



**NAMIBIA UNIVERSITY
OF SCIENCE AND TECHNOLOGY**

**Department: Corporate
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Media Release: NUST Pushes Digital Frontiers, Launches New Department

The Namibia University of Science and Technology (NUST) has announced the launch of a new department, focusing on Digital Arts and Animation (DAA). The department, a dedicated space for aspiring creatives to gain industry-relevant skills, is aligned with global technological advancements, while complementing NUST's 2021-2025 strategic direction.

The launch of the DAA heralds an opportunity for Namibian creative scholars and practitioners to develop advanced skill sets in the arts and animation sector. Enrolment for the 2025 intake opens today, Monday, 03 March 2025, and closes on Friday, 04 April 2025.

Head of Department Ms Jordania Andima explained that the DAA was established to meet the growing demand for digital skills and expertise, while positioning NUST and the department as a hub for 2D and 3D animation, gaming design, visual effects, performing arts, digital advertising, motion capture, content creation, scriptwriting for film, and children's television production.

"Our goal is to equip students with the necessary skills to thrive in the creative industry while also supporting economic diversification and innovation," she said. "This initiative aligns with NUST's strategic vision, particularly Goal 4, which focuses on advancing human-centred digital transformation for Industry 4.0 and beyond."

Andima added that *"the DAA addresses several key gaps in Namibia's creative and digital sectors. These include a shortage of skilled professionals in digital arts and animation, limited access to advanced technologies, and the underrepresentation of marginalised groups in the industry. By offering specialised courses and using industry-standard software, the department will equip students with valuable skills and hands-on experience"*.

Industry collaboration and skills development

As part of its industry engagement, the department has partnered with Luno Pictures from London to introduce the Animation Skills Accelerator Programme (ASAP), a structured workplace training programme aimed at equipping participants with industry-standard skills in animation, film, television, content creation, and visual effects. *"Through ASAP, we are creating pathways for young professionals to seamlessly integrate into both local and international creative industries,"* Andima noted.

The department's initial offerings will consist of five accredited short courses: Foundation to Filmmaking, Scriptwriting for Film, Scriptwriting for Children's TV, 2D Animation, and 3D Animation. The total intake capacity for the first cohort is 100 students, with 20 spots allocated per course. Courses will be delivered through face-to-face mode to provide hands-on training and mentorship.

Moreover, the University is currently developing full qualification programmes, including a Bachelor of Digital Arts and Animation honours degree and a Television and Film Production programme, set to launch in 2026.

For more information, visit <https://fci.nust.na/digital-arts-and-animation>.

Issued by:

The Department of Corporate Engagement and Internationalisation

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