COURSE CATALOGUE

SAE Institute Milan

CREATIVE MEDIA EDUCATION

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Audio Production

Qualification Conferred: First Level Diploma (Diploma accademico di primo livello - First Cycle QF-EHEA - Level 6 EQF)
Name of the Qualification: Diploma accademico di primo livello in Produzione Audio (DAPL08)
Official duration in years: 3 full time years
Official duration in credits: 180 CFA/ECTS
Language of instruction/examination: Italian
Erasmus +: Available

Overview:
The Audio Production programme is aimed at those who are willing to work in music production, audiovisual post-production, audio production for new media or in any other area of the audio industry. The programme provides a comprehensive training including the theoretical knowledge and the technical audio skills necessary to become an audio specialist.

Over this 3-year programme, technical and operational skills are developed alongside the artistic and creative expression, by putting into practice theoretical knowledge through a well-established didactic method.

Students will choose an in-depth study path among:
● Music Production
● Sound for Film
● Sound for Games

The communication and management skills necessary to complete the students' professional profile enabling them to work successfully in today's creative industries are developed through a direct experience within the industry, thanks to project-works and internships, which can take place abroad as well under the Erasmus+ programme.

The programme includes hands-on sessions necessary to achieve the expected learning outcomes. These practical activities take place in high-standard studios and are supervised by tutors, so that the students are able to learn the technical and artistic sides of production.

Upon successful completion of the programme, students become part of the SAE Alumni Association, a global community celebrating the achievements of all the talented SAE creative professionals.

Programme Structure:

FIRST YEAR	
Audio and Mixing 1	Multimedia design 1
Recording techniques	Basics of Computer Science

Theory of Perception and Psychology of Form 1	Audio and Mixing 2
History and Theory of New Media	Digital Technologies and Applications

SECOND YEAR	
New integrated media techniques	Fundamentals of marketing for the Cultural Industries
Theory of audiovisuals	Business logic and organization
Sound design	Legislation for the entertainment industry
History of contemporary music 1	Elective unit based on the chosen study path: Music Project Culture / Elements of Video Production/ Techniques and Methodologies of Video Games 1
Audio and Mixing 3	Theory of Perception and Psychology of Form 2

THIRD YEAR	
Multimedia design 2	Computer technologies
Multimedia Installations	English
Mass media theory and methods	Elective unit based on the chosen study path: History of contemporary music 2 / Theory and Analysis of Film and Audiovisual Media / Techniques and Methodologies of Video Games 2
Sociology of New Media	Internships and extracurricular projects
Academic writing and research: Tools and Methods	Final project

Student Projects Portfolio:
- **Multimedia Installations Showcase - Interactive Sound & Video Programming for Electronic Performance at San Fedele Auditorium, Milan:** https://www.sae.edu/ita/why-sae/student-work-showcase/installazioni-multimediali-a-san-fedele/
- **The Explorer 3D - Sound for Games project (SAE Awards 2023 Winner):** https://www.sae.edu/ita/why-sae/student-work-showcase/the-explorer-3d/
- **"Fiera di Me" - Audio Project:** https://www.sae.edu/ita/why-sae/student-work-showcase/fiera-di-me/

Video Production

Qualification Conferred: First Level Diploma (Diploma accademico di primo livello - First Cycle QF-EHEA - Level 6 EQF)
Name of the Qualification: Diploma accademico di primo livello in Produzione Cinetelevisiva e Nuovi Media (DAPL08)
Official duration in years: 3 full time years
Official duration in credits: 180 CFA/ECTS
Language of instruction/examination: Italian
Erasmus +: Available

Overview:
The Video Production programme addresses all the areas of video production such as storytelling, scriptwriting, pre and post-production, editing, compositing and VFX.

Over this 3-year programme, students develop the theoretical knowledge and the technical skills necessary to produce music videos, short films, digital photography projects and documentaries by making use of state-of-the-art cinema equipment (RED, Sony Cameras) and industry-standard post-production softwares. Elements of economics, management, law and marketing are also addressed, to complete the students' professional profile necessary to work within the video industry.

Technical and operational skills are developed alongside the artistic and creative expression, by putting into practice theoretical knowledge through a well-established didactic method.

Students will choose an in-depth study path between:
• Video Production
• Digital Post Production

The communication and management skills necessary to complete the students' professional profile enabling them to work successfully in today's creative industries are developed through a direct experience within the industry, thanks to project-works and internships, which can take place abroad as well under the Erasmus+ programme.

The programme includes hands-on sessions necessary to achieve the expected learning outcomes. These practical activities take place in high-standard studios and are supervised by tutors, so that the students are able to learn the technical and artistic sides of production.

Upon successful completion of the programme, students become part of the SAE Alumni Association, a global community celebrating the achievements of all the talented SAE creative professionals.

