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BACHELOR OF ARTS / HE CERTIFICATE

Music & Sound Design For Visual Media

Become an audiovisual storyteller and sound designer

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Teaching Institution: Catalyst – Institute of Creative Arts and Technology
Final Award Title: Certificate of Higher Education (1 year) / Bachelor of Arts (Hons) (3 years)

Location: Berlin
Mode of study: Full time
Language of instruction: English

Awarding Institution: Plymouth Marjon University

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PLYMOUTH MARJON UNIVERSITY

Overview

Become an audiovisual storyteller and sound designer

The **Music & Sound Design for Visual Media BA** is a hands-on, interdisciplinary course for creatives who want to shape stories through sound. This course gives dedicated makers the tools, techniques and space to explore ideas in depth, focusing on areas such as composition for film, designing sound for games, scoring installations and experimenting with new media.

Workshops focus on developing your expertise in audio production, recording, sound design, spatial sound, composition and audiovisual storytelling. You'll work with both traditional and experimental methods, combining sound with visual media to create rich, emotionally engaging experiences. The course is a space for experimentation, collaboration, developing your unique creative identity and growing into your fullest self. You'll learn by doing – building your skills through real-world projects that reflect the needs and challenges of today's fast-evolving media landscape.

You can study this programme either as a full three-year BA degree or the first year only as a one-year HE Certificate.

What you'll leave with

- **A striking portfolio** — showcasing versatile creative solutions across multiple mediums and industries, from film and TV to games, art and new media.

- **Professional readiness** — confidence responding to briefs, presenting your practice and positioning yourself for opportunities in film, games, immersive media and beyond.

- **A strong professional network** — built through collaboration with tutors, peers and industry partners across disciplines.

- **Collaboration & communication skills** — learning to inspire confidence in your work and navigate creative dialogue with clients and teams outside the field of music.

- **World-building & storytelling strategies** — combining sound and image into distinctive, cohesive worlds that resonate with context, audience and purpose.

- **Modern audiovisual workflows** — integrating traditional sound design with contemporary production techniques and publishing skills to share your work widely.

- **Your own creative signature** — developed through tailored feedback, critical reflection and the confidence to pursue projects independently.

Learn in a space designed for creativity

The Music & Sound Design for Visual Media programme is part of our School of Music & Sound – alongside our School of Film & Visual Media, School of Acting and School of Creative Human Development. Our riverside campus is located at the Funkhaus. Berlin's iconic broadcasting complex from the GDR era now brings together events and creatives from around the globe. Honouring the heritage of our building and the potential of broadcasting, we also have our very own grassroots student-run radio station: **Etikett Radio**.

Our cutting-edge facilities are built with one thing in mind: maximising 'hands-on' access to doing what you love. Think of it as your very own technological playground. Inside, you'll find over 30 recording and production studios for music, film and visual effects, as well as dedicated performance, acting and communal spaces.

And because all our creative schools share the same building, your next collaborator could be just around the corner or down the hallway. You'll be creating alongside actors rehearsing, filmmakers on set, visual artists rendering, writers workshopping, all under one roof. Your work isn't just shaped by what you do, but also by what's happening around you.

"The environment has without a doubt impacted my progress. Being surrounded by creatives every day of the week gives motivation and perspective and pushes you to improve."
— Olli-Pekka, Electronic Music Production & Performance alumnus

Come see it for yourself. Join a tour, attend an open day or visit our campus during a live showcase.   **[Click here to book a visit →]**

Define your artistic voice in Berlin

Berlin is one of the most exciting destinations on the planet for musicians. Progressive, gritty, experimental and cutting-edge – there's no better place than Berlin to immerse yourself in creative spirit while celebrating your uniqueness. After the school day ends, the same creative energy transforms the city from dusk until dawn, with a music scene that is dynamic and ever-evolving.

Berlin's music ecosystem occupies a unique space in which it is both legendary and internationally revered, yet accessible for newcomers seeking to carve a space for themselves in it. If you're looking for a specific genre, Berlin's techno scene is so renowned that it recently earned UNESCO cultural heritage status. The Afrohouse, hip-hop and jazz scenes are also treasured here – plus, the city is home to the Berliner Philharmoniker, one of the world's leading orchestras.

