copy.
- × Latest school results.
- × Portfolio of creative work.
*Literary Arts & Digital Arts degree applicants only.
- × Study permit (if available)
*International applicants only.
- × ZAQA accreditation (if available). *International applicants only.

If accepted, you will receive an Acceptance Letter and Registration Form

3. Register

- × Pay the registration fee.
- × Complete and submit the Registration Form.

4. Enrol

- × Pay the enrolment fee.

You will now receive your student number and academic schedule.



APPLICATION PROCESS

POSTGRADUATES

1. Apply

- × Complete an online application.
- × Pay the application fee.

2. Submit Documentation

- × Application fee proof of payment.
- × ID/passport copy.
- × CV.
- × Motivational letter.
- × Concept topic (half a page)
*MA applicants only.
- × Provisional research proposal
*MCom applicants only.

You will receive the outcome of your application from the Postgraduate Studies Research Committee (PGSRC). If successful, you will receive an Acceptance Letter and Registration Form.

3. Enrol

- × Pay the registration fee.
- × Complete the Registration Form.

You will now receive your student number and Supervisor details.



APPLICATION PROCESS



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FEES & FUNDING

- × All relevant software and books are included in the tuition.
- × Application, registration, and enrolment fees must be paid before classes commence.
- × Application and registration fees are non-refundable.

ZAMBIAN SCHOLARSHIP

- × Only open to Zambian applicants.
- × A maximum of 50% of the total tuition may be awarded.

CHANCELLOR'S SCHOLARSHIP AWARD

- × Open to African and international applicants demonstrating high academic achievement and exceptional creative ability.
- × A maximum of 100% of the total tuition fees may be awarded.

Documents Required to Apply:

- × Copy of ID/passport.
- × Application & registration fee.
- × Highest qualification / latest school results.
- × Motivational letter (250 words).

Additional Requirements: Chancellor's Scholarship Award

- × Proof of financial need (e.g., a letter from the bank, an affidavit, or a legal document from a third party confirming financial status).
- × Portfolio of creative work.