



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



SOUND DESIGN IN THE DIGITAL AGE

As an audio designer the computer is your instrument. You create immersive sound worlds, 3D sound scenarios and compositions for different media such as films, radio plays and games as well as sound logos for innovative brands. You conceptualise and programme soft- and hardware-based musical instruments and create audiovisual installations.

In the course of the bachelor degree course, you will get to know the basics of sound design, sound engineering and music and will gain aesthetic, compositional and music technology skills. By diving into different interdisciplinary projects from different areas, you will be able to develop your personal fields of interests. A variety of modules such as media law, history of popular music or creative strategies will round off your profile.

Artistic individuality, individual support and practical implementation of what has been learned are key elements of the bachelor programme. By working in interdisciplinary teams, you will learn to conceive, present and autonomously implement your knowledge and creative ideas.

FOCUSES

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

AREAS OF WORK

- Phono industry, labels, studios
- Advertising, media and design agencies
- Audio software companies
- TV and radio stations, radio play publishers , game producers
- Sound designer
- Music producer and Audio engineer
- Film musician
- Composer
- Software Developer
- Product Manager



B.A. AUDIO DESIGN

© SRH Hochschulen Berlin, Photos: Monique Küssel, Laura Palm - Design: sandranannann.com

AIMS OF THE STUDIES

After completing the degree course in Audio Design you will be familiar with the everyday studio life of an audio designer. You will be able to compose music for various genres, create digital sound designs and acoustic special effects, develop digital musical instruments and apps, realise speech productions and manage sound recordings with bands and ensembles. The job possibilities are correspondingly varied: alumni work, for example, in the phono industry, in advertising, media and design agencies, in production companies and audio software companies or for game producers.

STUDY PLAN (CORE-PRINCIPLE)

SEMESTER	PART I week 01-05	PART II week 06-10	PART III week 11-15	PART IV week 16-18
1. semester Basics: theory and practice	Studio I - 5 CP Recording & Acoustics	Musik Design I - 5 CP	Lab I - 5 CP Sound & Musik Design	Practical Project I
	Sound Design Basics - 5 CP			
	History of Popular Music - 5 CP			
2. semester Basics: theory and practice	Musik Design II - 5 CP	Lab II - 5 CP Sound & Musik Design	Elective I - 5 CP	Practical Project II
	Digital Signal Processing – Sound Synthesis & Effects - 5 CP			
	Sound Studies – 5 CP			
3. semester Applied basics	Composition I – Electronic Music - 5 CP	Lab III - 5 CP Audio Design	Studio II - 5 CP Editing & Mixing	Practical Project III
	Music Informatics - 5 CP			
	Media Law - 5 CP			
4. semester Applied basics	Digital Scoring - 5 CP	Studio III - 5 CP Mastering & Mixing	Elective II - 5 CP	Practical Project IV
	Sound Agency - 5 CP			
	Language OR Physiology / Prevention - 5 CP			
5. semester	Internship / Study Abroad			
6. semester Advanced / practice	Lab IV - 5 CP Sound & Space	Instruments, Interfaces & Installations - 5 CP	Elective III - 5 CP Dept. Music & Sound	Practical Project V
	Focus Project I – Interdisciplinary - 5 CP			
	Creative Strategies & Project Organisation - 5 CP			
7. semester Advanced / practice / bachelor	Game Audio / Film Musik 5 CP	Elective IV - 5 CP Dept. Music & Sound	Bachelor Thesis - 10 CP	
	Focus Project II – Individual			
	Competence Transfer			

CONTACT



Prof. Marco Kuhn
Director
B.A. Audio Design



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.

AT A GLANCE

DEGREE	Bachelor of Arts
DURATION	7 semesters
CREDIT POINTS	210
LANGUAGE	English
INTERNSHIP	In the 5 th semester
PLACE	Berlin

ADMISSIONS EXAMINATION

Preselection and admissions examination: musical presentation, tasks specific to the degree course, and personal interview

START OF YOUR STUDIES

Summer term: 1st April (Engl)

Winter term: 1st October

ADMISSION DEADLINES

Summer term: 15th January (Engl)

Winter term: 15th July

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

FEES

750,- €/month

CORE

Studying with head and heart:
Practice-driven. Project-based.
Team-oriented.

CONTACT INFORMATION

Berlin School of popular Arts

(ehemals hdpk)

Potsdamer Str. 188

D-10783 Berlin

Sebastian Rabe

+49 30 2332066-21

study@hdpk.de

LINKS

→ www.hdpk.de

→ audiodesign.hdpk.de



**Hochschule
der populären Künste**
School of Popular Arts