Our city is also a global epicenter for visual art. Home to renowned institutions like the Berlinische Galerie, the Hamburger Bahnhof, and the Alte Nationalgalerie, Berlin offers everything from classical to cutting-edge. Walk through halls of old or modern masterpieces or immerse yourself in cutting-edge new media installations at spaces like P61 or our neighbours DARK MATTER and Monom. The city also offers a wealth of artistic exploration beyond traditional venues and events. Head to trendy neighbourhoods, like Neukölln or Kreuzberg, and you may stumble across our students performing at an exhibition opening or project space.

> **"Before I moved to Berlin, I was a somewhat dissonant, young, crazy, nomadic fool… Catalyst provided an environment where I could learn but where I could also be my authentic self. I still study constantly. Catalyst was really just the first big step."**
> — Jon Doig, Kiss Your Ears founder and School of Music & Sound alumnus
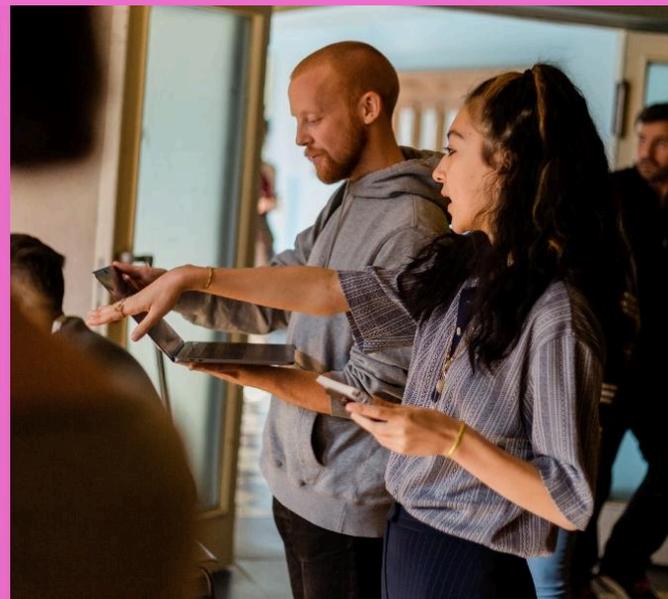
Learning by doing

Our learning method and philosophy

Why we teach this way

We believe the best way to learn music production and performance is by doing it. That's why this course is built around practice-based learning. This is a progressive approach to education that replaces off-the-shelf learning with practical work, giving you insight into how the creative industries actually operate.

Ready to leave outdated learning methods behind?
→ Working on sustained projects helps you retain knowledge, turning it into usable skills. This gives you a deeper understanding of your craft and skills that are applicable to new situations.

Textbooks aren't your thing?
→ Instead of gaining knowledge passively, practice-based learning is an educational model that supports you in making connections through practical real-world tasks. Throughout our programme you'll apply your skills to meaningful work with clear outcomes.

Worried you won't have the necessary experience to start your career?
→ Practice-based learning allows you to gain professional experience from day one. In every project you'll work with real tools, serious briefs and collaborative workflows.

Do assignments feel like chores?
→ Our curriculum is based around challenges that give you creative ownership. This approach opens doors, keeping your studies in tune with your personal interests and developing vision.

Want to learn how to turn creative ideas into action?
→ Practice-based learning continuously pushes you out of your comfort zone, requiring you to take action. Our supported structure for experimenting, testing and refining your ideas, allows you to build confidence in your creative decision-making and practice.

Need to build a portfolio that speaks for you?
→ Leave with more than just finished work – leave with a body of finished projects that reflect who you are as an artist, how you've grown and where you're going. Your portfolio is your creative fingerprint.

We've got you every step of the way

At Catalyst, you're supported by a team of experienced professionals who bring real-world wisdom into the classroom. As artists, musicians, filmmakers and creatives themselves, they understand the challenges and demands of the creative industry. They'll guide you through a balance of structured learning and open exploration: asking you tough questions, offering honest feedback and helping define your own unique sound. One-to-one tutorials are an important part of your learning journey, giving you a chance to reflect on your progress, set goals that align with your needs and unique vision.

