

SOUND AND MUSIC COMPUTING

MASTER'S PROGRAMME



As an engineer in Sound and Music Computing, you will become an important player in the new information society. Through a combination of practice and theory in subjects such as data modelling, signal processing, pattern recognition, sound technology and –perception, cognition and interactive systems, you will obtain a solid background in a fast growing field.

Annually, Denmark exports sound and music products for over €2 billion such as hearing aids, multimedia productions, music equipment, communication technology, hi-fi equipment, games development and measuring equipment, etc. You will be trained to solve problems demanding deep technological insight as well as knowledge on the creative aspects and users. This combination makes the programme in Sound and Music Computing unique in Denmark, and competences in both the technical and creative area are much sought after.

THE PROGRAMME

You will be taught sound processing, music perception- and cognition as well as statistical analysis and pattern recognition. On the 2nd semester, you must choose between two subjects; research in sound interaction or downloading music information. You will be given courses in real-time interaction and – performance as well as analysis of sound- and music signals.

You may also choose to follow courses on other programmes which may contribute to your profile, e.g. Medialogy, Acoustics and Audio Technology, etc.)

PROBLEM BASED LEARNING

The study method at Aalborg University is called problem based project work, or “The Aalborg Model for Problem Based Learning (PBL)”, and is highly recognised both nationally and internationally. UNESCO has placed its only Professorial Chair in PBL at AAU. Among others, it means that each semester, you will work closely together with a group of fellow students on a large written assignment. See more at www.en.aau.dk/education/problem-based-learning

THE PROGRAMME IN BRIEF

ADMISSION REQUIREMENTS

The following bachelor's degrees (among others) qualify for the master's in Sound and Music Computing:

- Medialogy
- Electronics and IT
- Internet Technologies and Computer Systems

RESTRICTED ADMISSION

Aalborg: all applicants who meet the admission requirements are admitted.
Copenhagen: 40 places.

LEARN ABOUT

Sonic interaction
Multimedia programming
Sound and music signal processing
Perception

PLACE OF STUDY

Aalborg and Copenhagen

IF YOU HAVE AN INTEREST IN

Art, music & design
It, electronics & programming

JOB OPTIONS WITH E.G.

Bang & Olufsen
TC Electronic
IO Interactive
Dicentia
etc.

FOR MORE INFORMATION

Website:

[WWW.EN.AAU.DK/EDUCATION/
MASTER/SOUND-AND-MU-
SIC-COMPUTING](http://WWW.EN.AAU.DK/EDUCATION/MASTER/SOUND-AND-MUSIC-COMPUTING)

The programme's student counsellor:

Aalborg: mta-studievejl@create.aau.dk
CPH: mediatek-studvejl@create.aau.dk

AAU's Central Student Guidance Service:

STUDIEVEJLEDNING@AAU.DK
+45 9940 9440

How to apply for admission:

[WWW.EN.AAU.DK/EDUCATION/
APPLY/MASTER/HOW-TO-APPLY](http://WWW.EN.AAU.DK/EDUCATION/APPLY/MASTER/HOW-TO-APPLY)

