

catalyst

2027

BACHELOR OF ARTS / HE CERTIFICATE

Electronic Music Production & Performance

Develop your creative practice as an
electronic music production artist

Overview

Where you'll learn

How you'll learn

Course structure & learning outcomes

How to apply

Teaching Institution: Catalyst – Institute of Creative Arts and Technology

Final Award Title: Certificate of Higher Education (1 year)

Bachelor of Arts (Hons) (3 years)

Location: Berlin

Course start: September 2027

Mode of study: Full time

Language of instruction: English

Awarding Institution: Plymouth Marjon University

Overview

Electronic sound and music: compose, produce, perform.

The Electronic Music Production & Performance BA (Hons) is a programme for musicians who want to compose, produce, perform and publish their own music. You work with electronic music and sound from foundational principles, and take work from concept to finished outcome: designing original sounds, recording and mixing in the studio, and creating performances using both hardware and software tools. You engage with a wide range of approaches, techniques and technologies while defining a clear artistic direction and a distinctive sound.

The programme supports technical development, critical and conceptual thinking, and sustained creative growth. As you progress, you develop your artistic voice, learn to collaborate with others, and gain confidence in presenting your work publicly. Through experimentation, practice, reflection and feedback, you refine your methods, take informed creative risks, and build towards a long-term career.

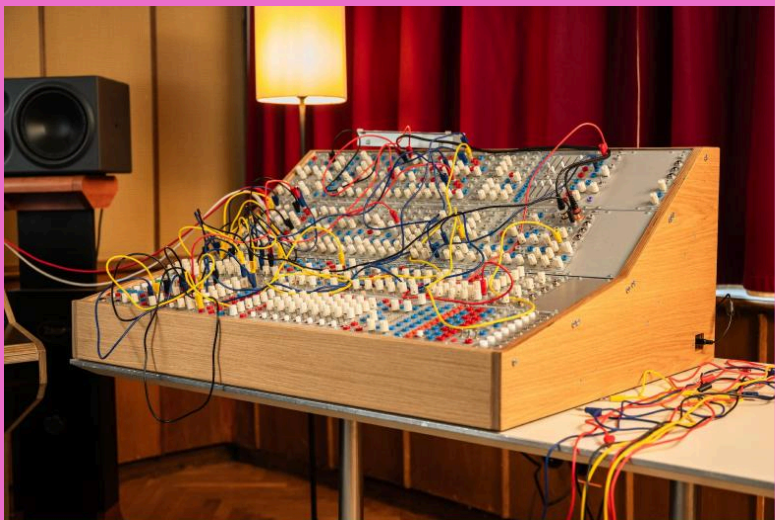
We start from the position that music is a social phenomenon and a potentially transformative activity. It can change perspectives, and by doing so, change lives. As an aspiring artist, you are encouraged to be aware of the potential influence of your work. This programme treats that seriously.

Students arrive here from very different starting points. Some come as trained instrumentalists, singers and classically educated musicians who want to work with electronic tools for the first time. Some come as self-taught producers who have released and performed already. Some come from outside music altogether, through film, engineering, software or visual art. The programme is genre-neutral and teaches technology from first principles, which means no route in is assumed and no tradition is privileged over another. What is expected is that you engage seriously with work unlike your own, and consider how it might change yours.

By the end of the Bachelor's, you'll have:

- The ability to take a project from initial concept to a finished outcome, repeatedly, at increasing scale
- Skills in composition, production, performance and electronic sound design
- Confident knowledge of synthesisers, samplers, DAWs and related tools, and the judgement to use them creatively rather than by default
- The ability to design, build, code or assemble original musical instruments in hardware and software form, including work on the P1MS, our custom Serge-format modular synthesiser
- A portfolio of finished work that reflects your own interests, methods and artistic direction
- Experience of releasing, performing and presenting work publicly during your studies, not only after them
- A clear understanding of your artistic identity and working methods, and a basis for decision-making in the studio and on stage
- Working knowledge of the commercial side: self-releasing, industry relationships, copyright and intellectual property
- Working relationships with the musicians, filmmakers, visual artists and actors who trained alongside you
- The perspective and habits needed to keep developing artistically and professionally over the long term

You can also study the first year on its own as a one-year HE Certificate. It is a complete qualification, suited to musicians who already have a foundation and want a focused year to fill a specific gap.