Our specialist music technicians are a key part of your day-to-day experience. They're here to make sure technology never holds you back creatively. They'll help you:

- Set up multi-speaker or spatial audio configurations for immersive sound design
- Optimise your studio sessions for film scoring, game audio or media installations
- Choose the right tools and plug-ins for your compositional or design goals
- Troubleshoot audio-visual integration issues across formats and platforms
- Support your experimental workflows using both digital and analogue tools

The genre- and brand-agnostic nature of the Music & Sound Design for Visual Media programme means you'll shape your own relationship with sound, software and storytelling tools. Together, our tutors and technicians create a responsive, artist-centred environment that allows you to explore, iterate and grow across formats.

A future-proof creative toolkit

Your development as an artist runs in parallel with your development as a person. Here you'll be building a set of creative life skills that stay with you, long after the current project is finished. Alongside hands-on experience with audio production, spatial sound, sound design, and audiovisual storytelling tools, we'll help you develop the mindset to grow sustainably as an artist. That includes self-direction, creative resilience, critical thinking and the ability to learn through iteration and reflection. These soft-skills are some of the most valuable tools you'll gain while with us – and they're transferable to any challenge or creative path you choose to pursue.

Seismic technological shifts are reshaping how we experience visual media. That's why our curriculum emphasises future-proof skills like self-motivation, problem-solving, collaboration and communication. This course doesn't just teach you how to work with sound. It helps you shape your creative identity, strengthen your voice as a storyteller and stay agile in an industry that's constantly evolving.

Alongside your academic and creative development, Catalyst offers a range of support services to help you navigate challenges, build confidence and stay creatively focused:

- **One-to-one counselling and coaching** – confidential sessions with qualified professionals to support emotional wellbeing, anxiety, creative blocks, conflict resolution and life transitions

- **Flourishing Fortnights** – immersive two-week workshop series focused on topics like creative collaboration, healthy boundaries, communication and emotional self-awareness

- **Self-Development & Leadership Course** – an optional deep dive into how you perceive yourself, others and your creative role in the world

- **Practical wellbeing support** – help accessing medical resources, therapy referrals, diagnosis pathways and other essential life services

- **Everyday check-ins** – a wellbeing team that's visible, approachable and part of the day-to-day campus life

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Your creative community

You'll join an international, multidisciplinary community of producers, performers and sound artists where collaboration is an essential element of our learning framework. You'll work with your classmates day to day, helping each other learn as well as sharing skills. Our campus is designed to encourage interdisciplinary experimentation. As your production and performance skills grow, students from our School of Film & Visual Media, School of Acting and School of Creative Human Development will all be eager to collaborate with you, too.

On campus, you'll share spaces with students joining from over 70 countries, each bringing different styles, influences and ideas. Whether you're working on a live session, co-producing a track or refining a mix, you'll be part of a creative network that reflects the diversity of today's music industry.

Core skills for an industry-ready CV

This course helps you build a strong foundation of technical, conceptual and professional skills, including:

- Composition and sound design for film, games and installation

- Audio production and spatial sound techniques

- Studio recording and location sound capture

- Music theory and narrative structure

- Post-production, editing and mixing workflows

- Collaborative practice across creative disciplines

- Critical analysis of sound and visual media

- Industry insights, self-promotion and project delivery

You'll also develop the creative habits and professional mindset needed to adapt, evolve and thrive in an industry that's always changing.

Course structure & learning outcomes

The Music & Sound Design for Visual Media programme unfolds over three years:

Year 1 introduces you to the fundamentals of music composition, sound recording, post-production and audiovisual storytelling. You'll build foundational skills while working on diverse projects that connect sound to image.

Year 2 expands your technical range with advanced studio production, spatial sound, game audio, scoring and installation work. You'll take on more complex briefs and collaborative challenges, refining your style and workflow.

Year 3 focuses on independence and impact. You'll lead your own major project, collaborate across disciplines, and explore how to share your work with audiences. You'll also shape a clear strategy for your creative future – whether that's launching projects, applying for work or pursuing further study.

You can study this programme either as a full three-year BA degree or the first year only as a one-year HE Certificate.

