

The logo for SRH (School of Popular Arts) is displayed in a white, lowercase, sans-serif font. The letters 's', 'r', and 'h' are connected, with the 's' and 'r' sharing a common vertical stem. The background of the entire page is a close-up, high-angle shot of a professional audio mixing console, featuring a dense array of black knobs and sliders, some with red and white markings. The lighting is dramatic, with a strong blue hue and some red highlights, creating a sense of depth and technical precision. In the foreground, a pair of black over-ear headphones with grey mesh earpads is positioned, partially overlapping the mixing console. A large, semi-transparent orange circle is overlaid on the bottom right corner of the image, containing faint, light-colored icons of various audio equipment like speakers, headphones, and microphones.

srh

SRH Berlin University of Applied Sciences
Berlin School of Popular Arts

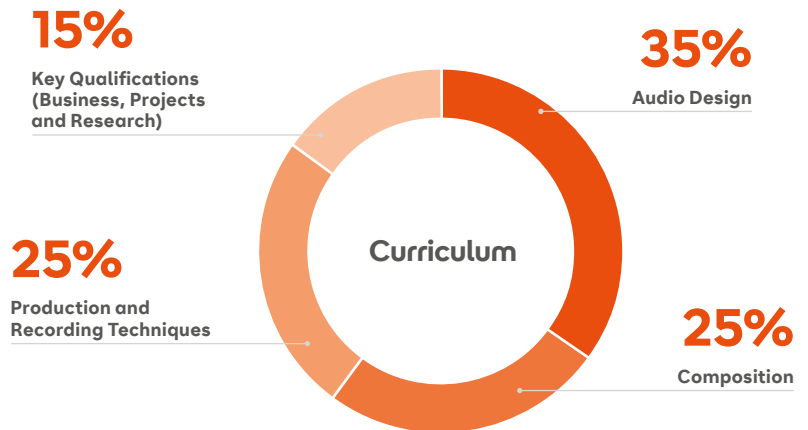
Audio Design | B.A.

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



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/FCE | 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

Apply Online Now

Create an account for a smooth online application – it's fast & free.

