STUDY GAMES

ENVIRONMENT ARTIST
SENIOR ENVIRONMENT ARTIST
CHARACTER ARTIST
ART DIRECTOR
USER INTERFACE UI ARTIST
MOTION CAPTURE TECHNICIAN
LEAD CONCEPT ARTIST
MOTION GRAPHICS SPECIALIST
GAMEPLAY ANIMATOR
LIGHTING ARTIST
SENIOR CREATURE ANIMATOR
SENIOR TEXTURE ARTIST
LEAD 3D ARTIST

AMPLIFY YOUR FUTURE

BA/BSc (HONS)
GAME ART ANIMATION

In partnership with Middlesex University London
Combine your artistic talents with your love for video games and turn that creative talent into your dream career.

From drawing lessons to precise character modeling to intricate textures, virtual environments and integration with games engines, the programme develops your skills using industry standard technologies and production methods to create 3D art for games. Our hands-on ethos will have you experimenting with many different styles in order for you to explore and expand your own individual flair, which you can then hone during the many practical projects, closely supervised by a supportive team to help engrain these skill-sets.

During the process of the degree, our tutors will nurture and guide your creative work flow in order to prepare and create the all-important show reel to ensure that you hit the ground running in the industry.

**ENTRY REQUIREMENTS**

a. Minimum age of 18 years
b. A valid VISA for entire duration of the selected course is required prior to enrolment (for non-EU students)
c. Applicants have achieved an intermediate education level
d. English language skills: minimum TOEFL score of 80, or, minimum IELTS score 6.5 (or equivalent)
MODULES

TERM 1

INTRODUCTION TO DIGITAL IMAGING
Drawing classes will give you an insight into the fundamentals of perception, perspective and proportion-essential for creating 2D and 3D models. Photoshop lessons will allow you to work like a professional and you will be introduced to non-destructive workflows in 3D environments. Through practical classes on digital cameras you will be able to take professional quality images and apply realistic textures to your own artwork. Theory and practice will combine to give you a solid foundation in the animation process.

INFORMATION, COMMUNICATION AND PROFESSIONAL MEDIA PRACTICE
In this module we introduce you to proven concepts and routines of academic research, critique and writing, and nurture these skills to ensure that you apply good study practice and management throughout your studies. We aim to familiarise you with the theories of culture and communication and develop a basic understanding of the creative media industries and your potential role as a professional creative media practitioner. Together, all of these skills will help you develop transferable career skills to aid your job search upon graduation.

TERM 2

2D ANIMATION RENDERING AND VFX
Learn the basics of animation and create 2D character animations for use in 2D environments. Gain an understanding of the 3D pipeline, learning how to setup lighting and how to render your animations. Design and create special effects for 2D and 3D productions.

ANIMATION AND MODELLING PRINCIPLES AND TECHNIQUES
In this module you will learn the systems and tools used in the creation of 3D content, including the implementation of complex textures, sophisticated lighting and the various animation and modelling techniques. You’ll find out how to analyse and design images and animations for a range of professional contexts, developing the skills you need to design an entire environment in 3D, whilst demonstrating a practical understanding of the production pipeline.

TERM 3

3D SCULPTING AND GAME ENGINES
3D sculpting software allows you to create high poly objects, adding details and textures to your projects. As well as 3D sculpting you will also learn how to work with a game engine to create simple interactive environments using your own artwork. As you gain basic programming knowledge, simple scripting will bring your environments to life.
Finally, learn how to control physics, animations and audio in virtual environments to create realistic gameplay.

FOUNDATIONS OF GAME DESIGN AND GAME PRODUCTION
We will introduce you to fundamental concepts covering game design theory, game level design practices and common techniques used in game production. You will hone your critical analysis skills needed to deconstruct existing games in order to get hands-on experience re-creating and modifying them. You will explore techniques used in the film industry and learn how to apply them in your digital productions. You will gain knowledge in level design and create interactive 2D and 3D environments in order to test them.

TERM 4

ADVANCED CHARACTER ANIMATION AND VIRTUAL ENVIRONMENTS
Learn how to develop strong techniques for character animation by bringing together knowledge of anatomy and movement. You will combine facial animation and comedic timing with general acting theories and techniques for both human and non-human characters. Learn how to develop virtual environments for game and animation productions using your combined knowledge from previous modules.