Please note that the following curriculum is non-binding and subject to change.

Year 1 – HE Certificate

The course content in your first year will focus on:

- Understand various audiovisual industries in connection with your own trajectory: taking into account entrepreneurship, creativity, visibility, distinctiveness, community-building and audience engagement.
- Effectively identify and utilise suitable software and hardware tools for a specified brief.
- Develop a critical perspective of the broader field of creative sound and music practice and its relationship with other media, its socio-political context and the cultural moment.
- Understand the impact of specific technologies on the music composition, production and sound engineering process.
- Know how to plan, develop and problem-solve.
- Learn how to balance personal aesthetics with the requirements of an external client/collaborator.
- Make your first steps towards a career in the film and media industry.

Please note our credit system. Our courses are validated in the UK, meaning we use CATS (Credit Accumulation Transfer System), rather than ECTS (European Credit Transfer and Accumulation System). Generally, the number is doubled: 20 CATS = 10 ECTS.

Stream	Year 1 / Semester A		Year 1 / Semester B	
Modules	SYNC1: Create (20 CATS) SYNC2: Craft (20 CATS) SYNC3: Explore (20 CATS)		SYNC4: Shape (20 CATS) SYNC5: Form (20 CATS) SYNC6: Locate (20 CATS)	
You / Artist	World-Building		Crits	
			Writing and Documentation	
	Music Now			
Composition / Production	Composition for Visual Media		Game Audio 1	Film Music
			Scoring for Short Films	
	Audio Production		Sound Design	
Recording / Engineering	Location Sound Recording	Foley	Postproduction Workflow	Mixing Principles
			Installation Praxis	
World / Context	Reading an Image		Exhibition	
	Art in Context		Moving Image	

Workshops

Composition for Visual Media
The Composition for Visual Media workshop is designed to provide a foundation in composition to students with a wide-range of experience and diverse areas of interest as they enter the program. The workshop builds a bridge between orchestral or instrumental composition and its usage within visual media. Instead of analyzing and composing for a concert context and then adapting to the screen, students will learn shortcuts that are more oriented to studio production and audiovisual storytelling, while gaining essential skills in voice-leading, ear-training and harmony, as well as proficiency in applications for audio and video sequencing.

Audio Production
The Audio Production workshop provides students with a substantial overview of the most essential production tools and the chance to develop their own distinctive palette. They will acquire hands-on experience in synthesis, sampling, audio effects, digital audio workstations

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and sequencing. The course is designed to accommodate both newcomers and advanced students.

Location Sound Recording & Foley

The Location Sound Recording & Foley workshop prepares students to create compelling and realistic film scenes by capturing audio on location as well as making studio recordings. Students will gain familiarity with microphones and recording techniques geared towards applications such as foley, ambience and diegetic audio. They will gain foundational training in a range of filming scenarios, such as interviews, dialogue and documentaries.

Reading an Image

Reading an Image gives students deeper insight into the context of their work: how it exists in dialogue with society and with other creative disciplines. They will encounter new ways of thinking, seeing and describing creative work so they can better understand the relationship between sound and image, as well as their shared history. Students will become well-rounded communicators who can understand how sound and music fit into a bigger picture, while developing a common language with future collaborators and clients working across the media spectrum.

Art in Context

The Art in context workshop helps enrich students' understanding of how to use space. By exploring a variety of interdisciplinary practices, from sound walks and performance art to conceptual and political art, students will acquire a repository of ideas that they can combine with their own spatial work. They will discover artists who think about context and space in socio-political terms: as memory, as belonging, as visibility, and much more. By introducing a range of interdisciplinary practices at the beginning of the program, it helps students see beyond the technological possibilities of spatial audio and non-linear composition, so they can draw on a vibrant lineage of artistic practices that approach space from a deeply meaningful, human perspective.

Scoring for Short Films

The Sound Design workshop provides students with an introduction to crafting sound with electronic instruments. Students will gain an overview of historical developments and how these relate to sound design today. In addition to acquiring fundamental technical skills, students will be supported in their ability to develop their own approaches independently.

