



SRH Universities

Audio Design

Study details

Course type: Bachelor's degree

Degree: Bachelor of Arts (B.A.)

Study mode: Full time

Duration: 42 Month

Cost of study

Cost : 9 480 EUR

Reg. fee : 1 000 EUR

Scholarship :

Insurance : N/A EUR

Intake/s

Oct

Requirements

English language requirements

- TOEFL 87 ibt (direct entry)
- TOEFL 79 - 86 ibt (with additional agreement)
- TOEIC 785 (Listening/Reading 785, Speaking 160, Writing 150)
- IELTS/IELTS ONLINE (academic) 6.5 on average - please see Language Centre guidelines if results differ
- CAE (grade A, B, or C)
- CPE (grade A, B or C)
- Pearson English Test Academic (PTE-A) 59 points
- Linguaskill: 176 - 184 (CES) - all four skills required
- Duolingo 110 points

General Requirements

- ? General higher education entrance qualification (Abitur) or university of applied sciences entrance qualification (Fachhochschulreife)
- ? Proof of English language proficiency
- ? Curriculum Vitae with a current passport photo
- ? Copy of your identity card or passport

Accommodation

Dormitory - 1 000 EUR per month

Additional information

Designed sound surrounds us in almost all areas of our lives. In our B.A. Audio Design programme you will explore the physical properties of sound and learn how to technically design and manipulate it. You will produce soundtracks for various media such as film, animation and computer games, you will investigate the powerful effects of sound in different environments and become familiar with the entire acoustic communication chain - from the sound source to the recipient.

Audio designers compose music of various genres, create digital sound designs and acoustic special effects, realise speech productions and manage sound recordings with bands and ensembles. They write songs, orchestrate their own arrangements and develop digital musical instruments and apps. Audio designers work either freelance or are employed in a variety of industries.

The B.A. Audio Design offers excellent career opportunities in industries such as:

- Phono industry, labels, studios
- Advertising, media and design agencies
- Audio software companies
- Production companies, TV and radio stations, radio play publishers
- Game producers

They work, for example, as:

- Sound designers
- Music producers
- Audio engineers
- Film musicians
- Composers
- Software developers
- Product managers