

CREATIVE MEDIA EDUCATION



2020

INFORMATION PACK



ANIMATION



AUDIO



BUSINESS



FILM



GAMES



2
YEARS

FULL
TIME

AMPLIFY YOUR FUTURE

BA/BSC (HONS)

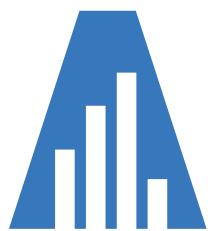
AUDIO PRODUCTION

STUDYAUDIO

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

In partnership with
 **Middlesex
University
London**


INSTITUTE



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

- a. Minimum age of 18 years
- b. A valid VISA for the 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: B2 Level. 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.

BA/BSC (HONS)

AUDIO PRODUCTION



MODULES

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.

INFORMATION, COMMUNICATION & 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.

SIGNAL FLOW & 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.

SOUND FOR MEDIA

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.

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 & 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.



ELECTIVE MODULE

You are given the opportunity to choose an elective from a bank of 2 modules.

• Electronic Music Production

Take your music ideas and turn them into living creations. Our lecturers will nurture your skills to produce the beats, sounds and tracks, whatever your preferred music genre. You will learn about sound synthesis, DAWs, beats & breaks, FX, mastering, studio set up, arrangement & mixing and the many powerful production techniques and features of Logic Pro and Ableton Live, used by the likes of Richie Hawtin, Armin Van Buuren, Hot Chip, Daft Punk and countless DJs and producers around the world.

• Live Sound

The differences between studio engineering and live sound are like the differences between a fish tank and the ocean. One is manufactured. The other is about experiencing something in the moment and reacting to situations in real time. This module provides the practical skills you need to work as a sound engineer in a wide range of live music venues. You will learn how to mix gigs, how to correctly set up all components according to the provided stage plan and regulations.

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 enquiry 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.

ADVANCED SPECIALIST PROJECT

This module is to develop students' professional practice through the planning and development of an independent project: study or practical, individual or team based. From planning, to estimating, to execution, you will develop a stronger awareness of your professional interests and the ability of better directing your professional development. You will learn how to assess your own skills and knowledge and how to develop a strategy to bring them to the desired level.

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)
180 ECTS

START DATES:
SEPTEMBER, JANUARY

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



In partnership with

COURSE FEES

AUDIO PRODUCTION

START DATES: SEPTEMBER

TUITION	Registration fee	Plan A (upfront payment)	Plan B (per year)	Plan C (per term*)
Degree Full-time	€ 450	€ 23.678	2 x € 12.400 (€ 24.800)	6 x € 4.352 (€ 26.112)

- 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.
 - limited places available
 - you have the right to withdraw from the registration agreement within 14 days after receipt by SAE

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



YOUR SAE EXPERIENCE

- World's largest creative media education provider with 40 years of experience.
- Join the SAE Alumni Association with more than 10000 members globally.
- 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.





2
YEARS

FULL
TIME

FILM IS YOUR CREATION

BA/BSc (HONS)

DIGITAL FILM PRODUCTION

STUDYFILM

DIRECTOR

CAMERA OPERATOR

PRODUCER

GRIP

EDITOR

FILMMAKER

COLOURIST

LIGHTING

PRODUCTION ASSISTANT

CINEMATOGRAPHER

CAMERA ASSISTANT

STEADICAM OPERATOR





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 the 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: B2 Level. 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.

BA/BSc (HONS)

DIGITAL FILM PRODUCTION



MODULES



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.

INFORMATION, COMMUNICATION & 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.

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 scriptwriting 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.

CREATIVE MEDIA PRODUCTION

The focus of this module is to prepare a creative media project on a quality level of the industry standard. Therefore, you will switch from a lecture-based learning method to a project-based one. You will be learning by doing and getting further information and guidance during your process of development.

In agreement with your facilitator and support of your peers, you will develop briefs, tasks, milestones and outcomes. How great your project turns out, depends on you and how much effort you put in.

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.

NON-FICTION FILMMAKING

Producing non-fictional works requires a critical understanding of the complex historical 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.

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.

ADVANCED CINEMATOGRAPHY TECHNIQUE

The aim of the module is to expand skills and knowledge of filmmaking applying advanced cinematography techniques. To do so, with the support of professionals and your crew (Teamwork is essential: you will ask your classmates), you will develop your ability as a Director of Photography and cinematographer, working on short visual film project from light design and planning to mood communication and on set practical operations.