MARKETING, BUSINESS PLANNING AND LAW
This module aims to impart the essential knowledge, concepts and analytical tools of business and marketing to function effectively in the industry. It will also open your eyes to key legal and ethical issues that underpin practices specifically related to the creative media industries. Upon completion of this module, you will have developed key communication skills, whilst being sensitive to the impact of how communication can shape how we, as a society, understand each other in social, cultural and economic contexts.

TERM 5

RESEARCH PRACTICE AND SOCIETY
Research is key to the successful outcome of any creative project and this module aims to develop within you an advanced critical understanding of qualitative and quantitative research methodologies and their application for both artistic and scientific research. You will advance your knowledge, planning and implementation of research based inquiry to address specific questions, whilst developing an in-depth understanding of the creative media industries and your potential role as a creative media practitioner. Together we will broaden your understanding of the ongoing interplay between science and the history of ideas, culture and creative media, to give your work the depth it requires to have a profound effect in the market-place.

ELECTIVE MODULE
You are given the opportunity to choose an elective from a bank of modules. Each campus can advise which of the electives may be available to you and provide further advice to assist you in selecting an option that is reflective of your specialisation interest. The detail of each module can be found on our website.

• Industry Engagement
• Advanced Specialist Project
• Advanced Animation Project
• Advanced Game Project

TERM 6

MAJOR PROJECT (BA OR BSC)
Your major project is intended to demonstrate a range of advanced skills in accordance with the requirements of a substantial level six project. Through successful completion, you will also exhibit your capacity to conduct independent projects and manage a large-scale venture. Central to the module is an exploration of research methodologies and their applications or their own artistic style and its presentation to the public. You will develop a project proposal and submit this for approval. You will then manage all aspects involved in the preliminary and planning phases, through to realisation. Your major project is self-generated and may take one of many different forms, there is however an expectation that the final deliverable will be of a calibre that will help progress you into employment or postgraduate work.

DURATION:
2 YEARS (FULL-TIME)
START DATES: WWW.SAE.EDU

This programme was developed and is delivered and assessed by SAE Institute, awarded by and quality assured by Middlesex University.
2 YEARS
FULL TIME

AMPLIFY YOUR FUTURE

STUDY AUDIO

MUSIC PRODUCER
SOUND DESIGNER
STUDIO ENGINEER
POST PRODUCTION
FRONT OF HOUSE ENGINEER
PRO TOOLS OPERATOR
RECORDING ENGINEER
MONITOR ENGINEER
THEATRE SOUND
SUPERVISING SOUND EDITOR
RADIO ENGINEER
LOCATION RECORDIST
SOUND MIXER
FOLEY RECORDER
BOOM OPERATOR
AUDIO BRANDING

In partnership with
Middlesex University
London
Whether you want to work in music production, post production for film or TV, live sound, radio broadcasting, sound design, game sound or in one of the many different areas of the audio industry, the Audio Production degree gives you the knowledge and practical skills needed for a successful career.

SAE’s hands-on ethos ensures you are given access to our world-class studio facilities, supported by one-to-one supervision. This enables you to bring theory and practice together with your creativity in a variety of settings to advance your skills to a professional level, developing a competitive edge as you complete your studies.

Constant advances in commercial technology drive this area forward, creating a need for skilled producers who can understand these technical needs and be able to apply them for commercial gain.

ENTRY REQUIREMENTS

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c. Applicants have achieved an intermediate education level
d. English language skills: minimum TOEFL score of 80, or, minimum IELTS score 6.5 (or equivalent)

* Our courses require that our students are in possession of a laptop (Mac/PC) in order to make notes in class, complete written homework and/or do research. For questions regarding specifications please consult the Study Advisors.
MODULES

TERM 1

PRINCIPLES OF SOUND AND AUDIO PRACTICE
You will be introduced to the concept of sound as a physical phenomenon and shown how to predict its behaviour by exploring maths and physics concepts, which will support your learning throughout the rest of the course. You will then focus on the fundamental principles of audio production, including the theory and practical application of EQs, dynamics processors and effects. This critical foundation will enable you to grasp the concepts of signal routing, microphones and loudspeakers, providing you with the basic skills to operate in a professional audio environment.

