Danish Institute of Electronic Music
Royal Academy of Music, Aarhus
www.musik-kons.dk

Bachelor Degree Program
Electronic Music Composition and Production

This 3-year program is designed for students who wish to compose and produce electronic music on a professional level. Emphasis is placed on helping creative artists develop their compositional and technical skills. The program is broadly based, bridging the gap between classical and jazz/rock departments of the Academy.

Entrance Requirements
Educational background
There are no formal requirements regarding prior education. B-level (high school) exams in English (for non-native speakers) and math are recommended.

Application review process
Electronic music composed and produced by the applicant must be submitted with the application. Information on place and date of production and equipment utilized should be included, as well as information about any co-artists and their involvement in producing the submitted works if relevant. Qualified applicants may be invited for an interview as part of the selection process.

Application deadline: December 1
School year starts in August
Application forms are available here:
http://www.musik-kons.dk/english/diem/edu.php

Tuition
There is no tuition charge for Danish or other EEC students. For other foreign students,□□ please contact the academy.
For further information see:
www.diem.dk
www.musik-kons.dk
or contact the secretary for electronic music studies
Henriette Stampe-Degn: hsd@musik-kons.dk

Courses

Electronic Music Composition
Goal
The goal is to develop the student's abilities and competence in the area of electronic music composition and production

Content
Individual instruction regarding the student's compositions.

Seminar
Goal
To strengthen the student's skills in presenting and discussing artistic intentions and opinions.
Content
Students, teachers and invited guests present and discuss ideas and projects. The seminar can also include lectures and discussions regarding theoretical and technical topics. Students are actively involved in planning the content of seminars.

Electronic Music Theory
Goal
The goal is to give the student a general understanding of sound and acoustics as well as techniques used in analogue and digital signal processing, thus developing the student's theoretical understanding of tools used in electronic music.
Teaching form: small groups and individual teaching.
Content
Acoustics (1st year)
Sound waves, instrumental acoustics, room acoustics, psychoacoustics, perception and cognition.
Signal Processing (2nd and 3rd years)
Basic electronics, analogue signal processing: waveform theory, modulation, filters; digital signal processing: sampling theory, delays, filters, reverb, wavetables, modulation (AM, FM, waveshaping), FFT, additive synthesis, granular synthesis, formant synthesis, cross synthesis, physical modeling. The course covers both theoretical and practical aspects.

Bachelor Project
Goal
The goal is to allow the student to independently formulate and plan a coherent project and to prepare the project in all its phases from idea to completion.
Content
The bachelor project should be closely related to the major subject, but may involve an interdisciplinary angle. The project theme is chosen and developed by the student. The project must include an artistic aspect, an educational aspect, and a written reflective aspect.

History and aesthetics
Goal
The goal is to give the student insight into the history of electronic music, including aesthetic developments and social implications.

Content
Analysis (1st year)
Form and structure in electronic music, theoretical tools for auditive analysis, graphic notation and applied analysis.
History (2nd and 3rd year)
The history of electronic music from 1900 to the present day, The first year focuses on the period before 1970, the second year on the period after 1970.

Sound engineering (minor subject)
Goal
The goal is to provide the student with a broad theoretical knowledge of and practical experience with studio production and sound reinforcement.
Content
Sound Engineering (1st and 2nd years)
Studio design, routing, mixing, microphone techniques, outboard effects, digital mixing, audio formats, hardware and software survey. The course includes theoretical studies and practical applications including various types of supervised productions (studio recording, concert recording, concert production).

Workshop
Goal
The goal of the workshop is to develop the student's skills in subjects requiring intensive study forms.
Content
During each semester a workshop with a particular theme is held for all electronic music students. Example topics include film music, sound diffusion, interactive music, dance and multimedia.

Introduction to Programming
Goal
The goal is to give the student a fundamental understanding of developing interactive music applications.
Content
An introduction to MAX/MSP.

Theory of Education
Teaching and Presentation (2nd and 3rd years)
Goal
The goal is to develop the student's ability to teach and present electronic music to various age groups and at various study levels.
Content
The student plans and teaches a course in electronic music composition and production based on relevant educational theory and practice. The teaching progression is carried out under supervision in a classroom situation. In addition the student works with the presentation of electronic music.
The courses consist of both theory and work experience.

Elective courses
The student chooses from elective courses available at the Royal Academy of Music. Certain courses have entrance requirements.

Distribution of courses and ECTS points:

Subject	*sem. 1 ECTS*	*sem. 2 ECTS*	*sem. 3 ECTS*	*sem. 4 ECTS*	*sem. 5 ECTS*	*sem. 6 ECTS*
Electronic Music Composition	*11*	*11*	*8*	*9*	*5*	*7*
Teaching and Presentation			*2*	*3*	*5*	
Seminar	*1*	*1*	*1*	*1*	*1*	*1*
Electronic Music Theory	*4*	*4*	*4*	*4*	*6*	*2*
Workshop	*2*	*2*	*2*	*2*	*2*	*2*
Elective courses			*5*		*5*	
Bachelor Project						*15*
Practical Observation						
Teaching Electronic Music				*5*	*5*	
Educational Theory			*2*			
Audio Engineering	*4*	*4*	*3*	*3*		
History of Electronic Music	*4*	*4*	*3*	*3*	*1*	*3*
Introduction to Programming	*2*					
Culture and Communication	*2*	*2*				
Physical Education		*2*				
Total	30	30	30	30	30	30