RESEARCH PRACTICE & 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 enquiry 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.

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)
180 ECTS

START DATES:
SEPTEMBER, JANUARY

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In partnership with

**Middlesex
University
London**

DIGITAL FILM PRODUCTION

COURSE FEES

START DATES: SEPTEMBER

TUITION	Registration fee	Plan A (upfront payment)	Plan B (per year)	Plan C (per term*)
Degree Full-time	€ 450	€ 19.815	2 x € 10.400 (€ 20.800)	6 x € 3.640 (€ 21.840)

- 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.
 - limited places available
 - you have the right to withdraw from the registration agreement within 14 days after receipt by SAE

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- Learn high-level specialisations with considerable career and development opportunities.





2
YEARS

FULL
TIME



CREATE YOUR FUTURE

BA/BSC (HONS)

GAME ART ANIMATION

STUDYGAMES

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



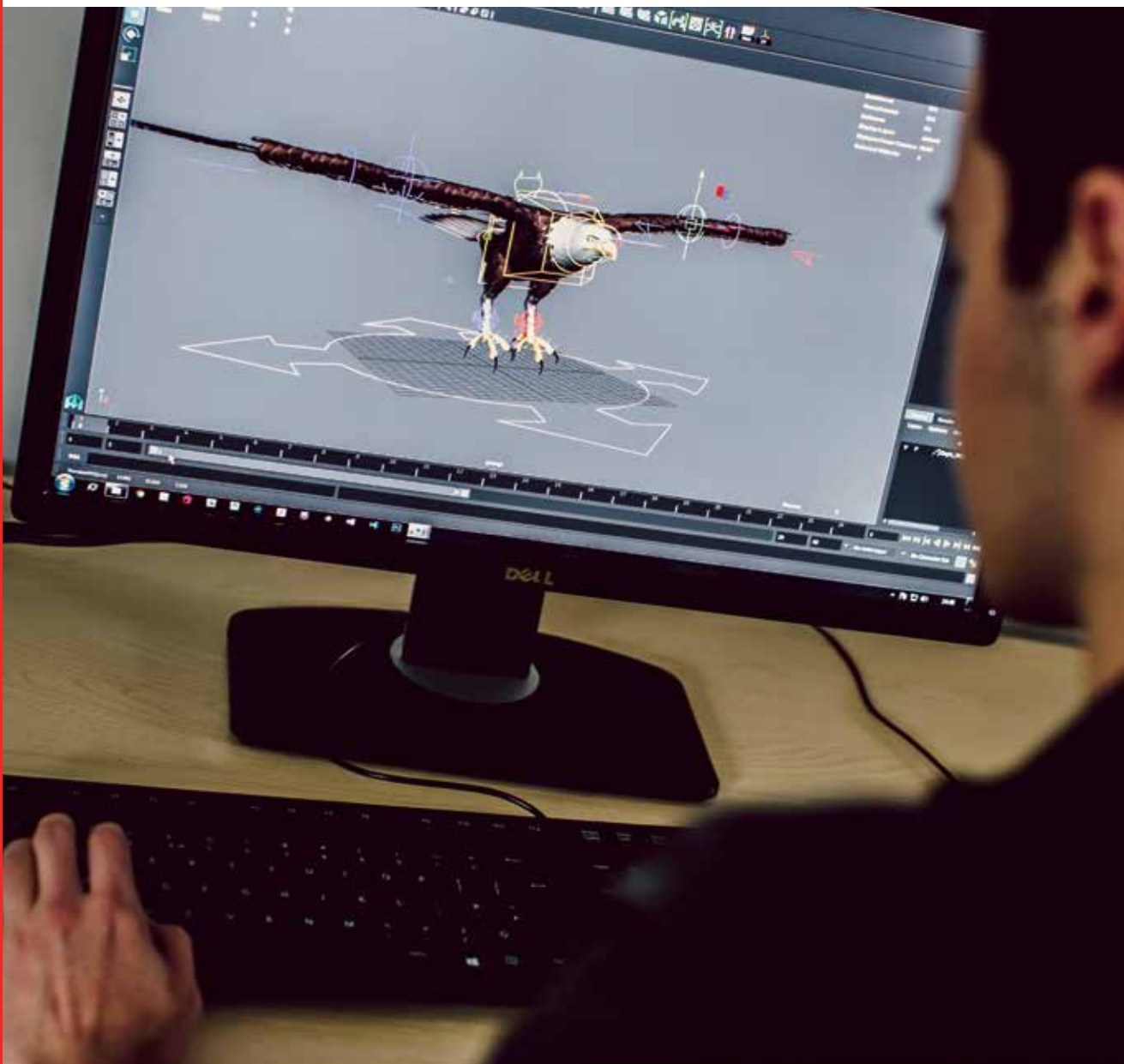


Combine your artistic talents with your love for video games and turn that creative talent into your dream career.