ACADEMIC AND PROFESSIONAL PRACTICE
In this module we introduce you to proven concepts and routines of academic research, critique and writing, and nurture these skills to ensure that you apply good study practice and management throughout your studies. We aim to familiarise you with the theories of culture and communication and develop a basic understanding of the creative media industries and your potential role as a professional creative media practitioner. Together, all of these skills will help you develop transferable career skills to aid your job search upon graduation.

TERM 2

SIGNAL FLOW AND PROCESSING
This module is designed to help you build the theoretical knowledge necessary to operate in a modern studio environment. You will develop the hands-on skills to operate professional audio equipment, enabling you to complete your first productions on both analogue and digital setups. Furthermore, you will advance your knowledge of music production techniques to a more sophisticated level.

AUDIO PRODUCTION
This module takes your knowledge to the next level as we prepare you for studio work in the industry. You will develop professional practice in the planning and execution of a recording and mixing project, quickly becoming familiar with working in front of a recording console and using outboard gear and software plugins.

TERM 3

MULTIMEDIA SOUND
The aim of this module is to provide you with a wide range of professional tools and techniques utilised in the production of audio for multimedia applications. It focuses primarily on audio preparation for different media, including visuals and interactive environments. This module aims to enable you to explore your own interests and develop an individual design aesthetic within audio, whilst also providing an overview of possible career paths within the field.

ELECTIVE MODULE
You are given the opportunity to choose an elective from a bank of modules. Each campus can advise which of the electives may be available to you and provide further advice to assist you in selecting an option that is reflective of your specialisation interest. The detail of each module can be found on our website.
- Creative Production
- Live Sound

TERM 4

ADVANCED AUDIO PRODUCTION
To advance your understanding of audio production concepts and techniques, we present you with a critical overview of current advanced music production skills. Exposing you to sophisticated audio signal chains and complex signal-flow scenarios we then guide you through a range of opportunities to practice your audio production skills.

MARKETING, BUSINESS PLANNING AND LAW
This module aims to impart the essential knowledge, concepts and analytical tools of business and marketing to function effectively in the industry. It will also open your eyes to key legal and ethical issues that underpin practices specifically related to the creative media industries. Upon completion of this module, you will have developed key communication skills, whilst being sensitive to the impact of how communication can shape how we, as a society, understand each other in social, cultural and economic contexts.

TERM 5

RESEARCH PRACTICE AND SOCIETY
Research is key to the successful outcome of any creative project and this module aims to develop within you an advanced critical understanding of qualitative and quantitative research methodologies and their application for both artistic and scientific research. You will advance your knowledge, planning and implementation of research based inquiry to address specific questions, whilst developing an in-depth understanding of the creative media industries and your potential role as a creative media practitioner. Together we will broaden your understanding of the ongoing interplay between science and the history of ideas, culture and creative media, to give your work the depth it requires to have a profound effect in the market-place.

ELECTIVE MODULE
You are given the opportunity to choose an elective from a bank of modules. Each campus can advise which of the electives may be available to you and provide further advice to assist you in selecting an option that is reflective of your specialisation interest. The detail of each module can be found on our website.
- Industry Engagement
- Advanced Specialist Project
- Film Sound

TERM 6

MAJOR PROJECT (BA OR BSc)
Your major project is intended to demonstrate a range of advanced skills in accordance with the requirements of a substantial level six project. Through successful completion, you will also exhibit your capacity to conduct independent projects and manage a large-scale venture. Central to the module is an exploration of research methodologies and their applications or their own artistic style and its presentation to the public. You will develop a project proposal and submit this for approval. You will then manage all aspects involved in the preliminary and planning phases, through to realisation. Your major project is self-generated and may take one of many different forms, there is however an expectation that the final deliverable will be of a calibre that will help progress you into employment or postgraduate work.

DURATION:
2 YEARS (FULL-TIME)
START DATES: WWW.SAE.EDU

This programme was developed and is delivered and assessed by SAE Institute, awarded by and quality assured by Middlesex University.
CAPTURE YOUR FUTURE

STUDYFILM

DIRECTOR
CAMERA OPERATOR
PRODUCER
GRIP
EDITOR
FILM MAKER
COLOURIST
LIGHTING
PRODUCTION ASSISTANT
CINEMATOGRAPHER
DOCUMENTARY
FILM MAKER
CAMERA ASSISTANT
STEADICAM OPERATOR
DIRECTOR OF PHOTOGRAPHY

In partnership with Middlesex University London
This degree explores the creative and technical aspects of film making within a wide variety of settings. With an emphasis on hands-on training, you will have access to our industry standard digital cameras and film production equipment, enabling you to learn the processes and techniques to ensure that the projects you work on and the visions you imagine, can become realities for multiple platforms.