“Collaboration happens naturally because everyone is working on something real. Catalyst gives you the space and resources, but how much you develop really depends on the effort you’re willing to invest.”

— Alexandru M, Electronic Music Production & Performance alumnus

Where you'll learn

Our campus

The programme sits within our School of Music & Sound, on a 4,500m² campus in central Berlin shared with the Schools of Film & Visual Media, Acting and Creative Human Development. You work across 25 music and sound studios: recording and mastering rooms, production suites, an electronic performance space with spatial sound, a Dolby Atmos system and Etikett Radio, our student run radio studio. The rooms are open beyond timetabled hours, giving you the space to work on your projects after workshops.

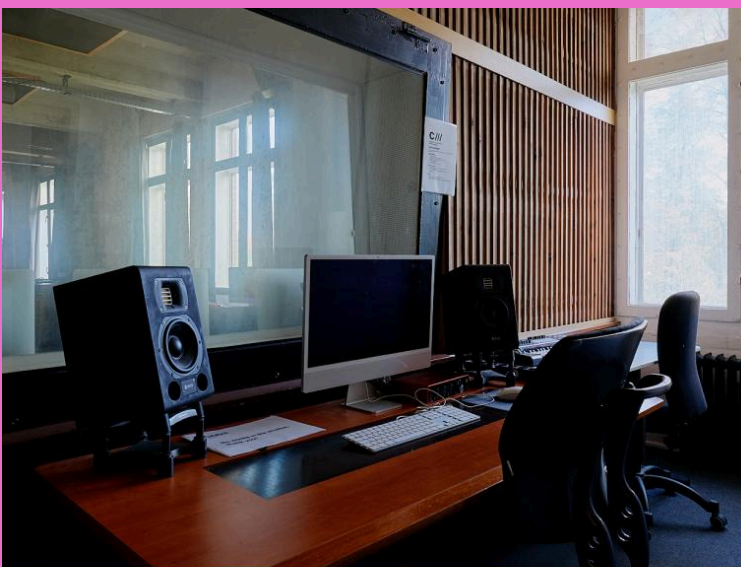
P1, our electronic music production and multi-channel mixing suite, holds the **P1MS**: a large custom-built Serge-format modular synthesiser, one of a kind, designed by our own team for teaching as well as for sound. Working with it makes signal flow and sound shaping legible, and rewards close listening and experimentation through playing. If you already work with hardware, Elektron boxes, semi-modular or software modular systems, this is where that practice goes next.

Because every school is in the same building, your collaborators are already here: Film Production students need scores and sound design, Visual Effects, Video Game & Digital Arts students need audio for interactive work, Acting students need soundscapes. Over 70 nationalities work across the campus, and that changes what gets made. Alongside the timetable, **Etikett Radio** broadcasts from campus, the **T.A.P.E. experimental ensemble** has regular meet ups and end of semester performances and visiting artists work with you during Guest Sessions.

“The environment has without a doubt impacted my progress. Being surrounded by creatives every day of the week gives motivation and perspective and pushes you to improve.”

— Olli-Pekka, Electronic Music Production & Performance alumnus

Come see it for yourself. **[[Click here to book a visit](#) →]**



In Berlin

Berlin is where several of the tools you will use were built. Ableton, Native Instruments and Bitwig are all headquartered here, and SchneidersLaden supplies the modular scene from Kreuzberg. The music around them runs far wider than the city's club reputation: festivals built for adventurous work including CTM and Berlin Atonal, listening and performance spaces such as silent green, HAU and MONOM, and communities working in techno, noise, electroacoustic practice, contemporary composition, improvisation, hip-hop and pop. For an emerging artist the practical point is the number of routes to put work in front of people, and how reachable they are.

“Before I moved to Berlin, I was a somewhat dissonant, young, crazy, nomadic fool... Catalyst provided an environment where I could learn but where I could also be my authentic self. I still study constantly. Catalyst was really just the first big step.”