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)



BA/BSC (HONS)

GAME ART ANIMATION

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



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CERTIFICATE

ELECTRONIC MUSIC

CREATE
PRODUCE
PERFORM

SCIE
INSTITUTE



START DATES
SEPTEMBER
JANUARY
MAY

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

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.

Course Details

Entry Requirements	minimum age 16, basic English skills
Duration	4 months
Study Load (theory & practical)	8 hours per week on average
Practical	sessions at workstations and in professional studios
Discounts	discounts on hardware & software via the student store

Fees (upfront payment)	€ 2.700
Registration Fee	€ 350
Tuition	€ 2.350

Fees (instalments)	€ 2.934
Registration Fee	€ 350
Tuition (monthly)	4 x € 646

Course fees will increase for the September 2020 intake.

CERTIFICATE

ELECTRONIC MUSIC ADVANCED



MAKE MUSIC HAPPEN



START DATES
SEPTEMBER
JANUARY
MAY

Amsterdam
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 Johan van Hasseltweg 31,
 1021 KN Amsterdam
 admissions@sae.edu

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.
- 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.

Course Details	
Entry Requirements	Minimum age 16, basic English, successful completion of EMC
Duration	4 months
Study Load (theory & practical)	8 hours per week on average
Practical	sessions at workstations and in professional studios
Discounts	discounts on hardware & software via the student store

Fees (upfront payment)	€ 2.700
Registration Fee	€ 350
Tuition	€ 2.350

Fees (instalments)	€ 2.934
Registration Fee	€ 350
Tuition (monthly)	4 x € 646

Course fees will increase for the September 2020 intake.

B



CERTIFICATE
MUSIC BUSINESS

**MAKE
THE MUSIC
WORLD
GO ROUND**

SCIE
INSTITUTE



START DATES
SEPTEMBER
JANUARY
MAY

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

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.

Course Details	
Entry Requirements	minimum age 16, basic English skills
Duration	4 months
Study Load (theory & practical)	average 6 hours per week
Discounts	discounts on hardware & software via the student store

Fees (upfront payment)	€ 2.350
Registration Fee	€ 350
Tuition	€ 2.000

Fees (instalments)	€ 2.550
Registration Fee	€ 350
Tuition (monthly)	4 x € 550

Course fees will increase for the September 2020 intake.

CORE SUBJECTS:

Music Rights
 Music Publishing
 Music Licensing
 Artist Management
 Tour Management
 Events Management
 Trademarks
 Contracts
 Distribution
 Record Labels
 Business Plans

THIS COURSE IS FOR YOU IF:

- You want to learn and understand the fundamentals of the music business world.
- You are a musician that wants to start managing your career.
- You want to start managing music artists and projects.
- You are a music producer that wants to expand your knowledge in the music industry.
- You are specialised in a profession that can focus on the music industry (e.g. social media manager, marketer, lawyer, journalists, music producers).

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



B

CERTIFICATE
MUSIC BUSINESS ADVANCED



**JOIN
THE MUSIC
INDUSTRY
PROFESSIONALS**

SCIE
INSTITUTE



START
DATES
SEPTEMBER
JANUARY
MAY

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

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.

Monetizing music data

Music data are changing the music business and are increasingly important for career strategy and artist promotion. What data can musicians use? How can they use it for their careers? How can you use data for labels, bookings, etc?

Capitalizing on music talent

We will also focus on innovative ways of capitalizing talent, like music synchronization (e.g. films or commercials), VR, holograms, games, multichannel events.

The right deals with the right partners

New business models for music demand smart new deals. Sometimes with new partners. What's the right deal for the right music? Who are tomorrow's relevant partners?

Real-life music business cases

Students start working in groups on real-life music cases and present their findings for music businesses that are partnering with this course. Partners are booking agents, labels, publishers, management companies.

