



E-Music

Course guide 2026-2027

Semester	Fall (semester 1)
Inholland location(s)	Haarlem
Inholland faculty	Creative Business
Language of instruction	English
Cycle	Bachelor level
Number of ECTS	30

Subjects

Subject title	ECTS	Course code
Studio production	5	
National Writers Camp	1	
Individual Studio Project	2	
Music for Film	2	
Entrepreneurship E-music	8	
Music Production	9	
E-Music Performance	1	
Individual E-Music Project	1	
Music for Games	1	

Content subjects

This exchange package offers the international exchange student a great selection of (English-spoken) classes from the 2nd and 3rd year of our E-Music program. The classes can be divided into 4 categories:

1. **Electronic.** Classes include:
 - Music Production
 - E-performance
 - Individual E-Music Project
2. **Studio.** Classes include:
 - Studio production (recording, producing, mixing)
3. **Media.** Classes include:
 - Music for Film
 - Music for TV/Radio/Web
 - Music for Games
 - Arranging and Scoring
4. **Business.** Classes include:
 - Positioning & Promotion
 - Branding & Marketing
 - Acquisition & Pre-production

Learning outcomes

Learning outcomes revolve around enhancement of the development and inspiration with regards to the professional profiles as listed below:

Engineer & Studio Producer

This e-musician is an ambitious professional in the audio recording studio and has extensive knowledge of and experience with studio recording, mixing and producing. The Engineer/Studio Producer masters the relevant hardware and software and knows how studio equipment and acoustics work. Apart from that he/she knows how to deal with musicians & artists, offering the appropriate mix of serviceability according to the client's wishes combined with the e-musician's expertise and artistic vision. Operating as an independent entrepreneur with his/her own studio, the e-musician generates income through assignments and producer royalties, or could be employed by a recording studio.

Dance Producer

This e-musician is very skilled at composing and producing dance music. To do this he/she has expert knowledge of audio software and relevant hardware. The E-musician has an outward vision and knows what is going on in the industry, enabling him/her to produce profitable music. Apart from producing dance tracks behind the scenes, this e-musician might also (inter)nationally perform as DJ/producer at clubs and festivals. As an independent entrepreneur, income is generated through royalties, live revenue, record sales and copyright titles.

Media Producer

This e-musician is an all-round musician who focuses on composing and producing music or sound design for media applications such as soundscapes or music for films and TV series, commercials, games, etc. He/she has proficient knowledge of relevant software and hardware. With an elaborate network of (potential) clients such as media companies, game producers, and advertisement companies, one works as an independent entrepreneur generating income through assignments and copyright, or possibly is employed by a media company.

Mode of delivery, planned activities and teaching methods

Depends on class. For example:

- Individual sessions
- Lectures
- Group assignments
- Workshops

Prerequisites and co-requisites

The applicant should be able to function within the electronic music domain of our 2nd/3rd year students. This means at least a basic knowledge of Logic, some production skills and an acceptable level of musicality.

The applicant will send Conservatorium Haarlem a number of audio files on which the decision to accept or decline the student will be based.

Recommended or required reading and/or other learning resources/tools

Assessment methods and criteria

Lecturer(s)

t.b.a.