Jon Doig, founder of Kiss Your Ears and School of Music & Sound alumnus

[Click here to explore the student experience →]



How you'll learn

Our teaching philosophy

There are no traditional exams at Catalyst. Every project is assessed through the work itself, which means progress is measured by what you make, how you develop it and how you respond to critique.

The method combines intensive practical training with critical enquiry. Applied, industry-facing technical work and research-level artistic practice run through the same programme rather than sitting in separate halves of it. You test your ideas in practice, in context and in public, on multiple projects, and you build a portfolio that reflects your own interests and direction rather than a set of completed exercises.

This approach has been developed over more than a decade by the people who teach on the programme, tested in real teaching situations and refined year after year. It rests on five commitments.

Contextual enquiry from 'how' to 'why'

Technique matters, and so does meaning. We extend the focus from how something is made to why it is made, what it does, and where it sits culturally within the lineage of ideas that shaped it. You'll develop the ability to articulate intention and context as well as outcomes.

Genre-neutral practice

We value many forms of musical activity and do not teach through stylistic gatekeeping. We support you in developing a personal voice through work that grows from your own questions and influences, while experimenting and engaging with different communities, histories, and aesthetics, including club forms, experimental practice, popular music, and much much more.

Ambition with rigour

We set high expectations for quality, depth and ambition. You are asked to assess information, solve problems creatively, reflect on your process and develop a habit of critique that strengthens both artistic decisions and technical outcomes.

Technological literacy and musicianship

We teach technology through first principles and treat tools as instruments. You develop strong intuition for what is available now, learn to recognise what is emerging, and assess any technology by what it enables artistically and how it shapes musical thinking.

Longevity, professionalism and community

We support you in building a sustainable practice, including the organisational and interpersonal skills needed to work in uncertain cultural and economic conditions. Professionalism here is competence plus attitude: curiosity, mutual respect, and responsibility to collaborators and communities.

We review and update content in response to developments in music technology and cultural practice, while teaching the principles, methods and habits that let you stay responsive to tools that do not exist yet.

Your Programme Lead

Eliad Wagner is a composer, performer, sound artist and educator with academic backgrounds in both physics and music. His work sits at the intersection of composition and performance, rhythm and noise, and explores improvisation, sound synthesis, music technology and alternative scoring.



Your Certificate Lead

Ben Bacon is an educator and electronic music specialist who has called Berlin home since 2015. As Programme Lead for our first-year Electronic Music Production & Performance students, he shapes the curriculum and supports their creative development. He values Catalyst's experimental vision and the inspiring team he works with daily.



We've got you every step of the way

Your tutors are practising musicians, composers, producers, performers, artists and educators, working in the field alongside teaching it. That shows in the feedback: specific, honest, and usually harder than you expected. Through structured workshops, open exploration and one-to-one tutorials they ask direct questions about your decisions rather than hand you a preset answer.

One-to-one tutorials run throughout the programme, giving you space to reflect on your development, set goals that suit your practice and work out where to push next.

Development workshops run weekly across all three years in order to connect what you learn in every other workshop to the music you are making. If you arrive with a folder of unfinished ideas, this is where they get finished. In the second year these sessions turn towards defining a clear musical identity and pursuing it deliberately.

Our **specialist music technicians** are part of your day-to-day experience, and their job is to stop the technology getting in the way of the work. They keep the studios and equipment maintained for recording, production and performance. They're all practicing musicians too.

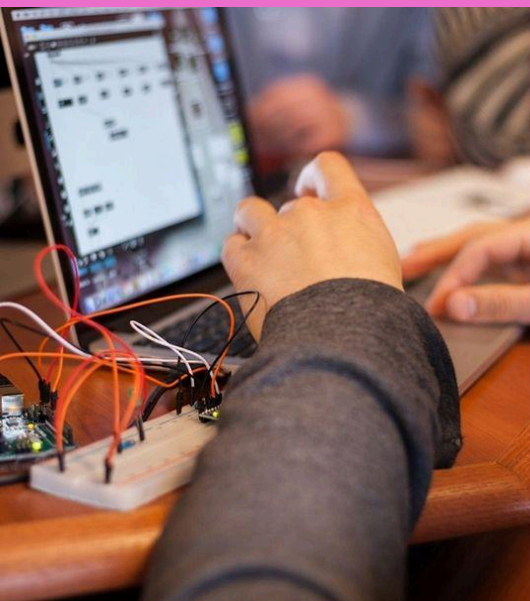
Our **wellbeing team** is visible and approachable, and part of everyday campus life. That includes confidential one-to-one counselling for emotional wellbeing, anxiety, creative blocks, conflict and life transitions, and practical help accessing medical resources, therapy referrals and other essential services.