Programme Structure:

FIRST YEAR

Elements of Video Production	Direction
Cinematography 1	Digital Technologies and Applications
History and Theory of New Media	Direction of Photography
Theory and Analysis of Film and Audiovisual Media	Digital image processing 1
History of cinema and video	

SECOND YEAR	
Audiovisual documentation techniques	Cinematography 2
Organization and Production of Media Art	Basics of Computer Science
Fundamentals of marketing for the Cultural Industries	Digital image processing 2
Business logic and organization	Digital Video
Legislation for the entertainment industry	Elective programme based on the chosen study path: Digital image processing 3 / Audio Mixing

THIRD YEAR	
Multimedia design	Aesthetics of Visual Arts.
Digital Animation Techniques	English
Mass media theory and methods	Elective programme based on the chosen study path: Theories and Techniques of Interaction / Theory and Analysis of Film and Audiovisual Media 2
Sociology of New Media	Internships and extracurricular projects
Academic writing and research: Tools and Methods	Final project

Student Projects Portfolio:
- **"Cosmos" - Videomapping project at Museo della Scienza Leonardo Da Vinci, Milan (SAE Awards 2023 Winner):**
  https://www.sae.edu/ita/why-sae/student-work-showcase/cosmos/
- **"Stars" - Short film (SAE Awards 2021 Winner):**
  https://www.sae.edu/ita/why-sae/student-work-showcase/stars/
- **"Loredt - Live Session at SAE Institute" - Video and Audio students collaboration -**

Game Production

Qualification Conferred: First Level Diploma (Diploma accademico di primo livello - First Cycle QF-EHEA - Level 6 EQF)
Name of the Qualification: Diploma accademico di primo livello in Produzione Videoludica e Media Interattivi (DAPL08)
Official duration in years: 3 full time years
Official duration in credits: 180 CFA/ECTS
Language of instruction/examination: Italian
Erasmus +: Coming soon

Overview:
The Game Production programme provides multidisciplinary skills thanks to a learning and teaching approach that brings together theory and hands-on experience. Students develop the theoretical knowledge along with the practical skills necessary to turn their creativity into interactive multimedia content in the gaming and gamification fields.

The programme addresses anyone who's approaching the gaming world, even if it's for the first time. Thanks to the lecturers' and tutors' support in the completion of practical projects during the study period, students are able to learn gradually.

Expected learning outcomes include the achievement of theoretical knowledge and practical skills on the design, development and production of games and videogames main stages, such as concept outline, production, test development and evaluation according to the players' feedback, distribution.

The practical approach allows the students to experiment various design approaches, enabling them to find their own personal style and to create their showreel to introduce themselves to the gaming industry.

The study path is integrated with direct experience within the industry, thanks to project-works and curricular internships, which can take place abroad as well thanks to the Erasmus+ programme.

Upon successful completion of the programme, students become part of the SAE Alumni Association, a global community celebrating the achievements of all the talented SAE creative professionals.

Programme Structure:

FIRST YEAR	
Phenomenology of Interactive Media	Creative writing
Psychosociology of Cultural Consumption	Archetypes of Imagination
Digital Technologies and Applications	Multimedia Dramaturgy
Interactive systems	3D Digital Modeling Techniques
Concept Planning	English

SECOND YEAR	
Fundamentals of Computer Science for Game Engines *1*	Law, Legislation and Economics of Entertainment
Interaction Design 1	Phenomenology of videogame Media
Computer games	Fundamentals of Computer Science for Game Engines *2*
Sound design *for video games*	Techniques and Methodologies of Video Games
Elective unit	Fundamentals of marketing for the Cultural Industries

THIRD YEAR	
Academic writing and research: Tools and Methods	Elective unit
Virtual Realities and Complexity Paradigms	Mass media theory and methods
Sociology of New Media	Digital Cultures
Multimedia Design	Internships and extracurriculars projects
Interaction Design II	Final Project
Career Development	

Student Projects Portfolio:
- **"Rädda" -** https://www.sae.edu/ita/why-sae/student-work-showcase/radda/
- **"Meet & Play" - Playtesing event presented by SAE Institute and the industry partners We Are Muesli with board games and videogames designed by SAE Institute students:**
  https://www.sae.edu/ita/insights/meet-play-a-che-giochi-abbiamo-giocato/

Music Business

Qualification Conferred: Bachelor's Degree (First Cycle QF-EHEA - Level 6 EQF) developed, delivered and assessed by SAE Institute, in partnership with Music Innovation Hub. Qualification awarded and quality assured by University of Hertfordshire.
Name of the Qualification: BA/BSc (Hons.) Music Business
Official duration in years: 2 years accelerated delivery
Official duration in credits: 180 UK Credits/ECTS
Language of instruction/examination: Italian
Erasmus +: Not available

Overview:
The 2-year BA/BSc (Hons) Music Business degree is a unique learning programme in the Italian educational scene, meeting the needs of a constantly evolving industry requiring new and dynamic professional profiles. This programme is developed with a specific focus on sustainability, social responsibility as well as an international perspective on the music industries.