Postproduction Workflow

Postproduction Workflow is a workshop that gives students in-depth experience organizing, arranging, editing and exporting their work, while sharing a workflow with collaborators such as editors and directors. Students will learn how to customize their workflows for technical as well

as creative reasons. They will acquire skills in cleaning and editing audio: especially dialogue recorded on location.

Mixing Principles

In the Mixing Principles workshop, students will receive an introduction to current essential mixing tools and practices. The basics of mixing will be methodically covered from organizing mix structures to developing an awareness of spatial and dynamic elements.

Exhibition

The Exhibition workshop offers both a theoretical and practical training ground for students to improve their understanding of exhibitions and how they can present their own work via exhibitions, performances and mixed-reality formats. It covers the lifespan of an exhibition: from conception and implementation to communication and documentation. The workshop will support students as they work together with venues and art spaces outside the university or as they create their own interventions and platforms for presenting work publicly. Students will receive guidance, feedback and reference points that may serve as inspiration or points of departure for their own presentations.

Installation Praxis

Discover some of the most innovative and pioneering approaches to sound installation by recreating them first-hand. Instead of reading about them or listening to snippets, students will walk through all the practical steps of setting up and fine-tuning an installation, giving them in-depth experience working with various media devices, hardware and software setups, acoustics, speaker placement, choreographing the audience, and preparing the final touches to a professional level so that each installation is ready for public presentation.

Game Audio I

The workshop on Game Audio provides a foundation in using middleware to implement music and procedural audio into real-time engines. The workshop incorporates many of the skills acquired in a variety of workshops and steers them towards a cohesive experience, whether in apps or games, VR, AR, exhibition spaces or the urban environment.

Moving Image

The workshop on Moving Image establishes the grammar of cinematic storytelling, with a special focus on cinematography, the relationship between sound and image, and the structures that shape narrative. Students will be guided through a more in-depth process of planning shots and sequences, working with cameras, and choosing practical solutions that are consistent with their concepts and intent.

Music Now

A crossover series for all MSVM students, we invite musicians and producers from wide-ranging industries and genres to share their excitement for areas of music that are developing and emerging right now. Each session is a hybrid between a conversation and a DJ set where students can experience how other professionals describe their taste, how they listen, and how they speak about music. Some historical context can be established through preparation listening before the class, but the focus of the listening session will be on the latest developments and even some speculation on where things can go from here.

Year 2 – HE Diploma

	Year 2 / Semester A	Year 2 / Semester B
Modules	BIND1: Develop (40 CATS) BIND1: Refine (20 CATS)	BIND3: Apply (40 CATS) BIND4: Venture (20 CATS)
You / Artist	Open Calls	Colloquium
	Music Now	
Composition / Production	Advanced Game Audio	Music for Performance
	Composition: Color & Texture	Music for Film and New Media
Recording / Engineering	Sound in Space	Advanced Sound Design
World / Context	Dreams in Films	CCC (Careers, Collaboration, Clients)

The course content in your second year will focus on:

- Understanding the key technical requirements and processes used in a variety of outputs, including game audio, spatial sound, film scores, non-linear media and installations, then understand how those techniques adhere to industry standards.
- How to manage your artistic and/or commercial profile.
- Thorough planning, development and problem-solving.
- Pushing your ability to take calculated creative risks within the field.
- Complex briefs and interdisciplinary projects.
- Gaining a deeper insight into how your own practice relates to the wider world.

Workshops

Composition: Color & Texture
Color and Texture is a modern approach to music theory and orchestration—where they are unified as a single subject, along with spectral, timbral, and contemporary production techniques. It's fair to say that jazz theory and classical harmony require students to learn a language which is no longer essential within the industry, while at the same time, they have blind spots for many forms of composition that revolve around color and texture. This workshop resolves this dilemma by providing students with a series of practical challenges, designed to heighten their *experience* of color. From there, they can develop their own theories and their own styles. This will be a new and challenging approach for students whether or not they have a background in music theory, and it will equip them to become shapeshifters who can approach one of their most important jobs—theme and variation—not only from the perspective of melodies and chords, but through a palette of world-building techniques especially geared for audiovisual media.