Skills that outlast any tool

Technological shifts have redefined music over the past decade, and they will keep doing it after you graduate. So the emphasis throughout, in the critique sessions, the tutorials and the studio work, is on the things that carry you through that change: self-direction, creative resilience, critical thinking, and the ability to learn through iteration and reflection.

You work with Ableton Live, Max for Live and Max/MSP, synthesisers, samplers and sequencers, analogue and digital signal paths, modular systems including the P1MS, spatial audio and self-built instruments. The aim is not proficiency in a single platform. It is the judgement to hear what a project needs and to assess a new tool on whether it serves the work.

You'll also graduate able to write about what you make and present yourself with confidence, with the organisational and entrepreneurial awareness a musical practice requires, and with the option to move into further study, curatorial practice, writing or other inquiry-based work if you choose.



A typical week at Catalyst

This example week is taken from March, 2026.

Monday

Free creative time

Yours to book a studio and work: start something, finish something, or engineer on somebody else's session.

Tuesday

Performance I (4 hour workshop)

Build a live setup from scratch in our electronic performance space – covering instrument and hardware configuration, signal routing, cabling and monitoring. This week, you set up your own rig from scratch and play through it.

Wednesday

Sound Design I (4 hour workshop)

Crafting sound with electronic instruments, covering oscillators, filters, envelopes and modulation. The aim of the module is independence: building your own sounds rather than using somebody else's. You'll learn historical contexts too, so your decisions have a lineage behind them.

Thursday

Music Industry (2 hour workshop)

Locating your work in current commercial frameworks such as copyright, publishing, and how marketing functions for an independent artist.

Development (2 hour workshop)

This week starts with group presentation and review of your assignments, followed by exercises in applying techniques from other workshops to your personal projects.

Sound Perspectives (2 hour workshop)

A guest tutor presents how they work, including a short demonstration, and responds to student work in the room.

Friday

Free creative time

Time to get back into the studio, arrange rehearsal with friends or host a show on **Etikett Radio**.

Saturday

Free creative time

Our campus is open on Saturday during the semester if you need to pick-up some equipment or make use of a mixing suite.

Please note: programme timetables and content are subject to change.

Course structure & learning outcomes

Across the programme, you build a portfolio of projects that reflects your own interests, methods, and artistic direction.

Year 1 focuses on foundations and broad experimentation: composition, production, recording, electronic sound design, mixing, and performance. You begin developing your portfolio and establishing a working identity as a musician, producer, and performer.

Year 2 moves into more focused and rigorous territory, deepening both the complexity of the work and the definition of your own artistic voice. You explore advanced composition, synthesis, and production methods, experiment with instrument and interface design, and engage with methodologies and ideas that reach beyond current practical trends. You work independently as well as collaboratively and present your music publicly.

Year 3 is centred on focus, independence, and confident artistic direction. You lead a substantial self-directed major project from initial concept to public presentation, and develop a professional strategy for bringing your work into the world, whether through performance, publication, or sustained creative practice.

You can study this programme either as a full three-year BA degree or the first year only as a one-year HE Certificate. Please note that the following curriculum is non-binding and subject to change.

Year 1 – HE Certificate

Semester One		Semester Two	
SYNC1: Create (20 CATS) SYNC2: Craft (20 CATS) SYNC3: Explore (20 CATS)		SYNC4: Shape (20 CATS) SYNC5: Form (20 CATS) SYNC6: Locate (20 CATS)	
Development			
Electronic Music Studio Skills		Sound Design I	Mixing Principles
Sequencing, Synthesis and Sampling	Audio Production I	Introduction to Max4Live	
Music & Culture	Approaches in Modern Composition I	Performance I	
		Music Industry	Building an Artist / Producer Profile

Please note our credit system. Our courses are validated in the UK, meaning we use CATS (Credit Accumulation Transfer System), rather than ECTS (European Credit Transfer and Accumulation System). Generally, the number is doubled: 20 CATS = 10 ECTS.

