

Study with us

About your course

Courses covered

Code	Title
CTMSFG	MSc Music and Sound for Film and Games

You can find full details of your course in the *Programme Specification*.

Important points

This award is specifically conceived to respond to the current demand for creative professionals who are able to provide both sound design and music content for the film and videogame industry. The course considers film and games as interrelated fields, sharing general principles beyond their distinct aesthetics and functions. By giving equal attention to both fields, the course aims at providing a fuller understanding of how sound and music perform their signifying function in a given audio-visual context.

Teaching sessions are scheduled over 2 days a week, normally Tuesday and Wednesday.

Academic Year

Academic Year 2018 - 2019

The University's academic year for this Postgraduate course is made up of 3 Semesters:

- Semester A runs from Monday 17 September 2018 to Friday 11 January 2019
- Semester B runs from Monday 14 January 2019 to Friday 17 May 2019
- Semester C runs from Monday 20 May 2019 to Friday 13 September 2019

The above schedule includes three "Independent Study Weeks": 5th – 9th November 2018, 14th – 18th January 2019, and 11th – 15th March 2019.

Additional expenses

Description	Year	Mandatory/ Optional	Estimated cost
Portable Hard Drive 2TB or more	1	Required	from £80
Stereo Headphones (not earphones)	1	Required	From £30