



Danube University Krems is specialized in academic continuing education and offers exclusive master's programs and courses in the fields of • Medicine, Health and Social Services • Economics and Business Management • Law, Administration and International Affairs • Education, Media and Communication as well as • Arts, Culture and Building. With more than 9,000 students and 20,000 alumni from 93 countries, Danube University Krems is one of the leading providers of structured courses throughout Europe. The university combines more than 20 years of experience in postgraduate education with innovation in research and teaching and bears the AQ Austria seal of quality. Krems is located in the unique natural and cultural landscape of the Wachau Region, eighty kilometers outside of Vienna.

Danube University Krems. The University for Continuing Education.

AE

Music Production for Applied Media

Academic Expert

www.donau-uni.ac.at/music-for-media

Information and Registration

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 Music*Media*Business

This study program is aimed at composers, producers, sound and media artists, musicians and musicologists looking for careers in music supporting film, games, TV, and new linear or interactive media. The curriculum combines practical training, with theoretical knowledge and aesthetics, focusing on advanced music production and composition for Film, TV, Games, Interactive Media Platforms, as well as Sound Branding and Multi-Media Marketing.

Music Production for Applied Media, AE

Cutting-edge / flexible / international

The program follows a modular platform affording students and working professionals seeking further education, easy access to scheduling and geographical flexibility. Moreover, as technology and trends develop at a great speed, the modular system allows the program to continuously remain up to date and ahead of the curve. An interactive teaching atmosphere, international top academic experts and practitioners lecturing in English, and networking opportunities stimulate and support students' specific needs.

Duration

3 semesters, 60 ECTS credits, low-residency on-campus, e-learning

Degree

Academic Expert

« My studies here were very valuable for me. I came to improve my orchestration skills and in this time I also met a lot of professionals from all over the world. I can recommend this to anyone who wants to work as a professional in the media music industry. »

Wolfgang Setik – graduate

audio-engineer and video composer, credits include music for the Red Bull company and TV series "Soko Kitzbühel"

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Selected topics from the program:

- > **MUSIC PRODUCTION FOR APPLIED MEDIA**
Principles of Acoustics, Sound, Audio Systems, Digital Audio, DSP, Synthesis, Sound Production, Film Production, Music Production, Interactive Media and Game Design
- > **COMPOSITION**
Composition and Scoring for Film, TV, Games and Interactive Media, Sonic Branding
- > **ORCHESTRATION**
Orchestral Writing: Instrumentation, Large Scale Writing
- > **MUSIC ANALYSIS**
Sound Aesthetics, Listening and Analysing Musical Structures, Story Telling, Sound Design and Music Aesthetics

Our international faculty includes:

Dan Forden, producer for Warner Interactive Games, composer: „Mortal Kombat“ series and „Injustice“

John Groves, music producer, international sound branding expert: Groves Media

Andy Hill, Grammy Award winner, former Disney music supervisor and producer: "The Lion King", "Beauty and the Beast"

Miguel Kertsman, international orchestral composer, Award winning producer, educator, and music executive

Darcy Proper, Oscar and Grammy Award winning mastering engineer, credits include Bob Dylan, Miles Davis, Eric Clapton, Johnny Cash, Ray Charles, Toto...

subject to change

« This has been a great experience for me. I've done seminars before but they're usually short. To actually get to dig in with these students, in a small group, lots of one-and-one, lots of questions... I love that because I'm learning a whole lot from them, too. »

Mike Salvatori – lecturer

composer for the mega hit games "Halo" and "Destiny"