The course content in your first year will focus on:

- Developing your unique artistic voice and portfolio.
- Recording, mixing, finalising and performing your own tracks.
- The essentials of recording and studio components.
- Getting comfortable with a variety of analogue and digital electronic music instruments.
- Familiarising you with different hardware and software tools.
- Building a collection of original sounds and sound design hacks.
- Gaining insight into electronic music culture, business and entrepreneurship.

Year 1 Workshops

Audio Production I & II

Learn the basic practical skills necessary for electronic music creation and arrangement. We'll dive into the world of digital audio workstations by learning how to compose, arrange, and produce original pieces. You'll also advance their understanding of sound through ear training and developing critical listening skills.

Building an Artist/Producer Profile

Get an understanding in communicating identity and message as an artist. Important industry relationships will be discussed, as well as conceptual tools for refining one's personal message and their ability to connect with a wider audience.

Approaches to Modern Composition I

Learn the core strategies for creating and organizing music. Students explore sound parameters, perception, and form while practicing cataloging, editing, transformation, and montage. The focus is on hands-on experimentation, giving students a toolkit to connect traditional theory with contemporary electronic music practice.

Music Industry

Situating yourself within the many commercial frameworks present in today's musical landscape. Communication and marketing techniques will be covered, as well as copyright and intellectual property rights, in order to empower the students regarding their ability to navigate the current commercial/academic landscape.

Music and Culture

Explore the deep connections between music and culture. Students examine how sound reflects and shapes societies, technologies, and identities through case studies on venues, heritage, noise and tools. Each session combines readings, listening and in-class exercises to develop critical thinking, cultural awareness and analytical skills. You'll learn to use a four-pillar framework of Society, Culture, Technology, Music, to understand music as a creative practice and a cultural force. The goal is to help you become more open, curious, and critical in your own practice.

Mixing Principles

Get an introduction to current essential mixing tools and practices. The basics of mixing will be methodically covered from organising mix structures to developing an awareness of spatial and dynamic elements.

Performance I

Get an overview of the practical aspects of music performance including different roles and responsibilities, technical structures and the mechanisms involved in organising and executing live performances. You'll engage in a diverse range of performance-related practices such as instrumental setups, stage setup, equipment connectivity and cabling, live sound management, curation techniques, and stage lighting.

Electronic Music Studio Practices

Learn theoretical concepts and practical techniques for creating original works. We'll survey various methods of production while learning how different techniques are applied. One of the major goals of this workshop is centered around gaining a practical understanding of various recording methods, basic signal flow and studio techniques.

Sequencer, Synthesizer, and Sampler

Get a practical understanding of basic synthesis, sampling, and sequencing tools. Common terminology and important vocabulary will be discussed to demystify some of the crucial features of electronic music making tools. Students will use the skills covered in this workshop to solidify their understanding of the content by producing their own original works.

Introduction to Max for Live

This workshop introduces students to the creative possibilities of Max for Live, a key component of the Ableton ecosystem. Students learn the basics of patching with key Max objects while exploring mapping to Ableton tools. Develop performance-ready patches and connect modular synthesis concepts to practical applications in electronic music. The focus is on building confidence with Max as a customizable environment.

Sound Design I

An introduction to the skills necessary for crafting sound using electronic instruments. We'll go over the important historic developments of electronic music in order to better understand how we've arrived at the present. You'll also learn the fundamental technical skills in order to gain independence in developing their own sound.

Development

The development workshop behaves as an anchor or a link between the general ideas discussed in class and the students' independent musical endeavours. This workshop focuses specifically on student's work and helps students apply the knowledge they gain in other workshops to their own music and professional development.

