

### Application

If you are interested in the MMus Pathway  
Music Design, please contact  
Claudia van den Hoeven - MMus tutor  
[claudia.vandenhoeven@hku.nl](mailto:claudia.vandenhoeven@hku.nl)

More information  
[hku.nl](http://hku.nl)

**MASTER OF MUSIC  
MUSIC DESIGN**

## Aims of the Master of Music - Music Design

The MMus course is a two-year project-based curriculum programme in which reaching depth in artistry, reflection and entrepreneurship is accomplished. Each student follows a personal customised route and writes a study plan at the start of the course of study. This plan serves as the basis for the desired development during the studies.

The Music Design student has to develop certain skills and knowledge to become an active participant in the desired contemporary professional field. Given the fact that the major part of music is created through teamwork in multi-disciplinary projects in varying contexts, a Music Design-student is expected to develop the required competences by collaborating in a diverse palette of contexts.

As the MMus in Music Design is an individually designed pathway, the supervisor - a coach - will help you to articulate your goals. The previously mentioned study plan is founded by answering four main questions:

1. what's your actual position from a professional and artistic point of view?
2. what's the professional position you would like to reach in three to five years?
3. how will you get there? What kind of 'experiences' you have to encounter to get there? Think about certain projects, forms of collaboration, etc.
4. how will you utilise the two years to get to the desired professional position?

## Strands

The Music Design pathway consists of four strands that can be regarded as the main fields of study in the MMus: Composition, Sound Design, Music Production and Music Technology. Students often combine two or more of these fields.

**Composition:** composers can relate to the present-day contexts of music and are capable of transforming their music and related design processes from one context to another. A strong artistic identity, awareness of design processes, reflective and research skills are needed to become a successful and innovative composer in contexts like film, dance, theatre, games, advertisement and the stage.

**Sound Design:** sound designers distinguish themselves through their awareness and knowledge of the design possibilities of sound. This ranges from designing sonic installations and performances to designing applied sound design for contexts such as games, commercials and film.

**Music Production:** music producers are aware of different music design processes and music production processes. They apply their knowledge and skills in various contexts leading to various outcomes: studio productions, mastering services and musical material for educational purposes and cross media-publications of musical content.

**Music Technology:** these musicians become music technologists with distinguishing research and development skills and knowledge of musical contexts. They are a potential source for innovation on the cutting edge of music and technology by designing new "instruments" or music systems for various uses like composition, sound design, music production, industrial use of sound or music, specific applications for the blind, or specific applications for music education or research.

## Didactic concept

The study activities and ways of educating used within the programme are all geared towards exposure, evaluation and reflection within the context current at that moment.

During the two years, students build or expand their professional *practice* by working on projects. They are coached by a supervisor.

During the coaching sessions, the student and supervisor discuss the developments since the previous meeting and discuss the next steps to undertake. To give an example of the direction of these sessions, the supervisor might discuss:

- How to transform personal characteristics into professional competences.
- How to develop and maintain a personal, artistic agenda.
- What variety of methods you can use to incorporate your personal artistic vision in your professional field.
- How you can create the circumstances in which you can continue to develop your qualities and capacities.

Besides the supervisor, other lecturers are available by appointment for individual expert meetings ('consultancy').

In addition to working on a portfolio, a range of collective meetings is offered, in which you exchange knowledge and experience with your peers, and study topics under the guidance of a lecturer. We currently offer:

- **Specials:** sessions on various topics to broaden your view, exchange ideas and learn new concepts.
- **Remedials:** although the MMus Music Design is not skill-centered, various remedial sessions are offered for getting some skills up to par.
- **Portfolio Workgroups:** get feedback on your work from a lecturer and your peers. Learn about techniques and methods.
- **Community meetings:** You can meet the other MMus students of the Music and Technology Community in these gatherings. Together with the workshop leader, you determine the shared agenda.
- **Research Workgroup:** In the research workgroup, you discuss the topic for your supportive narrative and the writing process. Reflection and practice-based research are key elements in creating a good supportive narrative.
- **Workgroup Entrepreneurship:** Develop your entrepreneurial skills as well as a vision. Guest speakers are invited by the moderator.
- **And more!** Other online workshops, new projects, and opportunities are communicated to our community of MMus students.

## Good to know

- The study program of the HKU School of Music & Technology covers a very broad area from music for media to electronic music and sound for installations, from sound design for film to audio games for blind children, etc.
- HKU University of the Arts Utrecht is known as an inspiring environment that caters all kinds of multidisciplinary collaboration. There are nine schools with a specialisation in the arts within HKU. This enables you to collaborate with, for instance, film makers, game designers, product designers, interior designers, theatre makers, spatial designers and musicians.

## Admission

A bachelor's degree of music is advisable (Honours BMus), or a bachelor's degree of education in music (Honours BEd in music) or a master's degree (or its equivalent national diploma) in composition, sound design, music production or music technology. Applying without a Bachelor's degree in Music is possible: in addition to a non-music related Bachelor you'll have to demonstrate relevant project and teamwork experience in the field of Music and Technology.

The MMus courses are offered in English, due to the large number of international students enrolled. All international candidates who intend to follow their studies in the English language need to comply to the English language requirement. Please refer to the HKU website.

An entrance exam is part of the admission procedure. In this entrance exam candidates demonstrate their ability to further development, musically, intellectually and personally. When you apply, you upload a letter of motivation, a curriculum vitae, portfolio files and a first version of your study plan.

During the admission exam, we look for a match with the program, a relevant background, a reflective capacity and attitude, a certain amount of self-direction and the appropriate skills and musicality in our field.