This degree is a streamlined, 2-year programme taught across increasingly complex learning modules. Theoretical knowledge and practical skills are actively developed to allow a holistic understanding of the current music industry, which has overcome the traditional discography/live dichotomy in favor of rising fields such as new technologies for music.

Thanks to a blended didactic method, students are able to learn in an interactive environment, where the face-to-face activities are integrated with digital content, spaces and tools. Keeping an entrepreneurship approach at its core, students put into practice the theoretical knowledge they achieved.

The project-based learning method allows students to work side by side with industry professionals and other fellow SAE students from other creative disciplines, in order to develop cross-discipline skills necessary in the completion of their professional profile.

Over this 2-year programme, the students' ability to manage and customize the learning process constantly increases. The holistic assessment method takes into account not only the final project assessment, but also the process and the chosen approach, giving an overall and complete picture of the skills achieved by the student.

Programme Structure:

FIRST YEAR	SECOND YEAR

Industry Overview	Creative Studio 2: Collaboration and Business
Legislation and Contracts	Advanced Specialised Project
Business Basics and Marketing	Research & Professional Development
Profiling and Content Management	Major Project
Creative Studio 1: Industry Workflows	

Student Projects Portfolio:
- **"Rough Diamonds" - ADAM Audio and Sony Music Italy scholarship award event -** https://www.sae.edu/ita/why-sae/student-work-showcase/rough-diamonds/
- **"What's behind OMI Festival? Music, re-qualification and opportunity" - Major Project:** https://www.sae.edu/ita/why-sae/student-work-showcase/whats-behind-omi-festival-music-re-qualification-and-opportunity/
- **"The Home Of The Future" - 2024 edition -** https://www.youtube.com/watch?v=haiGBHC3qGM&list=PLGw_v_xFBjS0TWg9BROUIsitFqD3wy97O&index=46

Electronic Music Production

Certification Conferred: SAE Certificate (Vocational Training)
Duration: 8 months
Course Language: Italian
Erasmus +: Not available

Overview:
The Electronic Music Production course provides a specialized and comprehensive knowledge of all the music production stages such as research, creation and manipulation of sounds, as well as mix and mastering skills, allowing the students to achieve all the necessary knowledge to produce tracks on their own.

Over the course, students work with the industry-standard software Ableton Live and state-of-the-art equipment including samplers, analog and digital synths.

The course addresses sequencing, composition and arrangement basics as well as the most effective production techniques in order to obtain the desired sound according to the chosen aesthetics.

Classes are held on Saturdays between 09 AM and 08 PM. Hands-on sessions in high-standard studios, tutoring and workshops take place on weekdays.

EQUIPMENT
Ableton Live standard (edu version) included, Moog Little Phatty, DSI Mopho X4, MicroKorg XL, Arturia Minibrute, Komplete di Native Instruments plug-in bundle, digital processing with Soundtoys and Slate Digital, Native Instruments Komplete Kontrol S61, Moog e Analog Solutions modular and semi-modular systems, Roland Roli Seaboard RISE keyboard, Doepfer A100, Roland TR-8, Vermona DRM1 MK3 modular system.

Programme Structure:

Programming and Recording for beats, melodies, and harmonies using Ableton Live	Sound Theory
Research and Critical Listening	Synthesis and Sound Design
Composition and Arrangement	Mix and Master
Research of Sounds and Samples based on the Reference Genre	Publishing & Promotion

Student Projects Portfolio:
● **"Aeterna" -** https://www.sae.edu/ita/why-sae/student-work-showcase/aeterna/

Urban Music Production

Certification Conferred: SAE Certificate (Vocational Training)
Duration: 8 months
Course Language: Italian
Erasmus +: Not available

Overview:
The Urban Music Production course provides the students with all the skills necessary to become a music producer specialized in urban genres and able to manage all the stages of a production such as beatmaking, mixing, sampling, use of synths.

The first part of the course addresses recording and mixing techniques from scratch, as well as the use of sequencers and the management of a whole production, from the idea to the final product, aiming at creating an original piece of work.

The second part of the course focuses on the development of the students' artistic identity, refining production techniques and studio finalization, and approaching the live performance. The aim is to create an EP of originale productions, ready to be released.

Classes are held on Saturdays between 09 AM and 08 PM. Hands-on sessions in high-standard studios, tutoring and workshops take place on weekdays.

EQUIPMENT
Logic Pro X, Antares Auto-Tune, NI Maschine Mikro, KRK Rokit 8, plug-in Waves, Izotope, Access Virus TI, Toraiz SP-16, Pioneer DJ PLX-100, Pioneer
DJM 350, Roland FA 06.

Programme Structure:

Sequencing, Beatmaking & Sampling using Logic Pro X and NI Maschine	Mastering
Research and Critical Listening	Sound Theory
Recording & Mixing	Synthesis and Sound Design
Auto-Tune and Live performance	Publishing & Promotion

Student Projects Portfolio:
- **"Don't Stop By Maren"** - https://www.sae.edu/ita/why-sae/student-work-showcase/dont-stop-by-maren/