

1.	Field of study	Music in Multimedia
2.	Faculty	Faculty of Fine Arts and Educational Science
3.	Academic year of entry	2025/2026 (winter term)
4.	Level of qualifications/degree	second-cycle studies
5.	Degree profile	practical
6.	Mode of study	full-time
7.	Academic year for which the revised course structure applies	—

Specialization: Sound in Video Games

CORE COURSES											year 1						year 2					
No.	Module	Lang.	E/C	form of teaching			Total ECTS	semester 1			semester 2			semester 3			semester 4			L	O	E
				Total	L	O		L	O	E	L	O	E	L	O	E	L	O	E			
1	Audiovisual and multimedia projects	PL	C	15		15	1		15	1												
2	Computer Aided Composition	–	C	30		30	2		30	2												
3	Ear Training 1	PL	C	15		15	1		15	1												
4	Historical Aspects of Music of Audiovisual Forms 1	PL	C	45	15	30	2	15	30	2												
5	Introduction to Audiovisual Studies 1	–	C	45	15	30	3	15	30	3												
6	Protection of intellectual property	PL	C	15		15	1		15	1												
7	Recording Techniques 1	–	C	30		30	3		30	3												
8	Selected Topics in Popular Music 1	PL	C	30		30	2		30	2												
9	Studio-Based Computer Applications 1	–	C	30		30	3		30	3												
10	Timbre Solfège 1	–	C	15		15	1		15	1												
11	Ear Training 2	PL	C	15		15	1					15	1									
12	Experimental Audiovisual Techniques	PL	C	15		15	1					15	1									
13	Historical Aspects of Music of Audiovisual Forms 2	PL	C	45	15	30	2				15	30	2									
14	Introduction to Audiovisual Studies 2	–	C	45	15	30	3				15	30	3									
15	Recording Techniques 2	–	C	30		30	3					30	3									
16	Research Methodology	PL	C	15		15	1					15	1									
17	Selected Topics in Popular Music 2	PL	C	30		30	2					30	2									
18	Studio-Based Computer Applications 2	–	C	30		30	2					30	2									
19	Timbre Solfège 2	–	C	15		15	1					15	1									
20	Diploma Workshop 1	–	C	30		30	4								30	4						
21	Ear Training 3	PL	C	15		15	2								15	2						
22	Master's Thesis Seminar 1	–	C	30		30	4								30	4						
23	Sound Programming	–	C	30		30	3								30	3						
24	Studio-Based Computer Applications 3	–	C	30		30	2								30	2						
25	Timbre Solfège 3	–	C	15		15	1								15	1						
26	Diploma Workshop 2	–	C	30		30	6											30	6			
27	Master's Thesis Seminar 2	–	C	30		30	5											30	5			
28	Timbre Solfège 4	–	C	15		15	2											15	2			
29	World Music	PL	C	30	15	15	3										15	15	3			
TOTAL CORE COURSES:				765	75	690	67	30	240	19	30	210	16		150	16	15	90	16			

INTERNSHIPS AMD FIELDWORK											year 1						year 2										
								form of teaching			semester 1			semester 2			semester 3			semester 4							
No.	Module	Lang.	E/C	Total	L	O	Total ECTS	L	O	E	L	O	E	L	O	E	L	O	E								
1	Workshops 1	–	C	30		30	3		30	3																	
2	Internship 1	PL	C	160		160	6					160	6														
3	Workshops 2	–	C	30		30	3					30	3														
4	Internship 2	PL	C	100		100	4								100	4											
5	Internship 3	PL	C	100		100	4											100	4								
				TOTAL INTERNSHIPS AMD FIELDWORK:				420			420	20		30	3		190	9		100	4		100	4			
OTHER REQUIREMENTS											year 1						year 2										
								form of teaching			semester 1			semester 2			semester 3			semester 4							
No.	Module	Lang.	E/C	Total	L	O	Total ECTS	L	O	E	L	O	E	L	O	E	L	O	E								
1	Foreign Language	–	E	30		30	2		30	2																	
2	General Academic Module (Humanities)	PL	C	30		30	3								30	3											
3	General Academic Module (Social Sciences)	PL	C	30		30	3											30	3								
				TOTAL OTHER REQUIREMENTS:				90			90	8		30	2			30	3		30	3					
SPECIALITY											year 1						year 2										
								form of teaching			semester 1			semester 2			semester 3			semester 4							
No.	Module	Lang.	E/C	Total	L	O	Total ECTS	L	O	E	L	O	E	L	O	E	L	O	E								
1	Creating Character Voices	–	C	30		30	2		30	2																	
2	Programming Topics 1	PL	C	30		30	2		30	2																	
3	Spatial Sound Systems	–	C	30		30	2		30	2																	
4	Programming Topics 2	PL	C	30		30	2					30	2														
5	Sound Effects for Games 1	–	C	30		30	3					30	3														
6	Programming Topics 3	PL	C	30		30	3								30	3											
7	Sound Design 1	PL	C	30		30	2								30	2											
8	Sound Effects for Games 2	–	C	30		30	3								30	3											
9	Implementation of Sound - Middleware	PL	C	30		30	4											30	4								
10	Sound Design 2	PL	C	30		30	4											30	4								
				TOTAL SPECIALITY:				300			300	27		90	6		60	5		90	8		60	8			
								TOTAL:				1575	75	1500	122		420	30		490	30		370	31		295	31
TOTAL EXCLUDING INTERNSHIPS											1215																
TOTAL											1575																

The study ends with the awarding of a Master's Degree in the field of Music in Multimedia: Sound in Video Games.

