

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 2023 – 2024

The University's academic year is made up of 3 Semesters (A, B and C). Semester A and B are made up of teaching weeks followed by exams, where applicable (the re-sit period falls within Semester C). Semester C is normally used for final dissertations and projects.

- *Semester A runs from Monday 25 September 2023 to Friday 19 January 2024*
- *Semester B runs from Monday 22 January 2024 to Friday 10 May 2024*
- *Semester C runs from Monday 13 May 2024 to Friday 6 September 2024*

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