



2
YEARS

FULL
TIME

AMPLIFY YOUR FUTURE

BA/BSC (HONS)

AUDIO PRODUCTION

STUDYAUDIO

MUSIC PRODUCER
SOUND DESIGNER
STUDIO ENGINEER
POST PRODUCTION
FRONT OF HOUSE ENGINEER
PRO TOOLS OPERATOR
RECORDING ENGINEER
MONITOR ENGINEER
THEATRE SOUND
SUPERVISING SOUND EDITOR
RADIO ENGINEER
LOCATION RECORDIST
SOUND MIXER
FOLEY RECORDER
BOOM OPERATOR
AUDIO BRANDING

SCIE
INSTITUTE

ABOUT US

The educational paths at SAE Institute are aimed for professional and technical capabilities in the media and the creative industries. All of our courses comprehend an above average learning experience of practical exercises and hands-on experience. We offer bachelors' degree courses, as well as a number of certification courses in creative media.

The SAE Institute's educational concept has been standing solidly ever since it was first established back in 1976. With 40 years of experience, the SAE Institute has been setting international educational standards in the media sector with a learning-by-doing method of education. Today there are **54 campuses in 27 countries and since 2010 our campus in Belgrade is a part of this network.** Our unique study concept has been enabling our students around the world to complete their esteemed SAE Diploma or Bachelor degree* within only 12 months to two years, depending on their choices from the course structures.

The SAE education system claims that theory studies must be combined with practical experience. Therefore all SAE courses are constructed with not only theory lessons but also actual **practical exercises**, which can be completed by the students in flexible and convenient time slots.

The many different SAE Institute campuses around the world offer our students a productive and supportive environment, which leads to high results. We invite you to educate yourself in our state-of-the-art studios, endowed with the most high-end equipment, in order to reach your goal of becoming a creative media industry professional.



ABOUT THE PROGRAMME

The SAE Institute bachelor courses consist of a solid combination of practical experience and theoretical knowledge. The SAE courses are optimally structured for fast-track studies resulting in high-quality performances.

Bachelors degrees: 24 months, 180 ECTS

Diploma courses: 12 months

Certification courses: 2 to 10 months

The SAE's course structure is build with close attention to the lat-est media industry requirements. Technical and academic skills are taught in units and separate models in order to cover a wide range of industry related topics and prepare you for your future job placement. The unique study concept is composed of 2/3 of practical exercis-es, which are introduced by guided seminars, workshops, self-studies and a range of assignments. The practical and theoretical tests are constructed to educate our students with industry relevant subjects.

The SAE Diploma is meant to cover all technical qualifications needed in the media industry, while the Bachelor level of education links all technical knowledge with economical factors; the two combined result in a Bachelor's degree. In the Fast-Track degree program (the so called „Bachelor Program“) the Diploma and Bachelor modules are delivered in combination, in order to provide an optimal sequence of studies to our students in a short amount of time. After successfully completing a bachelor's degree, the students can apply to any master programme in Europe or worldwide

OUR DEPARTMENTS

AUDIO PRODUCTION



DIGITAL FILM PRODUCTION



GAMES



ANIMATION, VFX AND GAME ART



WEBDESIGN & DEVELOPMENT



MUSIC BUSINESS



DIPLOMA

The Diploma Program is to be seen as a pre-professional qualification, which prepares the students to deal with industry related challenges and it is the minimum requirement in order to start working in the media sector. The standard course duration of the SAE Diploma is 12 months. Combining theoretical lessons with practical experience, the students will have to attend classes and implement their knowledge learned by booking the SAE studios and workstations independently under the supervision of experienced media professionals. With over 75% of practical time the students will be expected to manage deadlines, produce a range of different tasks, show initiative, research and write assignments and invest an average amount of hours on campus and outside. This concept makes the SAE Diploma a technical professional training with a strong industrial relevance.