Year Two – HE Diploma

Semester One		Semester Two	
BIND1: Develop (40 CATS) BIND2: Refine (20 CATS)		BIND3: Apply (40 CATS) BIND4: Venture (20 CATS)	
Development			
Creative Programming	Mixing Practice	Critical Listening & Mastering	
Sound Design II	Instrument and Interface Design	Performance II	
Approaches in Modern Composition			
Post studio	Entrepreneurship and Enterprise		

The course content in your second year will focus on:

- Training in mixing and mastering to finalise your recordings.
- Learning advanced synthesis and electronic sound manipulation techniques.
- Gathering comprehensive knowledge of music production hardware and software.
- Imagining, designing and building your own soft- and hardware instruments.
- Working on tools and approaches for public presentation.
- Developing finely honed listening skills.

Year 2 Workshops

Creative Programming

The Creative Programming workshop is an introduction to the Max/MSP programming environment as well as its Max4Live variant. Students will go over fundamental principles in programming and how these can be applied creatively within Max/MSP. This workshop draws on previous knowledge. In addition, the Creative Programming workshop is designed to get students comfortable with the process of designing and developing personal software tools for music creation and production.

Sound Design II

Students will take part in a practical and theoretical overview of electronic sound design, synthesis and sampling techniques from the mid-1980s until today as well as a strong hands-on exploration of these techniques. The workshops focus heavily on digital audio design and generation methods. The workshop provides touches on techniques as well as varied repertoire relating to each technique to illustrate how technology and culture develop together in an entangled way, constantly cross-pollinating.

Approaches in Modern Composition

This workshop provides an overview and practical exploration of various prominent 20th century composition and arrangement ideas/methods that are strongly rooted in the electronic music theory- Methods that were developed and often used by celebrated artists and composers and that are clearly inspired or informed by music technology. Work in this workshop is based around the creation of musical pieces, group critique and personal reflection.

Post Studio

This workshop aims to explore the context and framing around musical work, transcending genres and styles, and see how this informs its reception, social and political identity and impact on audiences. By looking at diverse pieces in the repertoire of electronic arts, students learn to make decisions and set the tone and context for their own musical works and how these can be received by audiences

Mixing Practice

Expanding on skills and ideas introduced during the first year's Mixing Principles workshop, Mixing Practice provides a deeper exploration of essential mixing techniques, approaches, tools and strategies including analogue mixing desks, listening practices and advanced signal paths. Together we will explore how to properly orchestrate our music and bring all of its parts together to convey a clear message and emotional charge.

Critical Listening and Mastering

Critical Listening and Mastering focuses on developing critical and analytical listening skills for musicians, audio engineers and producers, through the technical and creative aspects of mastering audio. Students will be introduced to the tools and techniques used to attain a well balanced finished product, whilst also enforcing self evaluation and emotional response through constant reflection.

Entrepreneurship

The Entrepreneurship workshop is designed to introduce the students to the variety of occupations and professional modes musicians, artists and practitioners often use in order to expand their range of activities and support themselves financially. The workshop intends to push students to embed themselves in various roles in the music community / industry as well as pivot their activities and self definition within the constantly changing industry, according to their particular needs.

Performance II

The Performance II workshop is designed to give students a wide overview of the major tools, issues, and concepts surrounding contemporary electronic music performance. Whereas Performance I focused on understanding of the stage and how to manage it, Performance II shifts the attention to the way performance is understood and received by audiences. Practical as well as conceptual tools will be discussed such as improvisation, collaboration, cross-disciplinary practice, and critique.

Instrument and interface design

In these workshops, students will engage with the idea of the musical instrument, the importance of interface and the necessity in playability. We explore various ways for creative interaction with technology- hardware as well as software, understand what we each need our instruments to do for us as well as work to develop unique custom instruments tailored for our specific needs.

Development

The development workshop behaves as an anchor or a link between the general ideas discussed in class and the students' independent musical endeavours. This workshop focuses specifically on student's work and helps students apply the knowledge they gain in other workshops to their own music and professional development. In the second year the development workshop focuses heavily on finding a clearly defined musical identity and actively pursuing it, by understanding the student's individual contribution to their niche in the music industry / community.

Year Three - Bachelors Degree

Semester One		Semester Two
PUSH1: Frame (20 CATS) Research and Development	PUSH2: Invent (40 CATS) - Advanced Production	PUSH3: Launch (20 CATS) Project Launch
Option I - PUSH4: Process (40 CATS)		
Option II - PUSH5: Dissertation (40 CATS)		

During the third year of study, you'll

- Manage your own creative projects from conceptualisation to realisation.
- Fine-tune and define your focus and approach to your creative work.
- Present your work to the public and establish yourself within the industry in Berlin and beyond.
- Provide creative input to others' work (sound design, tracks, composition, etc).
- Discover and develop new and innovative music production methods.