THIS COURSE IS FOR YOU IF:

- You want to develop further your professional profile in the music industry.
- You are an artist that wants to manage your music career and projects.
- You want to start your own record label or a music industry focused company.
- You want to specialize your current career (e.g. lawyer, journalist) in the music industry sector.

Note: To enter Music Business Advanced, you will have to graduate first the Music Business Basic level. If you are an experienced professional with industry knowledge wishing to attend directly the advanced level, then an interview with the Course Coordinator will be required first.

Course Details

Entry Requirements	minimum age 16, basic English skills
Duration	4 months
Study Load (theory & practical)	average 6 hours per week
Discounts	discounts on hardware & software via the student store

Fees (upfront payment)	€ 2.350
Registration Fee	€ 350
Tuition	€ 2.000

Fees (instalments)	€ 2.550
Registration Fee	€ 350
Tuition (monthly)	4 x € 550

Course fees will increase for the September 2020 intake.

sae.edu



ANIMATION



AUDIO



BUSINESS

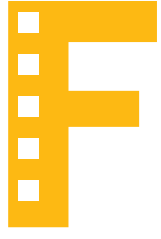


FILM



GAMES

SAC
INSTITUTE



CERTIFICATE

VIDEO PRODUCTION

SHOOT, EDIT,
CREATE YOUR
VIDEOS

SCIC
INSTITUTE

START
DATE
MARCH
2020

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



The popularity of Video is constantly rising and nowadays it is considered as the most engaging type of content. With the Video Production Certificate you will learn how to make your own videos, working in the entire production chain, from pre-production to shooting, sound recording, post-production and final exports for web videos and short documentaries. Learning these techniques and skills, will allow you to become a video storyteller and content creator.

CORE SUBJECTS*:

Camera Techniques
Lighting
Pre-Production
Sound Recording
Scenario Writing
Framing Your Shot
Post Production Workflow
Video Editing
Color Grading
Key Framing
Titling
Video Effects

Cameras: JVC ProHD / Canon 5D / Canon 6D / Panasonic DVX-200
Post-Production: DaVinci Resolve

*subject to change

THE COURSE IS IDEAL FOR:

- professionals coming from creative fields (like photography, music, graphics & visual design etc.)
- professionals from communication (journalists, social media managers, marketers, content creators, bloggers etc.)
- amateurs and hobbyists that want to make a first step in video production and be creative using basic equipment.

Video Production course is offered part-time with one lesson day per week (2 lessons on a single lesson day). Besides the classes, students will complete a series of practical exercises and assignments as part of the course. The school facilities and gear are available for students to be used during delivery and there is always a tutor available for advice and practical help.

Course Details

Entry Requirements	minimum age 16, basic English skills
Duration	4 months
Study Load (theory & practical)	6 to 8 hours per week on average
Practical	sessions on campus using local facilities
Discounts	discounts on hardware & software via the student store

Fees (upfront payment)	€ 2.750
Registration Fee	€ 350
Tuition	€ 2.400

Fees (instalments)	€ 2.990
Registration Fee	€ 350
Tuition (monthly)	4 x € 660



CREATIVE MEDIA EDUCATION



Please enclose the following documents with the registration agreement

- Copy of valid identity card or passport
- Motivational Letter
- Evidence of secondary-level education

REGISTRATION AGREEMENT AND CONDITIONS



ANIMATION



AUDIO



BUSINESS



FILM



GAMES

Print the Registration Agreement and the Contractual Terms on the same sheet (front side & back side).



REGISTRATION AGREEMENT



Internal Remarks (Please do not fill out)

Version NL FY20.4

Registration Fee Paid <small>(Please fill in receipt number)</small>	Student Number & Course Code
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PERSONAL DETAILS OF APPLICANT: (PLEASE FILL OUT IN BLOCK LETTERS)

Gender	Female <input type="checkbox"/> Male <input type="checkbox"/> Other <input type="checkbox"/>	Street + Number	
First Name(s)		ZIP/ Postcode	
Family Name		City	
Tel. Home/Mobile		Country	
E-mail		Date of Birth	

COURSE: (PLEASE CHECK BOTH, COURSE CODE AND PAYMENT PLAN: A, B OR C)

