

Creative Music Production & Sound Engineering

Overview

Our brand new Creative Music Production & Sound Engineering programme is a focused, collaborative, and practice based course that gives you an opportunity to hone your craft as a sound engineer, a music producer and a master of music technology. You will compose, record, produce, mix and master your way through the latest technology, while honing your skills as an audio professional.

You'll be creating a wealth of audio material for your public-facing portfolios whilst broadening your perspective on the creative techniques and practices necessary to pursue a rewarding career in audio production. Most importantly you'll be learning to think critically about your own work and the work of others through constant feedback and reflection.

Projects

We are passionate believers in learning by doing. You need to maximise the time you spend making and producing music. On your own, with your fellow students, in extensive workshops with your tutors and out there in Berlin!

Our courses are project-based. Everything you learn will culminate around exciting real world projects. We put a heavy emphasis on cross-disciplinary productions that require you to collaborate with students from both the Music and Film schools.

Your project work will be supported by a series of studio and classroom workshops led by industry professional tutors along with developmental workshops which are facilitated by advisors.

Modules

Every module of study is completed by undertaking a project in the development workshop series, these are demarcated by the codes "SYNC1" etc.. The following is a glance at the current workshop series for the Creative Music Production & Sound Engineering programme starting in Fall 2019. We are constantly developing and improving our courses, so expect changes to the details, particularly in years Two and Three.

Year 1 - HE Certificate

Semester One		Semester Two	
Development SYNC1: Create (10 ECTS) SYNC2: Craft (10 ECTS) SYNC3: Explore (10 ECTS)		Development SYNC4: Shape (20 ECTS) SYNC5: Locate (10 ECTS)	
Studio Recording Principles		Studio Recording Practice	Mixing Principles
Audio Production		Acoustics	
Sequencing, Synthesis and Sampling		Sound Design I	
Composition and Arrangement I	Music and Culture I	Music Industry	Building an Artist / Producer Profile

Semester One: Workshop Overview (Sept-Jan)

Studio Recording Principle

Facilitate your understanding of core recording concepts and studio skills. Be guided through the operation of equipment in order to perform recordings, explore techniques and consider musical aesthetics. Interact, experiment and discover the studio with the ultimate aim of creating professional recordings.

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Audio Production

Explore and experiment with the key audio production tools and processes within a DAW (Pro Tools) whilst making your own music.

Sequencing, Synthesis and Sampling

Explore the expansive concepts of sequencing, synthesis and sampling using Ableton Live together with a diverse set of hardware. Transform audio, create unique timbres and discover creative strategies that will help you start, develop and complete your projects.

Composition and Arrangement I

Delve into the world of music theory, analysis and active listening in order to develop a practical “toolbox” for understanding and using harmony, rhythm, and structural tools. Discover the intricate components of music and learn what is happening within classic productions as well as acquiring new skills for your own work.

Music & Culture

A different kind of doing! Reflect on and develop your awareness of music in relation to culture and society. Discover the impact and significance of cultural trends, political & historical events and contemporary perspectives on musical creativity and output. Find inspiration and creative validation from daring perspectives of the past and potential opportunities of the future.

Semester Two: Workshop Overview (Jan-May)

Studio Recording Practice

Advance your understanding of foundational recording concepts and studio skills. Explore technical and creative techniques in the process of recording guitar, bass, drums, piano and vocals. Organise and run live recording sessions with Berlin based bands and musicians.

Mixing Principles

Learn to use contemporary tonal, dynamic, and panoramic mixing techniques in your workflow whilst also considering the context of musical genre and the expectations of the client.

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Sound Design I

Approach the concept of sound design from the perspective of a music producer by considering the range of options available and developing your own production toolkit. From enhancement of vocals to the sonic destruction of drum recordings, examine a broad scope of options that allow you to make and implement decisions affecting the creative aesthetic of a musical piece.

Acoustics

Combine theoretical concepts with practical work through listening, making, measuring, & recording. Uncover links between music production decisions and our hearing system, explore reverberation, create instruments, experiment with mixing techniques and spatialisation, and discover and change the sound variables that alter our perception of music production spaces.

Music Industry

From live performance to digital distribution, the roles and concepts in the music industry can sometimes feel mysterious. Investigate what it means to self-release, enquire into music publishing, dissect common contracts and comprehend the issues surrounding intellectual property.

Building an Artist/Producer Profile

Recognising and developing how you speak to the world is an integral part of the creative music industry. Develop and refine your own artistic identity in a way which enhances your musical values, your visual aesthetic and your public persona. Transform your ability to connect with a wider audience.

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Year 2 - HE Diploma

Semester One	Semester Two
Development CMPD1: Produce (20 ECTS) BIND1: Define (10 ECTS)	Development DMPD2: Land (20 ECTS) BIND2: Venture (10 ECTS)
Mixing Practice	Critical Listening and Mastering
Studio Production Practice	Audio Production for Media
Composition and Arrangement II	
Music and Culture II	Entrepreneurship and Enterprise

Workshop overviews will be available soon.

Year 3 - Bachelors Degree

Semester One	Semester Two
PUSH1: Frame (10 ECTS) Research and Development	PUSH3: Launch (10 ECTS) Project Launch
PUSH2: Invent (20 ECTS) - Advanced Production	
Option I - PUSH4: Process (20 ECTS)	
Option II - PUSH5: Dissertation (20 ECTS)	

Workshop overviews will be available soon.