REQUIREMENTS

QUALIFICATION

Intermediate educational qualification

LANGUAGE QUALIFICATION

English language proficiency certificate (TOEFL 80 or equivalent)

SPECIFIC REQUIREMENTS

Audio entrance exam passed

VISA REQUIREMENTS

RS citizenship or valid visa for staying in Serbia

AGE AT ENTRY

The age of 18 must be reached latest by the end of the program

REQUIREMENTS

QUALIFICATION Secondary school completed

LANGUAGE QUALIFICATION

English language proficiency certificate (TOEFL 80 or equivalent)

SPECIFIC REQUIREMENTS

Audio entrance exam passed

VISA REQUIREMENTS:

RS citizenship or valid visa for staying in Serbia

AGE AT ENTRY

The age of 18 must be reached latest by the end of the programme

BACHELOR

The Bachelor's Degree program prepares the students for both, technical and economical challenges that one might face when working as a media professional. The Fast-Track allows to obtain a Bachelor's Degree within only two years, due to the fact that there are **three semesters during the year instead of two**. The Bachelor's Degree program also covers the SAE Diploma and leads to the internationally accepted Bachelor's Degree. The title 'Bachelor of Arts / Science (Honours)' (BA / BSc) will be awarded by the Hertfordshire University in UK, which validates the programmes. Contentwise, the students will study the economical and technical aspects of the media industry.

CERTIFICATE COURSES

SAE Institute offers a number of certificate courses in the field of creative industry: Electronic Music Production, Pro Tools, Music Business, Photography, Digital Video Production, Graphic Design, Video Editing, UX/UI Design, Unity Game Development, 3D Maya, After Effects, Augmented Reality, Web Development, Sound for Games and many others.

If you are thinking about exploring this would be the starting point for you. Also if you want to change your vocation or improve your career, you can find your own learning path through a set of courses.

REQUIREMENTS

QUALIFICATION

No specific requirements

LANGUAGE QUALIFICATION

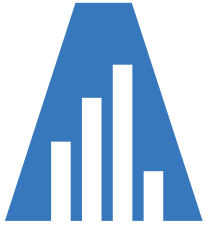
Serbian language - at least intermediate level required

VISA REQUIREMENTS:

International students do not need visa for up to 3 months

AGE AT ENTRY

Minimum 15 years



Whether you want to work in music production, post production for film or TV, live sound, radio broadcasting, sound design, game sound or in one of the many different areas of the audio industry, the Audio Production degree gives you the knowledge and practical skills needed for a successful career.

SAE's hands-on ethos ensures you are given access to our world-class studio facilities, supported by one-to-one supervision. This enables you to bring theory and practice together with your creativity in a variety of settings to advance your skills to a professional level, developing a competitive edge as you complete your studies. Constant advances in commercial technology drive this area forward, creating a need for skilled producers who can understand these technical needs and be able to apply them for commercial gain.

ENTRY REQUIREMENTS

- a. The age of 18 must be reached latest by the end of Y1
- b. Applicants have achieved an intermediate education level (secondary school)
- c. English language skills: minimum TOEFL score of 80, or, minimum IELTS score 6,5 (or equivalent)
- d. Entrance exam passed (an interview and the hearing test)

* Our courses require that our students are in possession of a laptop (Mac/PC) in order to make notes in class, complete homework and/or do research. For questions regarding specifications please consult the Study Advisors.

BA/BSC (HONS) AUDIO PRODUCTION





MODULES

TERM 1

PRINCIPLES OF SOUND AND AUDIO PRACTICE

You will be introduced to the concept of sound as a physical phenomenon and shown how to predict its behaviour by exploring maths and physics concepts, which will support your learning throughout the rest of the course. You will then focus on the fundamental principles of audio production, including the theory and practical application of EQs, dynamics processors and effects. This critical foundation will enable you to grasp the concepts of signal routing, microphones and loudspeakers, providing you with the basic skills to operate in a professional audio environment.

ACADEMIC AND PROFESSIONAL PRACTICE

In this module we introduce you to proven concepts and routines of academic research, critique and writing, and nurture these skills to ensure that you apply good study practice and management throughout your studies. We aim to familiarise you with the theories of culture and communication and develop a basic understanding of the creative media industries and your potential role as a professional creative media practitioner. Together, all of these skills will help you develop transferable career skills to aid your job search upon graduation.

