

The logo for SRH, consisting of the lowercase letters 'srh' in a white, sans-serif font, positioned in the upper left corner of the image.

srh

The background of the entire page is a close-up, high-angle photograph of a professional audio mixing console. The console is densely packed with numerous black rotary knobs, some with red or white tops, and several white faders. The lighting is dramatic, with a strong blue and purple hue. In the foreground, a pair of black over-ear headphones with a textured ear pad is partially visible, resting on the console. A large, semi-transparent orange circle is overlaid on the bottom right portion of the image, containing a faint grid pattern.

SRH Berlin University of Applied Sciences  
Berlin School of Popular Arts

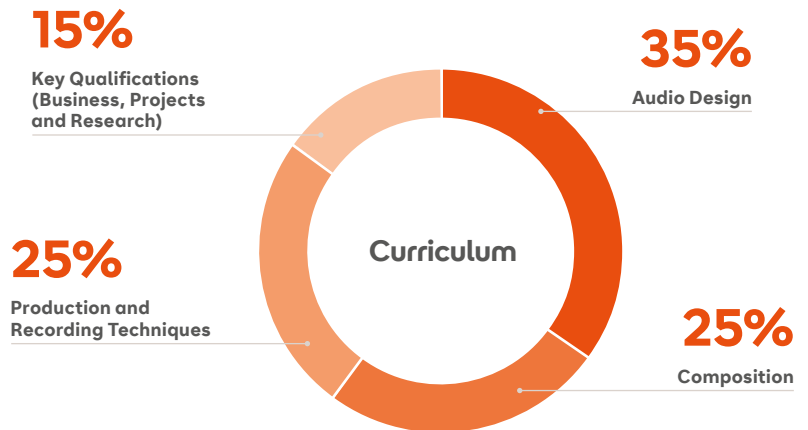
**Audio Design | B.A.**

# Our Unique Curriculum for You

This exciting programme focuses on music production, sound design and music technology. Create immersive soundscapes and compositions for films and games. Fashion your own soft and hardware-based musical instruments by utilising the computer as an arranging tool and digital instrument.

## Competencies and Curriculum

- Recording Techniques
- Music Theory and Composition
- Sound Design and Sound Synthesis
- Coding
- Academic Work and Business Strategies



### Semester 1

Studio I – Recording and Acoustics

Musical Analysis

Lab I - Studio Composition

Introduction to Sound Design

Pop Music History

Practice Project I

### Semester 2

Music Theory - Harmony

Lab II - Contemporary Composition

Elective I

Digital Signal Processing - Synthesis & Effects

Sound Studies

Practice Project II

### Semester 3

Contemporary Electronic Composition

Lab III - Media Composition

Studio II – Editing and Mixing

Coding & I.T. Systems for Music

Media Law - Music & Sound

Practice Project III

### Semester 4

Digital Scoring

Studio III – Mixing & Mastering

Elective II

Sound Branding

Language / Physiology

Aggregate Lab Project

### Semester 5

Internship / Semester Abroad

### Semester 6

Lab IV - Sound and Space

Instruments, Interfaces & Installations

Elective III

Aggregate Project I - Interdisciplinary

Creative Strategies & Project Management

Practice Project V

### Semester 7

Film Music / Game Audio

Elective IV

Aggregate Project II - Individual

Skill Development

Bachelor Thesis

## Your Future Career

Work as a sound designer, music producer, audio engineer, film musician, composer, software developer or product manager in the creative industries. Join media and design agencies, the audio software or phono industry, labels, studios, advertising and production companies, TV and radio stations, radio play publishers or game producers.

## Your Success Is Our Mission

- State-accredited programmes recognised worldwide
- Practical approach through internships, case studies, field trips
- Individual support from industry professionals
- Personal guidance by our Career Service
- "Customise your studies" exclusive offer
- 114 partner universities for exchange semesters abroad
- Students from 100+ countries provide international flair
- Institute for Professional Development in the Creative Industries

## Financing Your Studies

- EU students have access to 100% financing via "Study Now, Pay Later", solidarity-based initiatives designed to allow equal opportunities for all. Reimbursement starts after graduation and reaching a minimum income threshold.
- Non-EU students can take advantage of student loans/scholarships in their home country.
- Remarkable students may be considered for our Scholarship Programme and win up to 50 % on their year 1 tuition fees.

**"I get all the tools and skills I need to realize experimental and artistic as well as conceptual ideas and concepts to turn imagination into reality."**

# Key Facts and Figures

## Start

April and October

## Duration

3.5 years

## Mode

Full time

## Credits

210 ECTS

## Degree

Bachelor of Arts

## Language

English and German

## Tuition Fees

EU: €790 per month

Non-EU: €4,740 per semester

## CORE Principle

Find all information on our

CORE Principle here:

[www.srh-berlin.de/en/core](http://www.srh-berlin.de/en/core)



**Jonathan Rosenberg**

Student

# Break Into the Creative Industries With Our Bachelor's Programme

## Berlin School of Popular Arts

As a global cultural hub, Berlin is home to renowned art institutions, concert halls and theatres while entertaining a lively underground arts and music scene. Founded as the Hochschule der Populären Künste in 2010 by Robert Lingnau, Lars Roth, Mathias Welker and Ulrich Wunsch, the Berlin School of Popular Arts in Schöneberg – once the temporary home of David Bowie and Iggy Pop – fosters a supportive cosmopolitan community of art enthusiasts. All Bachelor's and Master's programmes are taught by art, music, film and media professionals with state-of-the-art equipment.

## Entry Requirements

- General higher education entrance qualification (Abitur) or university of applied sciences entrance qualification (Fachhochschulreife)
- Proof of English proficiency: IELTS 6.5.  
We accept: Academic IELTS, IELTS Indicator | TOEFL iBT | PTE | CAE/CPE | Duolingo
- Portfolio of three one-minute MP3s as independent artistic works
- CV
- Copy of your passport/ID

**Any questions?**  
**We're happy to help out.**  
**Email us or give us a call.**  
**+49 30 515 650 200**  
**studyinberlin@srh.de**  
**www.srh-berlin.de/en**

Find out more!