Designed to develop the next generation of filmmakers, you will gain the essential skills and knowledge working independently and collaboratively on factual and fictional productions allowing you to graduate with a high technical skill set to hit the ground running on any film set around the world.

All of your progress is carefully guided and expanded by individual tutorial support, ensuring that you create pieces of work to be showcased in your all-important portfolio.

ENTRY REQUIREMENTS

a. Minimum age of 18 years
b. A valid VISA for entire duration of the selected course is required prior to enrolment (for non-EU students)
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d. English language skills: minimum TOEFL score of 80, or, minimum IELTS score of 6.5 (or equivalent)

* Our courses require that our students are in possession of a laptop (Mac/PC) in order to make notes in class, complete written homework and/or do research. For questions regarding specifications please consult the Study Advisors.
If you are interested in learning more about our programmes, please visit us online.

MODULES

TERM 1

FILMMAKING FUNDAMENTALS 1
To appreciate the fundamental differences of the individual and collaborative processes, you will experiment with all aspects of the technical and creative elements to gain a thorough theoretical understanding of your craft. From pre-production, through production and post-production these are key components that will transform you into a conscientious and complete filmmaker, capable of collaborating within all areas of the production of a film.

ACADEMIC AND PROFESSIONAL PRACTICE
In this module we introduce you to proven concepts and routines of academic research, critique and writing, and nurture these skills to ensure that you apply good study practice and management throughout your studies. We aim to familiarise you with the theories of culture and communication and develop a basic understanding of the creative media industries and your potential role as a professional creative media practitioner. Together, all of these skills will help you develop transferable career skills to aid your job search upon graduation.

TERM 2

THE ART OF STORYTELLING
Writing for the screen is a very specific creative writing skill and one that requires a thorough understanding of how visual storytelling operates. This module asks you to explore a number of established and experimental processes used in script development to further boost your understanding of narrative and cinematic construction. Working with the completed script, you will learn the skills to develop your own personal development portfolio and bring your visual styles to life on the page, ready for the screen.

FILMMAKING FUNDAMENTALS 2
Building upon your knowledge base so far, you will now put your imagination and skills to good use in the creation of a self-directed short film, facilitating your script writing and developing your individual style. Through a comprehensive application of theories and techniques you will explore further the fundamental processes of filmmaking, specifically in production and post-production techniques.

TERM 3

NON-FICTION FILMMAKING
Producing non-fictional works requires a critical understanding of the complex historic and contemporary societal, economic and political influences affecting the genre to fully appreciate the power of the medium. You will learn the importance of employing sound ethical working practices to strike a power balance between the contributor, filmmaker and audience, in order to plan and produce your own, short non-fiction film.

ELECTIVE MODULE
You are given the opportunity to choose an elective from a bank of modules. Each campus can advise which of the electives may be available to you and provide further advice to assist you in selecting an option that is reflective of your specialisation interest. The detail of each module can be found on our website.

TERM 4

PRODUCING AND DISTRIBUTION METHODS
For this module you will assume the role and many varied obligations of ‘producer’, often seen as ambiguous, largely due to the variety and complexities of tasks involved throughout the entirety of a film’s production through to distribution. We will prepare you with the finite details required to perform the breadth of tasks, whilst further developing your pre-existing skills in post-production techniques to refine your individual style. We will then show you the essential process of elimination to determine which method of either classical, or contemporary distribution across creative media would be most effective for your creation.

MARKETING, BUSINESS PLANNING AND LAW
This module aims to impart the essential knowledge, concepts and analytical tools of business and marketing to function effectively in the industry. It will also open your eyes to key legal and ethical issues that underpin practices specifically related to the creative media industries. Upon completion of this module, you will have developed key communication skills, whilst being sensitive to the impact of how communication can shape how we, as a society, understand each other in social, cultural and economic contexts.

