

Curriculum

Master Class 3D Audio & Sound Design

1st year of studies

1 st semester	ECTS
Basic Module Conception	5
Data Analytics & Information Architecture	3
Innovation & Creative Problem Solving	2
Masterclass Conception	10
Masterclass Introduction 3D Audio & Sound Design	5
Masterclass 3D Audio & Sound Design	5
Professional Field - Basics	5
Digital Business Transformation & Career Management	3
Leadership & Team Development	2
Audio Production & Sonic Environments	5
Film Sound Design & TV Audio	3
Audio System Design	2
Information Technology	5
Electronics & Signal Processing	3
Digital Real-Time Communication Systems	2

2 nd semester	ECTS
Basic Module Prototyping	5
Summer School	5
Masterclass Prototyping	10
Masterclass 3D Audio & Sound Design	10
Prototyping & Implementation	5
Prototyping & Implementation AD	5
Career Development in the Professional Field	10
Empirical Research Methods	2
Career Development in the Professional Field	3
Business Management Fundamentals*	2
Digital Technologies Fundamentals**	2
Game & Film Sound Design	3

* for students with a technical background

** for students with a business background

2nd year of studies

3 rd semester	ECTS
Basic Module Exploitation I	5
Businessplanning & Entrepreneurship I	3
Law & IP Protection	2
Masterclass Exploitation	10
Masterclass 3D Audio & Sound Design	10
Coaching & Consulting	5
Coaching & Consulting AD	5
Professional Field - Reflection	10
Expose Workshop	4
Presentation & Exploitation	3
Lecture Series Professional Field	3

4 th Semester	ECTS
Basic Module Exploitation II	5
Businessplanning & Entrepreneurship II	5
Masterclass - Dissemination	5
Masterclass 3D Audio & Sound Design	5
Masterthesis	20
Masterthesis	18
Master Exam	2

Details and
information about
the masterclass