Intro to Live Performance
As the second year turns towards more performative workshops, the Intro To Live Performance workshop is a deep dive into the toolkits we can use in a performance situation. How can we make electronic music more engaging for ourselves to perform, and for our listeners to watch?

Advanced Game Audio
The Advanced Game Audio workshop builds on foundational skills in sound design and implementation, taking students deeper into the technical and creative aspects of audio for interactive media. In this workshop, students will gain hands-on experience with advanced middleware tools, focusing on the integration of complex procedural audio and adaptive music systems into real-time game engines. They will explore nuanced techniques for creating immersive sound environments across a variety of platforms, including games, VR, AR, and interactive installations. Additionally, students will learn to optimize audio for performance in diverse contexts and collaborate on projects that push the boundaries of interactive sound design. Through experimentation with spatial audio, dynamic soundscapes, and real-time processing, the workshop will equip students with the skills needed to craft unique auditory experiences that respond to player interaction and enhance narrative immersion.

Sound in Space
The Sound in Space workshop gives student experience in a variety of spatialized audio setups, from surround sound and multichannel audio to Dolby Atmos, while exploring sample libraries and DAW setups that are designed to support spatial audio. The workshop also ensures that students have a solid understanding of microphones and a traditional recording setup while expanding into extended and improvised uses of the recording studio. Students will be guided through a range of studio experiments that have been used in sound design across

various disciplines and encouraged to explore new approaches, so that the studio feels like their own instrument.

Dreams in Films
This seminar delves into the representation of dreams in cinema, emphasizing the use of music and sound design, and featuring films from directors like Claire Denis, Tsai Ming Liang, Apichatpong Weerasethakul, and others. Through screenings, discussions, and analyses, students will explore the aesthetic, psychological, and narrative functions of dream sequences, examining various genres including surrealism, magical realism, and experimental forms. The course incorporates a practical component where students create music or sound designs for short videos, experimenting with how soundscapes enhance cinematic atmospheres. The seminar draws on the psychological theories of Carl Jung, Sigmund Freud, and others to understand how filmmakers translate unconscious elements into visual and auditory experiences. Weekly themes will guide the study, supplemented by readings on film theory, sound design, and dream psychology.

Music for Film and New Media
Music for Film and New Media focuses on developing a personal compositional style tailored for visual storytelling. Building on existing composition skills, students will explore scoring techniques across various genres, with an emphasis on the interaction between music and image. Through hands-on exercises and collaborations, they will refine their approach to themes, tension, and pacing, while integrating music with sound design. The workshop prepares students to craft impactful scores that enhance narrative and emotional depth, culminating in a portfolio of original works for film, ads, VR, and other media.

Music for Performance
The Music for Performance workshop fosters collaboration in the fields of dance, theater, installation and performance art. Students will develop and execute concepts oriented towards public presentation, whether in live settings or as exhibitions and installations with performative elements. The workshop is designed to reinforce project management and communication skills as part of the project life cycle.

CCC
The CCC workshop focuses on skills that can be applied equally to questions of professionalization and personal-artistic development, and oftentimes simultaneously. Students will learn to analyze their own creative and professional positions in order to make decisions about building their profile and furthering their own pursuits. They will encounter a range of practical skills concerning life as a freelancer, as well as creative skills concerning the salience, clarity and visibility of their practice.

Year Three - Bachelors Degree

Semester One		Semester Two
PUSH1: Frame (20 CATS) Research and Development	PUSH2: Invent (40 CATS) - Advanced Production	PUSH3: Launch (20 CATS) Project Launch
Option I - PUSH4: Process (40 CATS)		
Option II - PUSH5: Dissertation (40 CATS)		

In the third year, students have two types of classes: Studios and Masterclasses. The studios are small learning groups with about 3 or 4 students each, led by an advisor. Before the year starts, each advisor outlines the direction or conceptual approach that their studio will take, and students apply to join their preferred studios. Advisors can provide a wide range of instruction that helps students with their final projects as well as the development of their careers and practices: through lectures, hands-on workshops, individual feedback, excursions, and so forth.