Year 3 Modules

Major Project

The module descriptions below provide a starting point for how your major project will look and feel. However, the full picture is entirely reliant on your individual choices, made as a result of your time with us. Your major project is covered by the following modules:

PUSH1: Frame

Produce and refine a proposal for your major project. Utilising skills and knowledge you've already acquired, set new challenges you don't yet know how to overcome. Be bold, be ambitious and take risks. Become a specialist in the area you are working in, whilst producing a tangible outcome in a medium you can share with the world.

PUSH2: Invent

An intensive production period working on practical and artistic research, exploration, production, refinement and completion of your project. Overcome inevitable

roadblocks and issues along the way in order to complete a finished artefact. This module includes weekly critique and feedback sessions to support your journey.

PUSH3: Launch

Develop and employ an appropriate strategy for getting your work out into the world. We want your project to connect with people in a way that is meaningful for you and that sets potential creative and practical foundations for your life after Catalyst.

Minor Project

Alongside your major project, you'll have a choice to make between two minor projects (PUSH4 or PUSH5) which will complete your honours year.

PUSH4: Process (Option A)

Define, develop and provide a service or skill for an external client or collaborator. Document and reflect on the process in relation to professionalism, communication, self-development, standards and expectations. Engage in real-life collaboration, networking, client acquisition, communication and negotiation to further your own professional growth. Thought of in another way, imagine your work life starts now. What do you need to start out in a profession of your choice as a creative professional?

PUSH5: Dissertation (Option B)

A large-scale research and investigation project culminating in a 10,000-word (+/-10%) written thesis. Define a topic or area that you're passionate about and explore it with as much depth as possible, demonstrating an ability to understand the ideas of others, form your own ideas and opinions and present them coherently in a long-form essay.

By the end of the course, you'll have a strong creative identity, a wide-ranging skill set and a portfolio of work that showcases your evolution as a music producer and performer.

Alongside these career skills, you'll also develop the creative mindset to shape your own artistic path. You'll learn to explore ideas, give and receive feedback, reflect on your work and adapt your approach as you grow – skills that are essential for any creative professional.



How to apply

Get to know us better:

Virtual Open Days → Get a virtual overview of what we're all about, held over Zoom.

In-Person Open Day → Get a first-hand feel of our school and community.

Campus Tours → Come see our facilities weekly at one of our weekly tours.

Virtual Taster Workshops → Join a programme-specific info event or masterclass

Admissions Open Hours → Book your one-to-one application support on-demand.

Admissions Guide:

1. Course fees & payment plans
2. Early enrolment bonus
3. Funding opportunities
4. Application deadlines
5. Visa requirements
6. How to apply

1. Course fees & payment plans

We believe creative education should be accessible, transparent and free from hidden costs. Our tuition plans are flexible – you decide to pay monthly, per semester, annually or in full with discounts. Extended payment options let you spread costs beyond your programme.

2027-28 / Plan type	Standard fee	Early Enrolment Bonus €1,000/Year	Duration	Notes
By semester	€6,000	€5,500	3 years / 6 sem.	Annual enrolment fee €895
Annually	€11,640	€10,640	3 years	3% discount by paying each year upfront. Annual enrolment fee €895
Total tuition upfront	€33,120	€30,120	One-time	8% discount by paying total tuition upfront. Annual enrolment fee €895
12 instalments per year	€1,083	€1,000	3 years	Annual enrolment fee €895
Extended yearly	€9,540	€8,790	4 years	Payments continue 1 year after graduation. No enrolment fee for the fourth year.
Extended instalments	€855	€793	4 years	Payments continue 1 year after graduation. No enrolment fee for the fourth year.

Enrolment fee

This non-refundable fee of €895 per study year is due before the start of each academic year and secures your place. No enrolment fee is charged in the post-graduation year if you choose an Extended Payment Plan.