CERTIFICATE COURSES	COURSE DURATION	REGISTRATION FEE	TUITION FEE - PLAN A	TUITION FEE - PLAN B	TUITION FEE - PLAN C
<input type="checkbox"/> Electronic Music Certificate [MAY]	4 months	€ 350	<input type="checkbox"/> € 2.350		<input type="checkbox"/> 4 X € 646 <small>(€ 2.584)</small>
<input type="checkbox"/> Electronic Music Certificate Adv. [MAY]	4 months	€ 350	<input type="checkbox"/> € 2.350		<input type="checkbox"/> 4 X € 646 <small>(€ 2.584)</small>
<input type="checkbox"/> Electronic Music Certificate Live [MAY]	4 months	€ 350	<input type="checkbox"/> € 2.350		<input type="checkbox"/> 4 X € 646 <small>(€ 2.584)</small>
<input type="checkbox"/> Music Business Certificate [MAY]	4 months	€ 350	<input type="checkbox"/> € 2.000		<input type="checkbox"/> 4 X € 550 <small>(€ 2.200)</small>
<input type="checkbox"/> Music Business Certificate Adv. [MAY]	4 months	€ 350	<input type="checkbox"/> € 2.000		<input type="checkbox"/> 4 X € 550 <small>(€ 2.200)</small>
<input type="checkbox"/> Video Production Certificate [MARCH]	4 months	€ 350	<input type="checkbox"/> € 2.400		<input type="checkbox"/> 4 X € 660 <small>(€ 2.640)</small>

Start Date	<input type="checkbox"/> MARCH 2020	<input type="checkbox"/> MAY 2020
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PAYMENT PLANS EXPLAINED

PLAN A	Payment in advance	PLAN B	Payment per term	PLAN C	Payment in monthly instalments
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APPLICATION AT SAE INSTITUTE: (PLEASE SIGN FRONT AND BACK OF THIS DOCUMENT)

Please note: The registration fee is due within 14 days of receipt of the registration agreement or before the commencement of the course. Payments can be made by bank transfer (preferred method) or by pin at the SAE Campus. Transfer charges are for the account of the sender. To reduce costs and simplify the payment of instalments, students are encouraged to set up standing orders with their own banks. Cheques are not accepted. An invoice will be issued only upon request. The student declares to have read and understood all contractual terms set out on the reverse side of this agreement and agrees to abide by these. For non-EU inquirers, a valid visa, for the entire duration of the chosen course, is required in order to successfully enrol for any SAE course. Due to SAE being a private institute, we cannot assist inquirers in obtaining a visa for their studies. Since SAE is a private institute, its students are not eligible for a student loan via DUO, or any other official body. Registration fees are not included in the tuition fees.

Please find our privacy policy at the following web address: https://www.navitas.com/privacy_policy_en

SAE Netherlands B.V. | Bank: Citibank | IBAN: NL84 CITI 0266 0580 94 | BIC/SWIFT: CITINL2XXXX

X	X	
Place, Date	Signature of student	(Parent or guardian if student is younger than 18)
Application Received:		Please sign on reverse side of this form as well.

CONTRACTUAL TERMS

These contractual terms apply to every registration for a course at SAE Institute and SAE Netherlands BV and/or its appointed agent ("SAE")

1. Conclusion of the agreement and payment

1.1 The agreement between SAE and the student is concluded when SAE receives, by email at registrations.amsterdam@sae.edu or by regular mail, the registration agreement that is completed and signed (front + back) by the student or his or her legal representative(s).

1.2 For each registration for a course, a one-time registration fee is due, in addition to the tuition fees that apply to received tuition and using facilities during the course. All courses at SAE are exempt from VAT (in Dutch: BTW).

1.3 The registration fee must be paid in full at the latest 14 days after receipt by SAE of the completed and signed registration agreement, but in any case before the date of commencement of the course to which the fee applies.

1.4 Registration fees will not be refunded, except upon withdrawal from the agreement in accordance with section 2 below (cooling-off period) or in the event there is no place available (see section 1.9 below).

1.5 Tuition fees can be paid in full (plan A), per year (plan B), or in instalments (plan C) in accordance with the payment plans in the registration agreement.

1.6 The full tuition fee (payment plan A) or the first instalment thereof (payment plan B or C) must be paid at the latest on the date of commencement of the course. Further instalments must be paid according to the applicable payment arrangement before the start of each new term or month.