In addition, students will have weekly Masterclasses that are curated around their specific needs and interests. These can be led by MSVM faculty as well as guest artists and industry experts. Although the topics change each year, examples from previous years include the following: writing for artists, field recordings as a compositional material, audiovisual collaboration, music supervision, virtual orchestras, theme and variation, composing with AI, advanced rhythm programming, musicality and musicianship, multichannel installation, light and sound, no-computer workflows, business mentality, modular synthesis workshops, hacking gaming assets, event management, and more.

Students have one major project in the final year, plus one entrepreneurial project. They are able to design their own projects and set their own goals, in dialogue with their advisors. The major project will be assessed in three categories: research and strategy, production and implementation, and going public.

The research/strategy assessment will include a series of expert panels, where students learn to communicate their ideas, consider the context and precedents of their work, its feasibility and the significance it has to themselves and various audiences. Once the work is produced and implemented, students will launch the project into the world, through some form of publication or presentation suitable to the goals and objectives of the project. The assessments are designed to work together, so that the presentation is considered alongside the production, and that the research and strategy is continually adapted throughout the year.

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For the entrepreneurial project, students choose one of three tracks:

- **Client-based work** (with an external partner on a defined deliverable),
- **Entrepreneurial endeavor** (launching a product, service, or initiative of your own)
- **Internship / shadowing** (where you contribute to and observe professional practice).

From here, they will document their journey through monthly video journals. At the end of the semester, they will create a short film or micro-documentary that captures their experiences as entrepreneurs, incorporating behind-the-scenes footage and showcasing their unique audiovisual storytelling skills.

A Typical Day

In the morning, you might walk into a composition class and find your teacher playing a rap track. At first it seems out of place, but soon the lesson becomes clear: the track is bending rules, combining approaches that don't usually meet. From there the conversation turns to music theory—not to enforce rules, but to rewire them for your own needs, for the project's needs, or for that extra 3% of your own signature. Your teachers don't hand you formulas; they question your habits and assumptions, nudging you toward new ways of seeing your practice.

Later, you open a chapter written by a film editor and discuss it as musicians. *How does their sense of structure connect to yours? How are they already using music in their work and what clues does that give you?* Suddenly the line between disciplines blurs, and you start to see yourself not only as a musician but as part of a larger ecosystem of storytelling.

In your Art in Context class, the frame widens further. You discover that outside Hollywood lies a whole other industry—galleries, exhibitions, festivals—where sound and image thrive in different ways. Visual artists use sound with an immediacy that trained musicians might overlook, while sound artists sometimes move beyond sound entirely. One might walk into a grocery store and sing into the PA system, transforming an ordinary space into an intimate, collective experience. What does that tell you? That your medium is not fixed, and your collaborators may already be working beside you in unexpected places.

By afternoon, it's time for Sound Design or Audio Production. Here you get hands-on, drilling into technical foundations. But even here you're challenged: your teacher might require you to use AI tools. The task isn't to avoid them but to make them yours—turning cliché outputs into something personal, something surprising, something that sounds like you.

And then there are the quieter hours: sketching ideas, taking notes, imagining shots. Where is the character? Where is the camera? What is the music doing to anchor this image? You might check out a camera, bring along a field recorder, and experiment in the world. That evening you meet with collaborators, rough-cut your footage, and ask the real questions: *How does it feel when the pieces come together? Is it a short film? An installation? Something else entirely?*

Admissions Guide

Here's everything you need to take the next step in your application:

Get to know us better

Virtual Open Days → Get a virtual overview of what we're all about, held over Zoom.
In-Person Open Day → Get a first-hand feel of our school and educational programmes.
Campus Tours → Come see our facilities and creative spaces at one of our regular tours.
Virtual Taster Workshops → Join a programme-specific info event or masterclass
Admissions Open Hours → Book your one-to-one application support on-demand.

Admissions Guidance

1. **Course fees & payment plans**
2. **Early Enrolment Bonus – save €3,000 off total tuition**
3. **Funding opportunities**
4. **Application deadlines & Visa requirements**
5. **How to apply**
6. **Contact us**

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1. Course fees & payment plans

We believe creative education should be accessible, transparent and free from hidden costs. Our tuition plans are flexible – you decide to pay monthly, per semester, annually or in full with discounts. Extended payment options let you spread costs beyond your programme.