Extended payment plans

In addition to single or installment payment options, we offer Extended Payment Plans. This spreads tuition payments over an additional year, resulting in smaller monthly payments that continue for one year after graduation.

Enrolment confirmation & billing

- Enrolment fee: due within 14 days of receiving your offer.
- Billing cycle: tuition installments begin 1 July 2027 and are billed on the first of each month until your chosen plan ends.

2. Early enrolment bonus

Apply by our **early enrolment deadline** to secure your place, save €3,000 off your total BA tuition (€1,000 per study year).

- **Visa-required applicants:** apply by 26 February 2027
- **EU/visa-exempt or post-arrival applicants:** apply by 31 March 2027

Please note that to be eligible for the **early enrolment bonus**, you must pay the enrolment fee within the two week deadline as presented in your offer letter.

Apply before the new year for an extra goodie!

Whatever your applicant category, apply by 31 December 2026 to secure a guaranteed spot and a free hoodie when classes start, on top of your early enrolment bonus above.

3. Funding opportunities

As an accredited higher education provider, our students are eligible for a variety of national and international financial aid schemes. This includes the German state funding stream BAföG, which is open to citizens of Germany, EU countries and some non-EU citizens too. Depending on which country you are a citizen of, this may also open up funding from other programmes supporting further-education. **Read more about the various funding opportunities on our website.**

4. Application deadlines

Visa-required applicants

- Priority: 26 February 2027 (includes early enrolment bonus)
- General: 30 April 2027 (subject to processing time and availability)

EU/visa-exempt or post-arrival applicants

- Priority: 31 March 2027 (includes bonus & guaranteed spot on preferred course)
- General: 4 June 2027 (granted on a rolling basis)
- Late: until 31 August 2027 (subject to availability)

5. Visa requirements

- **Visa-required:** If you require a visa before entering Germany (e.g. citizens of India, Russia, Brazil, Mexico, China, Turkey), you must apply at a German embassy before arrival. After enrolment, we send you a guide which helps you through the visa application process. Visa processing can take 3–6 months, so early application is essential.
- **Post-arrival visa:** If you're from a country that allows visa-free entry (e.g. USA, Canada, Japan, South Korea), you can enter Germany without a visa and apply for your student residence permit after arrival. After enrolment, we send you a guide to help you secure an appointment.
- **Visa-exempt (EU/EEA/Switzerland):** If you're a citizen of the EU, EEA or Switzerland, you don't need a visa or residence permit to study in Germany.

6. How to apply

Our application process is straightforward – just follow these seven steps:

1. **Check deadlines** – especially if you need a visa to enter Germany or financial support.
2. **Check entry requirements** – including age, English language level and educational qualifications. You can [find these on the Admissions FAQ page](#) on our website.
3. **Prepare your work sample(s)** – When you're ready to apply, you'll need to upload your work to an online platform (such as Vimeo, Youtube, Tumblr, Soundcloud) so that we can review it online. We do not accept file download links. For each work, you'll also need to add a short description in the application form (telling us the inspiration behind it and how you made it).

4. **For Electronic Music Production & Performance we ask you to:**

Share two pieces of original work that you have created using a DAW program.

These tracks can be composed from new recordings, samples, or a combination of both, and should demonstrate that you can perform basic DAW operations (such as applying plug-in effects).

We welcome music in any genre, sound art or other audio production, but we do not accept DJ mixes.

5. **Submit your application** at catalyst-berlin.com/apply, including personal and educational details, a motivation statement, your work sample(s) and supporting documents such as transcripts or proof of language ability.
6. **Wait for our response** – we'll be in touch within around two weeks. Sometimes we'll ask for follow-up information or invite you for an interview. Keep an eye on your inbox.
7. **Confirm your place** – once you receive an offer letter, secure it by paying the enrolment fee within 14 days.
8. **Get ready for Berlin** – once your enrolment fee is paid, you're officially enrolled. Next you'll set up your payment plan, receive your welcome pack and access preparation materials for your studies. We recommend finding accommodation as soon as you're sure that you're studying with us, and arriving one month before your classes begin. The welcome pack has lots of information to help you find accommodation and get settled in Berlin.

Get in touch. We're here to help.

Reach out to our Admissions team by email at admissions@catalyst-berlin.com or book a call [here](#).