1.7 SAE has the right to offer the place of the student to someone else in case the student's tuition fees are not paid in time. This agreement is entered into on the condition precedent that the (first instalment of the) tuition fee is paid on time.

1.8 Absence in classes in no event gives the right to a refund of paid fees.

1.9 Payment of the registration fee and tuition fees do not guarantee a place in the desired course. Places are dependent on availability, which is a condition precedent to this agreement. In case students cannot be placed, already paid registration and tuition fees will be refunded, except where students wish to use these for other courses.

1.10 Only at the specific request of a student shall SAE send invoices for registration and tuition fees. Students will inform SAE in writing in advance of the fact that an employer, other institute or organization will pay for fees due.

2. Cooling-off period

2.1 The student is entitled to a cooling-off period of 14 days in which the student shall have the right to withdraw from the agreement, without giving any reason and without incurring any costs. This period starts on the day that SAE receives the registration agreement completed and signed on both sides by the student or his or her legal representatives. After this 14 day period, the applicant is locked-in for at least the first term and can only cancel the course as per described in point 6 of this agreement

2.2 In case the student expressly requests to take part in the commencement of the course during the cooling-off period and makes use of the right to withdraw from the agreement subsequently, the student shall pay SAE an amount which is in proportion to what has been provided in the course until the communication of the withdrawal from the agreement, in comparison with the full coverage of the agreement.

2.3 The right to withdraw from the agreement is exercised by the student by informing SAE of the decision to withdraw from the agreement by sending an unequivocal statement by email to cancellation.amsterdam@sae.edu before the cooling-off period expires. SAE shall acknowledge receipt of the withdrawal without undue delay.

2.4 In case payments have already been made, SAE shall return these amounts as soon as possible, and no later than 14 days after the withdrawal. SAE shall return amounts to the bank account they were paid from. The student hereby confirms/ ratifies the validity of this payment in case this bank account is held by a third party (in Dutch: bekrachtiging). SAE has the right to set-off its obligation to return paid amounts to any amount payable by the student to SAE under section 2.2 above.

3. Alterations by SAE

3.1 If necessary in the opinion of SAE, the contents of courses can be altered at any time, for example to add new subjects and replace subjects that have become unsuitable, or the time of day at which the lesson is given. If needed, classes might also be moved to evening hours.

3.2 In the event too few students register for a stage/module, SAE may change the planning of the stage/module or even cancel the stage/ module.

3.3 SAE may change the names and titles of awarded certificates, diplomas and degree qualifications.

3.4 For contracts based on payment plan "A", the tuition fees as mentioned on this document are guaranteed. For Payment plan "B" or "C", tuition fees for every stage are subject to change. (note: plan B is only available for diploma and degree courses).

4. Rules for the student

4.1 All students shall comply with the rules in the "Campus Guide" and follow the orders of SAE staff members at all times. In addition, the following rules apply:

4.2 The use of SAE's facilities is for educational purposes only. Any breach of this rule can lead to the student losing access to facilities and tuition.

4.3 The student is responsible for the facilities while he or she is using these and should see to it that the equipment is not damaged or stolen. In case of any malfunction or failure of equipment, the student should immediately inform a staff member and provide all information necessary.

4.4 In the event, equipment is (I) lost, (II) damaged due to careless or negligent behaviour or (iii) stolen, during the use by a student, this student is liable for all costs SAE has to make in order to replace or repair the equipment. The student will reimburse SAE within 21-days after the damage-inflicting event.

4.5 Booked practical time may be cancelled by SAE if necessary, in the opinion of SAE. The student shall be informed of such cancellation in advance if possible. The practical time lost shall as soon as possible be booked again in favour of the student.

4.6 Under no circumstance is it allowed to record and/or share, in whatever medium, lessons (or any other form of other content) that have been delivered by SAE, or received at SAE events.

5. Intellectual property

5.1 All intellectual property rights on teaching materials and software that is directly or indirectly made available to students belong exclusively to SAE and its licensors. SAE grants students the right to use these teaching materials and software during the time of their study at SAE. This right is limited to and directly connected to the enrollment in a course at SAE. It is strictly prohibited to copy or make public any (part of) teaching material or software without the express prior written permission of SAE.