TERM 2

SIGNAL FLOW AND PROCESSING

This module is designed to help you build the theoretical knowledge necessary to operate in a modern studio environment. You will develop the hands-on skills to operate professional audio equipment, enabling you to complete your first productions on both analogue and digital setups. Furthermore, you will advance your knowledge of music production techniques to a more sophisticated level.

AUDIO PRODUCTION

This module takes your knowledge to the next level as we prepare you for studio work in the industry. You will develop professional practice in the planning and execution of a recording and mixing project, quickly becoming familiar with working in front of a recording console and using outboard gear and software plugins.

TERM 3

MULTIMEDIA SOUND

The aim of this module is to provide you with a wide range of professional tools and techniques utilised in the production of audio for multimedia applications. It focuses primarily on audio preparation for different media, including visuals and interactive environments. This module aims to enable you to explore your own interests and develop an individual design aesthetic within audio, whilst also providing an overview of possible career paths within the field.

ELECTIVE MODULE

You are given the opportunity to choose an elective from a bank of modules. Each campus can advise which of the electives may be available to you and provide further advice to assist you in selecting an option that is reflective of your specialisation interest. The detail of each module can be found on our website.

- Creative Production
- Live Sound

TERM 4

ADVANCED AUDIO PRODUCTION

To advance your understanding of audio production concepts and techniques, we present you with a critical overview of current advanced music production skills. Exposing you to sophisticated audio signal chains and complex signal-flow scenarios we then guide you through a range of opportunities to practice your audio production skills.

MARKETING, BUSINESS PLANNING AND LAW

This module aims to impart the essential knowledge, concepts and analytical tools of business and marketing to function effectively in the industry. It will also open your eyes to key legal and ethical issues that underpin practices specifically related to the creative media industries. Upon completion of this module, you will have developed key communication skills, whilst being sensitive to the impact of how communication can shape how we, as a society, understand each other in social, cultural and economic contexts.

TERM 5

RESEARCH PRACTICE AND SOCIETY

Research is key to the successful outcome of any creative project and this module aims to develop within you an advanced critical understanding of qualitative and quantitative research methodologies and their application for both artistic and scientific research. You will advance your knowledge, planning and implementation of research based inquiry to address specific questions, whilst developing an in-depth understanding of the creative media industries and your potential role as a creative media practitioner. Together we will broaden your understanding of the ongoing interplay between science and the history of ideas, culture and creative media, to give your work the depth it requires to have a profound effect in the market-place.

ELECTIVE MODULE

You are given the opportunity to choose an elective from a bank of modules. Each campus can advise which of the electives may be available to you and provide further advice to assist you in selecting an option that is reflective of your specialisation interest. The detail of each module can be found on our website.

TERM 6

MAJOR PROJECT (BA OR BSc)

Your major project is intended to demonstrate a range of advanced skills in accordance with the requirements of a substantial level six project. Through successful completion, you will also exhibit your capacity to conduct independent projects and manage a large-scale venture. Central to the module is an exploration of research methodologies and their applications or their own artistic style and its presentation to the public. You will develop a project proposal and submit this for approval. You will then manage all aspects involved in the preliminary and planning phases, through to realisation. Your major project is self-generated and may take one of many different forms, there is however an expectation that the final deliverable will be of a calibre that will help progress you into employment or postgraduate work.

DURATION:
2 YEARS (FULL-TIME)
START DATES:
SEPTEMBER / MAY

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This programme is delivered and assessed by SAE Institute