TERM 5

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TERM 6

MAJOR PROJECT (BA OR BSC)
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DURATION: 2 YEARS (FULL-TIME)
START DATES: WWW.SAE.EDU

This programme was developed and is delivered and assessed by SAE Institute, awarded by and quality assured by Middlesex University.
CERTIFICATE
ELECTRONIC MUSIC

LET YOUR CREATIVITY OUT
Throughout the course you are taught in a practical manner, primarily on Ableton Live (so whether you have a MAC or a PC at home you can put your new found skills into practice straight away). You will also explore other production platforms such as Apple Logic Pro X and have access to our music production labs to train on site with help from our tutors.

Whether you want to produce House, Techno, Dubstep, Pop, Trance or Hip Hop, you’ll learn the techniques, tips and production tricks that will help you make the music you love.

CORE SUBJECTS*:
DIGITAL AUDIO WORKSTATION (DAW)
SOUND THEORY
PRODUCTION PROCESS
MUSIC THEORY
EQ & FILTERS
DYNAMICS
REVERB & DELAYS
SOUND DESIGN
HOME STUDIO SETUP
MICROPHONE THEORY
VOCAL RECORDING
MIXING TECHNIQUES
PRODUCING WITH HARDWARE
MASTERING TECHNIQUES

The following software* is used: Steinberg Cubase, Apple Logic Pro, Ableton Live, Propellerheads Reason, Native Instruments Software and various plugins and softsynths

*subject to change

THIS COURSE IS FOR YOU IF:
• You make music, experiment with electronic sound synthesis and you would like to work more efficiently with your equipment.
• You are a DJ and want to create remixes or make your own music.
• You want to improve your existing production techniques.
• You want to get the most out of your computer and software.
• You want to use this as a stepping stone towards our Diploma / Degree programs.

Discounts are offered to graduates of this program who wish to progress to our Audio Production program.
CERTIFICATE
ELECTRONIC MUSIC ADVANCED

LET YOUR CREATIVITY OUT

INSTITUTE
Take those music ideas and turn them into living creations. Our hands-on, tutor supported course empowers you to turn production tools into an extension of your mind.

Our tutors will nurture your skills to produce the beats, sounds and structures, whatever your preferred music genre. You will learn about synthesis, programming, sampling, audio editing, EQ, FX, Dynamics and the many powerful production techniques and features of Logic Pro and Ableton Live.

**CORE SUBJECTS***:

- Critical Listening
- Composing & Arranging
- Sound Design
- Hardware Synthesis
- Music Theory
- Vocal Processing
- Multiband Sidechaining
- Parallel Processing
- Advanced Signal Flow & Mixing
- Building a Live Performance
- Advanced Mastering
- Music Business & Law

The following software* is used: Steinberg Cubase, Apple Logic Pro, Ableton Live, Propellerheads Reason, Native Instruments Software and various plugins and softsynths

*subject to change

**THIS COURSE IS FOR YOU IF:**

- You make music, experiment with electronic sound synthesis and you would like to work more efficiently with your equipment.
- You are a DJ and want to create remixes or make your own music.
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**Course Details**

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<th>Entry Requirements</th>
<th>Minimum age 16, basic English, successful completion of EMC</th>
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<td>Duration</td>
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<td>Study Load (theory &amp; practical)</td>
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<td>Practical</td>
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<td>Discounts</td>
<td>super deals on hardware &amp; software via the student store</td>
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**Costs - Plan A (upfront payment)** | € 2,400,- |
| Registration Fee | € 350,- |
| Tuition | € 2,050,- |

**Costs - Plan C (in instalments)** | € 2,566,- |
| Registration Fee | € 350,- |
| Tuition (monthly) | 4 x € 554,- |

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Amsterdam
+31 (0)20 - 4350655
Johan van Hasseltweg 31, 1021 KN Amsterdam
amsterdam@sae.edu

sae.edu
LET YOUR CREATIVITY OUT
The Music Business Certificate is specifically designed for those who want to know more about the music industry. How does the industry work? How can you protect yourself and your creative work? What do you have to pay attention to when signing a contract? What will a publisher actually do for you? What exactly are copyrights and how do you use it? And oh, how do you get paid?

Taught by professionals straight out of the industry, this short course will give you the answers to all of these questions and more.