Plan type	Standard fee	With Early Enrolment Bonus	Duration	Notes
By semester	€5,528	€5,028	3 years / 6 semesters	Annual enrolment fee €895
Annually	€10,723	€9,723	3 years	3% discount by paying each year upfront. Annual enrolment fee €895
Total tuition upfront	€30,512	€27,512	One-time	8% discount by paying total tuition upfront. Annual enrolment fee €895
12 instalments per year	€1,005	€921	3 years	Annual enrolment fee €895
Extended yearly	€8,791	€8,041	4 years	Payments continue 1 year after graduation. No enrolment fee for the fourth year.
Extended instalments	€795	€733	4 years	Payments continue 1 year after graduation. No enrolment fee for the fourth year.

Enrolment fee

This non-refundable fee of €895 per study year is due before the start of each academic year and secures your place. No enrolment fee is charged in the post-graduation year if you choose an Extended Payment Plan.

Extended payment plans

In addition to single or installment payment options, we offer Extended Payment Plans. This spreads tuition payments over an additional year, resulting in smaller monthly payments that continue for one year after graduation.

Enrolment confirmation & billing

- **Enrolment fee**: due within 14 days of receiving your offer.
- **Billing cycle**: tuition installments begin **1 July 2026** and are billed on the first of each month until your chosen plan ends.

2. Early enrolment bonus

Apply by our **priority deadline** to secure your place, save €3,000 off your total tuition (€1,000 per study year) and access visa support sooner.

- **Visa-required applicants**: apply by 28 February 2026
- **EU/visa-exempt or post-arrival applicants**: apply by 31 March 2026

3. Funding opportunities

As an accredited higher education provider, our students are eligible for a variety of national and international financial aid schemes. This includes the German state funding stream BAföG, which is open to citizens of Germany, EU countries and some non-EU citizens too. Depending on which country you are a citizen of, this may also open up funding from other programmes supporting further-education. **Read more about the various funding opportunities on our website**.

4. Application deadlines

Visa-required applicants

- Priority: 28 February 2026 (includes bonus & visa support)
- General: 30 April 2026 (subject to processing time and availability)

EU/visa-exempt or post-arrival applicants

- Priority: 31 March 2026 (includes bonus & guaranteed spot on preferred course)
- General: 5 June 2026 (granted on a rolling bassi)
- Late: until 28 August 2026 (subject to availability)

Visa requirements

- **Visa-required**: If you require a visa before entering Germany (e.g. citizens of India, Brazil, Mexico, China, Turkey), you must apply at a German embassy before arrival. Our Visa Support Service (included in the enrolment fee) supports you with paperwork, appointments and timelines. Visa processing can take 3–6 months, so early application is essential.
- **Post-arrival visa**: If you're from a country that allows visa-free entry (e.g. USA, Canada, Japan, South Korea), you can enter Germany without a visa and apply for your student residence permit after arrival.
- **Visa-exempt (EU/EEA/Switzerland):** If you're a citizen of the EU, EEA or Switzerland, you don't need a visa or residence permit to study in Germany.

catalyst / Institute for Creative Arts and Technology

PLYMOUTH MARJON UNIVERSITY

5. How to apply

Our application process is straightforward – just follow these seven steps:

1. **Check deadlines** – especially if you need a visa to enter Germany or financial support.

2. **Prepare your portfolio** – requirements vary by course, check our "How to apply" page.

3. **Submit your application** at catalyst-berlin.com/apply, including personal and educational details, a motivation statement, your portfolio and supporting documents such as transcripts or proof of language ability.

4. **Wait for our response** – we'll be in touch within around two weeks. Sometimes we'll ask for follow-up information or invite you for an interview. Keep an eye on your inbox.

5. **Confirm your place** – once you receive an offer letter, secure it by paying the enrollment fee within 14 days.

6. **Get ready for Berlin** – once your enrolment fee is paid, you're officially enrolled. Next you'll set up your payment plan, receive your welcome package and access preparation materials for your studies. We recommend finding accommodation as soon as you're sure that you're studying with us, and arriving one month before your classes begin.

Contact us

Reach out to our Admissions team by email at **admissions@catalyst-berlin.com** or book a call here.