

APPLIED MUSIC

CMT's applied music study package includes composing and producing music for film, stage and computer games. The main focus is to guide students to understand how to work as part of a cross-disciplinary group and how to merge one's own artistic and technical knowledge with that of others in the project. The coursework is carried out in close collaboration with the Theatre Academy of Uniarts Helsinki and the Film and Game Design faculties of Aalto University.

MEDIA AND SONIC ARTS

Media and sonic arts are a cross-disciplinary art form, formed when installation and site-specific art, sound design, sound reproduction techniques, composition, interaction design and performance art meet. Media and sonic arts offer support for all music technology studies at the centre, but are also an important opportunity for those musicians, artists and sound designers who are interested in space, media and new technologies.

LIVE SOUND IN CONCERT SETTINGS

Both music and sonic art performances are an integral part of CMT's activities and give vital opportunities for education – as well as serving as a testing ground for various techniques, as students build their skills and start their careers. CMT offers a unique set of opportunities for student-organised concerts in Music Centre halls or other venues. The department's annual festival, MuTeFest, takes place every November, showcasing the diversity of work within CMT.

Developing an abundant selection of skills in music-oriented real-time computing and live sound tools, and combining experience of live audience situations with a well-trained ear give our graduates the edge in this rapidly growing and competitive field of work.

RESEARCH

Music technology research and product development showcase different sides of CMT. We envision new digital, analogue and electromechanical instruments typically built by musicians themselves. CMT research addresses artistic and technical issues dealing with the creative use of acoustics and new technologies in sound reproduction and manipulation. Pioneering research in applied music focuses on adaptive and interactive music.

Regardless of the focus chosen by individuals, CMT encourages all students to take part in collaborative projects with the ensembles, groups and individuals of the various departments and study programs in the Sibelius Academy, our sister fine arts and theatre academies within the University of the Arts Helsinki, as well as our several partner schools.

VISIT OUR WEBSITE TO LEARN MORE:
UNIARTS.FI/EN/SIBA/CENTRE-MUSIC-AND-TECHNOLOGY

PHOTO: OLLI KESKINEN



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SIBELIUS ACADEMY

MUSIC TECHNOLOGY AT THE SIBELIUS ACADEMY

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The Centre for Music and Technology (CMT) at the Sibelius Academy of the University of the Arts Helsinki offers the best possible education on the creation, performance and reproduction of music through technology. Housed in the Helsinki Music Centre, CMT offers a unique learning environment, multifaceted faculty, high-quality technical resources and a wide network of professionals who work in arts, research and commercial enterprise roles.

MAIN AREAS OF STUDY

Students first develop a wide range of basic technological skills. Among these are studio practice, knowledge of microphone, digital audio workstations, performance tools and listening, as well as knowledge of the underlying disciplines: acoustics, electronics and digital signal processing. Upon this they will build personal artistic expression and focus, and gain knowledge of their context and position in musical and sonic arts.

- ✕ Recording arts
- ✕ Electroacoustic music
- ✕ Media and sonic arts
- ✕ Film and game music
- ✕ Pedagogy of music technology (in Finnish)
- ✕ Music technology research and development
- ✕ Experimental performance with electronics
- ✕ Live sound
- ✕ Sound art

SOUND AND MUSIC PRODUCTION AND RECORDING

CMT aims to provide the highest standard of education in sound recording and production under the tutelage of Finland's leading professionals. Recording and production are an essential part of the three-year Bachelor of Music degree. Artistic and more sophistica-

ted technical issues are covered during the 2.5-year Master of Music degree, leading to a more in-depth knowledge of technical and production issues. Students benefit from excellent practical work opportunities in many musical genres, alongside the fine musicians from all departments of the Sibelius Academy, including classical ensembles and a symphony orchestra, jazz line-ups from groups to big band, and contemporary folk music groups. Students will focus on their production topics of choice, gather experience and develop a working routine.

Project-based studies allow students to gain practical experience in music production and recording and develop special skills in their interest areas.

The in-house symphony orchestras and several chamber ensembles perform in the concert halls of the Music Centre, offering a unique opportunity to learn the specifics of classical music recording and production at a professional level.

ELECTROACOUSTIC MUSIC

Electroacoustic music lead to competences as a composer, performer, digital musician, sound artist or researcher developer. CMT has a wealth of courses that can be combined to strengthen these competences. Sound-based composition is important in electroacoustic music: in this aesthetic, music is composed aurally and is mostly listened to via loudspeakers. The main subgenres are acousmatic (fixed media) music, mixed music with electronic and acoustic instruments, and various live electronic music practices.