

Creative Sound Production

If your musical ambition extends beyond the pop charts, and would like to develop your skills to produce for radio, film or computer games, then this course could be for you. With the explosion in digital media distribution there is an increasing demand for expertise in the sonic arts, and graduates who are equipped not only with the technical savvy, but also the creative vision to use sound and music as a creative tool will be well-equipped to service that demand.

This course focuses strongly on the applications of sound and music to games and electronic entertainment, interactive music and audio, web and traditional broadcast media, film, TV, and animation sectors.

The course is intended to create audio specialists who are able to use sound creatively in a variety of media contexts with advanced problem-solving skills and critical awareness underpinned by accomplished technical abilities. Creative thinking, audio technology, animation, cinematography and narrative structure are recurrent topics throughout the course. As well as acquiring essential production skills, you will develop your presentation and interpersonal skills, which are greatly appreciated by employers and a vital component of working with clients and producing to a brief.

What You Study

Stage 3

Producing drama for radio; music for film and animation; production for computer games; personal project; media law and ethics; digital media practice; creative sound synthesis.

Stage 4

Pre-production; concept development; professional practice; research methods and dissertation; honours project.

Course

BA (Hons) Creative Sound Production

UCAS Code

JG94 BA/APDM

Duration

Two years FT



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Career Opportunities

Job opportunities exist for Creative Sound Production graduates in the following sectors: games and electronic entertainment, communications technologies, interactive music and audio, live sound, recording studios, television, radio, web design and internet services. Typical job titles include sound designer, sound editor, Foley artist, music supervisor, sound engineer, producer, community music worker.

Course Accessibility

Students participating in this course may be involved in the following activities: using visual displays, team working, attending lectures and tutorials, and undertaking practical work in IT and network laboratories. All modules use project-based, creative, problem solving exercises that require detailed research, idea generation and concept development resulting in the creation of a digital sound piece. For advice on course accessibility, please contact John Petrie (Student Advisor) at j.petrie@abertay.ac.uk or telephone (01382) 308051.

Further Information

Details of the entrance requirements can be found on our website. If you would like more information on this course, please contact the Student Recruitment Office (details at the bottom of the page).

The information in this leaflet is correct at the time of going to print. As the University has a policy of regularly reviewing its courses, the course or content may be subject to change without prior notice.
12/07

Contact

For further information contact:
Julie McEwan, Student Recruitment Office
University of Abertay Dundee, Bell Street,
Dundee DD1 1HG

t: 01382 308080 f: 01382 308081
w: www.abertay.ac.uk/questions

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