Legend

Each semester consists of 15 weeks

E/C - exam/course work

E - ECTS

L - lecture, O - all forms of teaching excluding lecture (practical classes, laboratory classes, discussion classes, seminar, proseminar, language classes, field practice, workshop, internship, tutoring)

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7.	Academic year for which the revised course structure applies	—

Specialization: Music Composing in Audiovisual Arts

CORE COURSES

CORE COURSES																year 1						year 2					
										form of teaching				semester 1			semester 2			semester 3			semester 4				
No.	Module	Lang.	E/C	Total	L	O	Total ECTS	L	O	E	L	O	E	L	O	E	L	O	E	L	O	E					
1	Audiovisual and multimedia projects	PL	C	15		15	1		15	1																	
2	Computer Aided Composition	–	C	30		30	2		30	2																	
3	Ear Training 1	PL	C	15		15	1		15	1																	
4	Historical Aspects of Music of Audiovisual Forms 1	PL	C	45	15	30	2	15	30	2																	
5	Introduction to Audiovisual Studies 1	–	C	45	15	30	3	15	30	3																	
6	Protection of intellectual property	PL	C	15		15	1		15	1																	
7	Recording Techniques 1	–	C	30		30	3		30	3																	
8	Selected Topics in Popular Music 1	PL	C	30		30	2		30	2																	
9	Studio-Based Computer Applications 1	–	C	30		30	3		30	3																	
10	Timbre Solfège 1	–	C	15		15	1		15	1																	
11	Ear Training 2	PL	C	15		15	1						15	1													
12	Experimental Audiovisual Techniques	PL	C	15		15	1						15	1													
13	Historical Aspects of Music of Audiovisual Forms 2	PL	C	45	15	30	2						15	30	2												
14	Introduction to Audiovisual Studies 2	–	C	45	15	30	3						15	30	3												
15	Recording Techniques 2	–	C	30		30	3						30	3													
16	Research Methodology	PL	C	15		15	1						15	1													
17	Selected Topics in Popular Music 2	PL	C	30		30	2						30	2													
18	Studio-Based Computer Applications 2	–	C	30		30	2						30	2													
19	Timbre Solfège 2	–	C	15		15	1						15	1													
20	Diploma Workshop 1	–	C	30		30	4										30	4									
21	Ear Training 3	PL	C	15		15	2										15	2									
22	Master's Thesis Seminar 1	–	C	30		30	4										30	4									
23	Sound Programming	–	C	30		30	3										30	3									
24	Studio-Based Computer Applications 3	–	C	30		30	2										30	2									
25	Timbre Solfège 3	–	C	15		15	1										15	1									
26	Diploma Workshop 2	–	C	30		30	6													30	6						
27	Master's Thesis Seminar 2	–	C	30		30	5													30	5						
28	Timbre Solfège 4	–	C	15		15	2													15	2						
29	World Music	PL	C	30	15	15	3													15	15	3					
TOTAL CORE COURSES:				765	75	690	67	30	240	19	30	210	16		150	16	15	90	16								

INTERNSHIPS AMD FIELDWORK											year 1						year 2							
								form of teaching			semester 1			semester 2			semester 3			semester 4				
No.	Module	Lang.	E/C	Total	L	O	Total ECTS	L	O	E	L	O	E	L	O	E	L	O	E					
1	Workshops 1	–	C	30		30	3		30	3														
2	Internship 1	PL	C	160		160	6					160	6											
3	Workshops 2	–	C	30		30	3					30	3											
4	Internship 2	PL	C	100		100	4								100	4								
5	Internship 3	PL	C	100		100	4											100	4					
				TOTAL INTERNSHIPS AMD FIELDWORK:				420			420	20		30	3		190	9		100	4		100	4
OTHER REQUIREMENTS											year 1						year 2							
								form of teaching			semester 1			semester 2			semester 3			semester 4				
No.	Module	Lang.	E/C	Total	L	O	Total ECTS	L	O	E	L	O	E	L	O	E	L	O	E					
1	Foreign Language	–	E	30		30	2		30	2														
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SPECIALITY											year 1						year 2							
								form of teaching			semester 1			semester 2			semester 3			semester 4				
No.	Module	Lang.	E/C	Total	L	O	Total ECTS	L	O	E	L	O	E	L	O	E	L	O	E					
1	Analysis of Audiovisual Work 1	PL	C	15		15	1		15	1														
2	Classical Harmony 1	–	C	15		15	1		15	1														
3	Composition 1	PL	C	15		15	2		15	2														
4	Instrumentation 1	PL	C	15		15	2		15	2														
5	Analysis of Audiovisual Work 2	PL	C	15		15	1					15	1											
6	Classical Harmony 2	–	C	15		15	1					15	1											
7	Composition 2	PL	C	30		30	2					30	2											
8	Instrumentation 2	PL	C	15		15	1					15	1											
9	Analysis of Audiovisual Work 3	PL	C	15		15	1								15	1								
10	Composition 3	PL	C	30		30	3								30	3								
11	Compositional techniques of the 20th and 21st centuries 1	PL	C	30	15	15	2								15	15	2							
12	Jazz Harmony 1	PL	C	15		15	2								15	2								
13	Composition 4	PL	C	30		30	3											30	3					
14	Compositional techniques of the 20th and 21st centuries 2	PL	C	30	15	15	3											15	15					
15	Jazz Harmony 2	PL	C	15		15	2												15					
				TOTAL SPECIALITY:				300	30	270	27		60	6		75	5	15	75	8	15	60	8	
				TOTAL:				1575	105	1470	122		390	30		505	30	370	31		310		31	
TOTAL EXCLUDING INTERNSHIPS											1215													
TOTAL											1575													

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