



MSc Audio and Video Technology Cambridge



Course Overview

The Audio and Video Technology taught MSc course allows students to develop advanced skills and knowledge in the fields of audio and music technology, video production and digital media processing. Students will be taught the underlying principles and theories associated with advanced technologies in audio and visual media, as well as gaining hands on skills and expertise in industry focused practice.

This course is designed to allow students the flexibility to focus on their particular area of interest, and to enhance and broaden their current skills. For example, by choosing coursework projects carefully, students will be empowered to commit to either audio or visual media type course deliverables, or a weighted combination of both.

General Enquiries:

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Course Leader:

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Module Breakdown

Students are required to undertake the following taught modules:

Audio and Music Production: Introducing the basics of performance recording and acoustics and quickly building up to professional level music production and audio content generation projects.

Applied AV Processing: Covering advanced signal processing for audio and video manipulation, utilising Matlab software for applied analysis and design.

Video Production: Development of video material to a wide variety of specifications. For assessment students are required to produce a portfolio of produced work detailing the scripting, planning, shooting and editing processes used.

AV Software Development: Creation of audio and video software units, algorithms and plug-ins using specific development languages such as Matlab, C/C++, Max/MSP and QTKit.

Research Methods: The evaluation of research techniques for postgraduate study in general and specific to the field of Audio and Video Technology

Dissertation: 60 credit dissertation on a negotiated research investigation with respect to audio and/or video content creation.

This Course Is Designed For

- Students who have graduated in any science or engineering subject; an academic background in audio or visual media is not essential. Students may already have knowledge of the underlying scientific and engineering theory, but are looking to convert their knowledge and skills towards the audio and visual media related industries.
- Students with a degree in Audio and Music Technology who want to enhance their scientific and engineering knowledge and take their practical skills to a higher level. These students may also wish to move from a pure audio background to a mixed 'audio-video' skill set in order to broaden their knowledge area and achieve their desired employment ambitions.
- Students with a degree in a Video / Media Technology subject who wish to build on their scientific knowledge and move from a pure media background to a mixed 'audio-video' skill set, to enhance their employment opportunities.

Course Options

Duration: 1 year FT or 2 years PT
Start date: September or January

Semester 1 (60 credits)	Semester 2 (60 credits)	Semester 3 (summer period)
Applied AV Processing (30)	Research Methods (15)	Dissertation (60)
	Video Production (15)	
Audio and Music Production (30)	AV Software Development (30)	

Pathway Map for MSc Audio and Video Technology