

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 2021 - 2022

The University's academic year for Postgraduate programmes is made up of 3 Semesters. Each of these is made up of teaching weeks, with assessment placed at regular intervals across the academic year.

- Semester A runs from Monday 27 September 2021 to Friday 21 January 2022
- Semester B runs from Monday 24 January 2022 to Friday 13 May 2022
- Semester C runs from Monday 16 May 2022 to Friday 09 September 2022

For further details, please visit: <https://www.herts.ac.uk/study/term-and-semester-dates>

Additional expenses

| Description | Year | Mandatory/ Optional | Estimated cost |
|-----------------------------------|------|------------------------|----------------|
| Portable Hard Drive 2TB or larger | 1 | Required | from £80 |
| Stereo Headphones (not earphones) | 1 | Required | from £30 |
| Computer | 1 | Required | from £500 |