



B.A. AUDIO DESIGN

»IF YOU WANT TO FIND THE SECRETS OF THE UNIVERSE, THINK IN TERMS OF ENERGY, FREQUENCY, AND VIBRATION.«

Nikola Tesla, inventor and physicist



COMPOSING IN THE DIGITAL AGE

As an audio designer the computer is your instrument and universal sound generator. With it you create compositions and arrangements, evoke striking atmospheres with synthesised sounds, noises, and language, and simulate acoustic spaces.

The Bachelor's degree course in Audio Design will provide you with the musical-compositional skills as well as the solid technological know-how necessary for working as an audio designer.

The first phase of the degree course will impart the fundamentals of ear training, music theory, sound design, music transmission, and electro-acoustics. Equipped with these skills, after the third semester you will move to the more profound areas of composition and song writing, brand sounds, music IT, and sound synthesis. Using situations as near as possible to actual practice, you will be trained to confidently navigate widespread software, including the complicated combination of sound and image.

In addition, you will learn to work in interdisciplinary teams and to conceive, present, and autonomously implement both artistic and applied projects. Musicological, organisational and legal knowledge will be taught throughout your semester and help round off your profile.

FOCUSES

Ear training	██████████
Music theory / composition	██
Sound design	████████████████████
Instruments	██████████
Technology / IT	████████████████████████████████
Acoustics	████████████████████████
Music transmission	████████████████████
Music history / Law	██████████
Management	██████████

PROFESSIONAL FIELDS

- Creative and record industry
- Advertising, media, and design agencies
- Software and IT companies
- Business firms and consumer goods
- TV and radio stations, audio books publishers
- Event organisers
- Sound directors and producers
- Composers and arrangers
- Music groups
- Game designers



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OBJECTIVES OF THE DEGREE COURSE

After successfully completing the degree course in Audio Design you will be familiar with the entire acoustic communication chain – from the sound source to the listener. With a trained ear and honed perception you will create audiophile sounds and know how to employ them narratively. The job possibilities in music and media production are correspondingly varied. Whether as a music producer for film, TV, and advertising, as an engineer or musician in live transmissions, as a specialist for acoustic brand management (sound branding), or as a sound designer for the Internet, game, or automobile industry.

STUDY PLAN (EXAMPLE)

Semester 1	Semester 2	Semester 3	Semester 4	Semester 5	6	Semester 7
EAR TRAINING 6 CP						
rhythmic ear training	melodies & chords					
MUSIC THEORY / COMPOSITION 33 CP						
Musical skills	Harmony theory	Songwriting	Arranging	Orchestration		Film-, TV-, incidental music
MUSIC-/AUDIO DESIGN 25 CP						
Sound design workshop	Music design Lab I	Music design Lab II	Audio design Sound studio I	Audio design Sound studio II		
SOUND DESIGN 11 CP						
			Sound design I Sound & brand	Sound & interaction		Sound design II Sound & space
INSTRUMENTS 7 CP						
Fundamentals singing: choir	Fundamentals piano: keyboard training I	Fundamentals piano: keyboard training II				
TECHNOLOGY/ IT 22 CP						
Signal processing & effects	Sound synthesis techniques	Sound programming I	Sound programming II			
ACOUSTICS 15 CP						
Spatial acoustics & simulation	Studio equipment	Technical ear training	Mastering			
MUSIK TRANSMISSION 11 CP						
Microphone & recording technology	Devices	Audio mixing				
WORKSHOPS & ELECTIVES 15 CP						
	Workshops Composition	Audio design	Music transmission/ equipment	Multimedia		Personality
HISTORY OF MUSIC/ LAW 8 CP						
History of popular music I	History of popular music II	Fundamentals constitutional/ copyright law	Contract, labor, social law			
MANAGEMENT 10 CP						
		Fundamentals project organization	Management music productions			
ENGLISCH 6 CP						
				English for Music and Media I		English for Music and Media II
BACHELOR 11 CP						
				Wissenschaftl. Arbeiten		Bachelorarbeit

PRAKTIKUM

AT A GLANCE

DEGREE	Bachelor of Arts
DURATION	7 semesters
CREDIT POINTS	210
LANGUAGE	English
INTERNSHIP	In the 6 th semester
PLACE	Berlin

ADMISSIONS EXAMINATION

Pre-selection and admissions examination: musical presentation, tasks specific to the degree course, and personal interview

START OF YOUR STUDIES

Sommersemester: 1. April (Engl)

Wintersemester: 1. Oktober

ADMISSION DEADLINES

Sommersemester: 15. January (Engl)

Wintersemester: 15. July

Application for remaining places possible until the beginning of the semester.

FEES

720,- €/month

CONTACT INFORMATION

SRH Hochschule der populären Künste (hdpk)
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D-10783 Berlin

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LINKS

- www.hdpk.de
- audiodesign.hdpk.de

CONTACT



Prof. Marco Kuhn
Head of Degree Programme



Sebastian Rabe
Course Guidance

HOW TO APPLY

Admission to the degree course requires the general qualification for university entrance or its equivalent.

During the application process you will also have to demonstrate aesthetic-technical / artistic talent.