Program Outline

Audio Engineering & Music Production Diploma Program

Program Overview

Hours of Instruction:	720
Duration In Weeks:	36
Method of Delivery:	On-Site
Language of Instruction:	English
Credentials Issued Upon Completion:	Diploma / Certificate

Total Cost of Program	Domestic	International
Registration Fee:	$100.00	$100.00
Textbooks, Course Materials & Archiving Fees: (inclusive of PST)	$1,108.10	$1,108.10
Tuition:	$16,060.00	$19,305.00
Total Cost of Program:	**$17,268.10**	**$20,513.10**

Program Description

As a student of the AEMP program you will be working directly and collaboratively with artists, writers, musicians, and fellow engineers and producers to complete high-quality recordings in modern professional production environments. From a technical perspective, you will be learning the finer points of the craft, from recording session set up and microphone placement, to large format console signal flow, mix-down, mastering, and professional studio protocol. In addition to developing advanced technical knowledge and critical listening skills, you will also sharpen the necessary aesthetic, communication, and organizational skills that are vital to today's successful producers and engineers. This program is for those who are serious about obtaining a career in the audio industry.

Learning Objectives

By graduation, students will have achieved the level of proficiency and confidence required to enter the world of professional recording, music production and audio post-production.

Admission Requirements

All Applicants:
- Applicants must have a high school diploma, or equivalent, or be at least 19 years of age by the time studies begin.
- All applicants under the age of 19 must have completed high school and submit a transcript. In addition, on their behalf, they will require the signature of a parent or guardian on the student contract.
- Final acceptance will be based on a personal interview with the applicant, to assess their aptitude, level of interest and basic computer skills.

International Students:
With the exception of applicants from the U.S, UK and Australasia, International students are required to show proof of English proficiency with minimum scores in one of the following:

- IELTS (Academic): 5.5 Overall with no band less than 4.5
- TOEFL: 59 Overall Reading and Writing minimum of 12
- IB English: 3
- CAEL CE: 50 Overall with no band below 50
- DET (Duolingo English Test) minimum score of 85

All International students must obtain and show proof of a valid study permit before the first day of class

Method(s) of Evaluation:

At SAE Vancouver we have implemented the Flipped Learning methodology; Flipped learning is a pedagogical approach, in which the conventional notion of classroom-based learning is inverted, so that students are introduced to the learning material before class, with virtual and/or conventional classroom time then being used to deepen understanding through discussion with peers and problem-solving activities facilitated by teachers.

The delivery of our curriculum will be a hybrid of both asynchronous and synchronous learning models.

Student evaluation is continuous, ongoing and collaborative, students remain fully informed of their academic progress from their first day of classes to graduation; students have daily and up to the minute access to key information including curriculum delivery, project and assignment marks, and official transcript and attendance records.

Individual student evaluations and an audit of their gradebook occur at the end of each term; whereby instructors can efficiently share instructional resources and best practices on an individual or class scale; identifying successes and/or providing early identification of students requiring additional academic support as they work toward their diploma attainment.

The faculty has received training on best practices of transforming class content into interactive and engaging multimedia presentations for distance and flipped learning. This includes classroom management techniques for creating asynchronous pre-learning modules, including selecting the right tools, implementing instructional strategies, and managing student interactions and engagement for effective virtual synchronous learning.

Program Organization

Term 1			Term 2			Term 3		
Course Code & Name	Hours	Grade Value	Course Code & Name	Hours	Grade Value	Course Code & Name	Hours	Grade Value
AUD100 Sound Anatomy	56	6.7%	AUD200 Applied Audio Engineering	48	6.7%	AP300 Audio Production (Capstone Project)	48	6.7%
AUD110 Foundations of Audio Engineering	48	6.7%	AUD210 Pro Tools 130 for Game Audio	24	3.3%	AUD300 Modern Mixing & Mastering Techniques	72	10%
AUD120 Pro Tools Fundamentals	40	6.7%	EMP200 Synthesis	40	5.6%	AUD310 Advanced Recording Techniques	24	3.3%
EMP100 Electronic Music Production	48	6.7%	EMP210 Making Music & Producer Workflow	32	4.4%	EMP300 Technology In Performance	24	3.3%
EMP110 Applied Music Theory	48	6.7%	PA200 Post Audio	48	6.7%	PA300 Post Audio	48	6.7%
			MB200 Music Business	48	6.7%	LS300 Live Sound	24	3.3%

Grade Allocation

Excellence	A	90-100%	student has demonstrated exemplary performance related to learning outcomes
Very Good	B	80-89%	student has demonstrated a proficient performance related to learning outcomes
Good	C	70-79%	student has demonstrated an adequate performance related to learning outcomes
Satisfactory	D	60-69%	student has demonstrated minimal performance related to learning outcomes
Fail	F	Below 60%	student has demonstrated a very poor performance related to learning outcomes

Homework Hours

Term 1	Term 2	Term 3
10-20 hrs per week	20+ hrs per week	20+ hrs per week

Course Materials

Headphones:
- Audio-Technica ATH-M30x or equivalent monitoring headphones

eBooks:
- Pro Tools 101: Pro Tools Fundamentals I, 2020/21 | A: Frank D Cook | P: Avid Technologies
- Pro Tools 110: Pro Tools Fundamentals II, 2020/21 | | A: Frank D Cook | P: Avid Technologies
- Pro Tools 130 for Game Audio, 2020/21 | A: Greg DeBeers | P: Avid Technologies

Software Included:
- 1 year subscription of Pro Tools Ultimate
- Extended trial of Ableton Live (for duration of the program)

The following materials are not mandatory but are recommended:
- Apple Mac computer (minimum specs)
    - OS X 10.13 or later (more on macOS Big Sur)
    - Intel® Core™ i5 processor (more on Apple silicon and the M1 chip)
    - 8 GB of RAM and 500 GB of storage

Academic Resources

SAE Online Library and Learning Center
- Comprehensive online library of Ebooks, Articles, and Videos (for asynchronous and supplementary learning materials)
- Includes a 15 month subscription to Linkedin Learning
- Recommended Reading:
    - Recording Engineer's Handbook | A: Bobby Owsinski | P: Cengage Learning
    - Mixing Engineer's Handbook | A: Bobby Owsinski | P: Cengage Learning
    - Ableton Making Music, 74 Creative Strategies for Electronic Music Producers | A: Dennis DeSantis | P: AbletonAG

SAE Tutoring Program
- 45 minute one-on-one sessions with a peer mentor or TA
- Sessions are available on topics relating to AEMP

- Students book sessions through the online [Tutoring Portal](#)
- Sessions take place in either Studio A or one of our Edit Suites

Workshop Series
- Each workshop is a one to two hour lesson diving deep into specific topics related to audio engineering, music production, and the business of music.
- Workshops are taught by alumni or industry professionals in our community
- Workshops are a combination of lecture and hands on practise, and include an open Q&A

Completion Requirements

In order for you to graduate, a passing grade of 60% must be attained and in order to receive the applicable credentials, students must fulfill all of the following requirements:
a) satisfactory completion of all the course requirements of the given program
b) comply with attendance; satisfactory academic progress and student conduct policies
c) satisfy all financial obligations to SAE Institute Vancouver and be in good standing with the Office of The Registrar at the time of graduation.

Career Options

Recording Artist - Music Producer - Recording Engineer - Studio Engineer - Assistant Studio Engineer - Studio Manager - Audio Post Editor - Mastering Engineer - Sound Designer - Sound Editor - Arranger/Composer - Live Sound Technician - Production Manager - Record Label