**CORE SUBJECTS***:
- Music Rights
- Music Publishing
- Copyright
- Publishing
- Music Licensing
- Collective Rights
- Trademarks
- Contracts
- Distribution
- Record Labels
- Setting up your own company
- Business Plans

*subject to change

**THIS COURSE IS FOR YOU IF**:
- You want to understand the fundamentals of the music industry.
- You are an artist that wants to release your own work.
- You want to start your own record label.
- You are a producer that creates productions for external clients.
- You want to start your own production house / recording studio.
- You want to use this as a stepping stone towards our Diploma / Degree programs.

Discounts are offered to graduates of this program who wish to progress to our Audio Production program.

### Course Details

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<td>minimum age 16, basic English skills</td>
<td>4 months</td>
<td>average 6 hours per week</td>
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<td>€ 2.150,-</td>
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<td>€ 2.230,-</td>
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<td>4 x € 470,-</td>
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</tbody>
</table>

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Amsterdam
+31 (0)20 - 4350655
Johan van Hasseltweg 31, 1021 KN Amsterdam
admissions@sae.edu
LET YOUR CREATIVITY OUT
The Music Business Advanced Certificate Course helps you develop the industry knowledge and entrepreneurial skills required to pursue a successful career in the music business. The course offers in-depth knowledge about essential subjects in the music business while offering real life first experiences straight from the music industry. This course focuses on exactly that: starting to work in the music business, growing your network and making sure you’re equipped with profound knowledge and trends of today’s music business. The lessons are taught by industry professionals from various music sectors and include both theoretical and practical sessions.

**Core Subjects**: MONETIZING MUSIC DATA, CAPITALIZING ON MUSIC TALENT, REAL LIFE MUSIC BUSINESS CASES, SETTING UP A MUSIC BUSINESS IN THE NETHERLANDS, DEALS & PARTNERSHIPS, MUSIC PROMOTION, MUSIC PUBLISHING, MUSIC SYNCING, INNOVATIVE BUSINESS MODELS IN THE MUSIC INDUSTRY, RECORD LABELS & BOOKERS

*subject to change

**This Course is For You If:**
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**Start Dates**
- September
- January
- May

sae.edu

Amsterdam
+31 (0)20 - 4350655
Johan van Hasseltweg 31, 1021 KN Amsterdam
admissions@sae.edu
2019
COURSE FEES
COURSE FEES

START DATES: SEPTEMBER - JANUARY

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<th>TUITION</th>
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<th>Plan B (per term*)</th>
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<td>Degree Full-time</td>
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<td>24 x € 907 (€ 21.768)</td>
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- the registration fee is not included in the payment plans and is charged additionally

* each term has the duration of 4 months

To start your application process please follow these steps:

- Fill in the registration agreement.
  - a registration agreement can be requested from the study advisors
  - a valid visa is required during the entire course of the study; please note that based on your registration at SAE Institute a student visa will not be issued by the Dutch Authorities and SAE Institute can’t assist in the visa application process
  - the minimum age for Degree Courses is 18; for Certificate Courses the minimum age is 16; if you are under the minimum age please contact the Study Advisors as other rules may apply

- To conclude the agreement, send a digital copy of the signed registration agreement to registrations.amsterdam@sae.edu and you will receive a confirmation within 48h (please make sure to sign the agreement on both sides).

- The registration fee is due within 14 days after sending the signed registration agreement or before the commencement of the course.
  - limited places available
  - you have the right to withdraw from the registration agreement within 14 days after receipt by SAE

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- Study in a creative learning environment with professional guidance and industry standard technologies and equipment.
- Learn high-level specialisations with considerable career and development opportunities.
COURSE FEES

START DATES: SEPTEMBER - JANUARY

<table>
<thead>
<tr>
<th>TUITION</th>
<th>Registration fee</th>
<th>Plan A (upfront payment)</th>
<th>Plan B (per term*)</th>
<th>Plan C (monthly installments)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Degree Full-time</td>
<td>€ 350</td>
<td>€ 22,550</td>
<td>6 x € 3,947 (€ 23,682)</td>
<td>24 x € 1,087 (€ 26,088)</td>
</tr>
</tbody>
</table>

- the registration fee is not included in the payment plans and is charged additionally

* each term has the duration of 4 months

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For more information please contact our study advisors:
admissions@sae.edu
+31(0)20-4350655
sae.edu

SAE INSTITUTE AMSTERDAM Johan van Hasseltweg 31, 1021 KN Amsterdam
COURSE FEES

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<td></td>
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<td>(€ 19.584)</td>
<td>(€ 21.768)</td>
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