CERTIFICATE
ELECTRONIC MUSIC

LET YOUR
CREATIVITY
OUT

SAC
INSTITUTE

STUDY IN BELGRADE

HEALTHY ENVIRONMENT

AFFORDABLE LIVING COSTS

BEAUTIFUL CITY ON TWO RIVERS

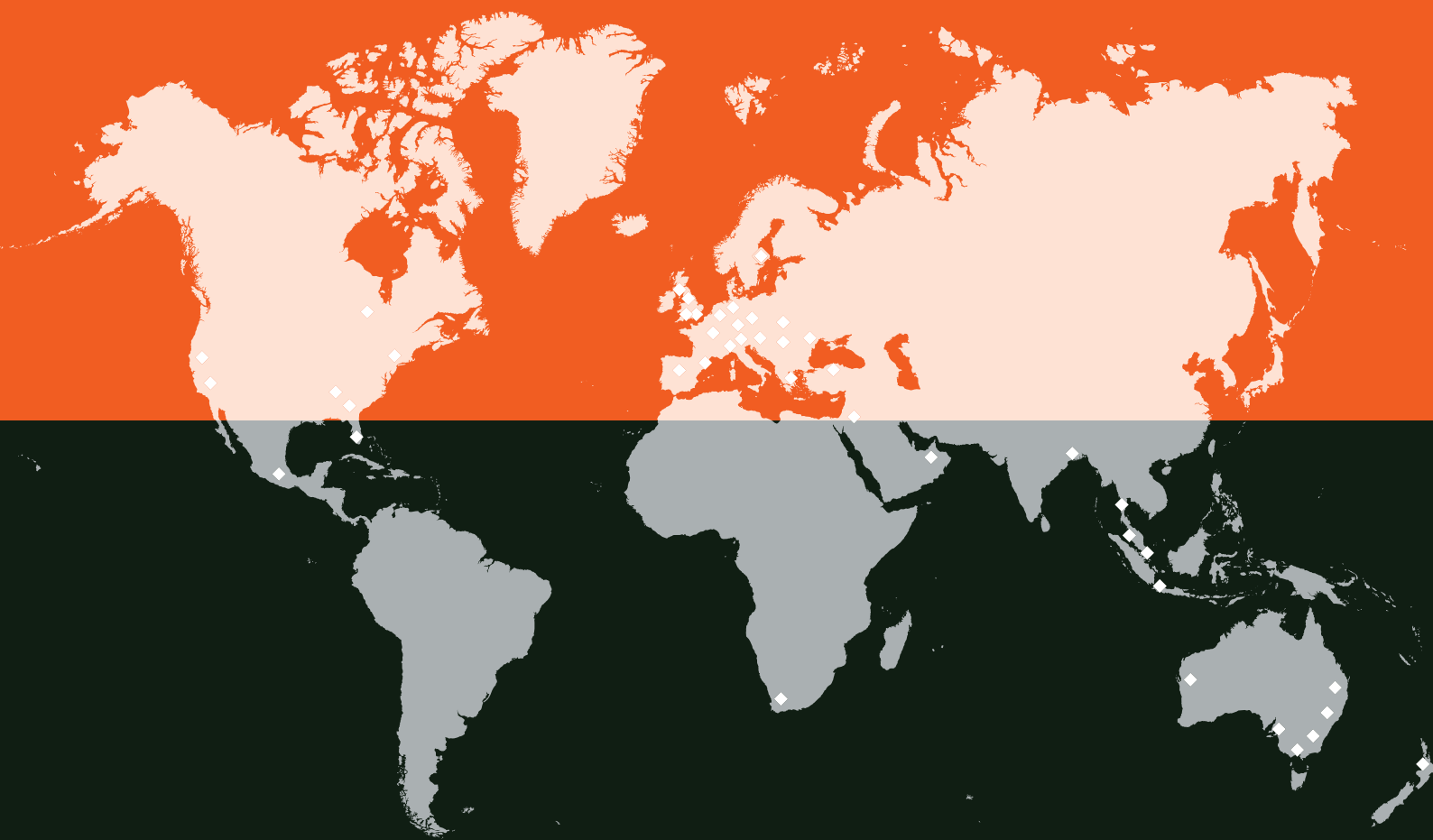
HEALTHY FOOD

A LOT OF CULTURAL EVENTS

GOOD SOCIAL LIFE



WORLD'S LEADER IN CREATIVE MEDIA EDUCATION



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ANIMATION



AUDIO



BUSINESS



FILM



GAMES



WEB

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