5.2 The intellectual property rights on creations that students make as part of a course at SAE or using the facilities of SAE, such as audiovisual creations, belong to the particular student and other persons who were involved in the making of these creations, all in accordance with the Dutch Copyright Act and Act on Neighboring Rights (In Dutch: Auteurswet & Wet op de Naburige Rechten). Such creations shall not be published or reproduced for commercial purposes, except after express written permission from SAE. The student shall make note that he or she is studying at SAE every time such creations are published or reproduced. The student can use SAE's logo in order to do so.

5.3 The student grants SAE a license, unlimited in time, to use all creations made by the student during the time he or she was studying at SAE. This license is limited to use for promotional activities for SAE and its courses and to use for educational purposes.

6. Deferment, transfer and cancellation by the student

6.1 Students may defer or cancel the remainder of their course, and in case of cancellation terminate the agreement, in writing, per the end of each term. Written notice must be sent to cancellation.amsterdam@sae.edu and must be received by SAE before 1 December where the next term starts in January, before 1 February, when the next term starts in March, before 1 April where the next term starts in May or before 1 August where the next term starts in September. Notices that are late, apply to the following term. For courses that have a duration of only 1 term (4 months), cancellation during the course is not possible.

6.2 Absence in classes can in no circumstance be interpreted as cancellation and will not lead to refunds of fees.

6.3 Students are free to transfer to other campuses of SAE anywhere in the world (at the end of a term). Notwithstanding differences in tuition fees, all paid tuition fees shall be used by SAE to offer classes to the student in the other campuses.

6.4 A transfer fee of € 200.- is due in case of a transfer between campuses of SAE.

6.5 Students who transfer to another college of SAE will comply with the local rules and conditions.

6.6 The cancellation of a contract based on Payment Plan "A", will generate a break-up fee of 7,5% of the total course cost.

6.7 Unused funds will be returned to the bank account they were paid from. The student hereby confirms/ ratifies the validity of this payment in case this bank account is held by a third party (in Dutch: bekrachtiging).

7. Cancellation by SAE

7.1 In case it becomes clear after the start of the course that a student shall not, in the opinion of SAE, successfully complete the course, for example, because of his or her previous education, even if he or she already successfully completed part of a course in the past, SAE shall have the right to dissolve the agreement with this student in writing with immediate effect.

7.2 In case a student's behaviour in the opinion of SAE makes the student unsuitable for (further) participation in a course at SAE or use of the facilities of SAE, SAE can deny the student participation and access to the facilities and expel the student. In that case, the agreement will be dissolved in writing.

7.3 SAE has the right to cancel booked practical time, deny access to facilities and lessons or terminate the agreement in case the student has substantial (more than one term) outstanding tuition fees. In case of termination, the agreement will be dissolved (in Dutch: ontbonden) in writing after a notice period to pay the outstanding fees remains unused.

7.3 Up to the end of the first week after the date of commencement of a stage, SAE can cancel a course in case too few students have registered. Students shall receive written notice. Already paid tuition fees will be used for (future) other courses or be refunded, the latter if the student requests this within 1 month after the original date of commencement.

8. Liability

8.1 SAE is not liable for (I) damage caused by persons or goods used by SAE and (II) damage caused by a failure by SAE to fulfil its obligations, in case such damage exceeds the amount that is paid out under SAE's insurance policy in the particular event at hand, except in cases of intent or gross negligence.

9. Minority - parents / guardians

9.1 The student who is younger than 18 years at the date of registration declares that his/ her parents, guardians or other legal representatives have given permission to register and herewith permits SAE to contact his/her parents, guardians or other legal representatives if SAE determines at its own discretion that the circumstances make this necessary.

9.2 If the registration agreement is signed by a third party on behalf of the student, this person accepts full liability for all fees and expenses arising under these contractual terms.

10. Applicable law

10.1 This registration agreement is exclusively governed by the laws of the Netherlands.

10.2 Any dispute between SAE and the student shall be brought exclusively before the competent court in the Netherlands.

X

Place, Date

X

Signature of student

(Parent or guardian if student is younger than 18)

Application Received:

REGISTRATION AGREEMENT



Internal Remarks (Please do not fill out)

Version NL FY21.2

Registration Fee Paid <small>(Please fill in receipt number)</small>	Student Number & Course Code
--	---

PERSONAL DETAILS OF APPLICANT: (PLEASE FILL OUT IN BLOCK LETTERS)

Gender	Female <input type="checkbox"/> Male <input type="checkbox"/> Other <input type="checkbox"/>	Street + Number	
First Name(s)		ZIP/ Postcode	
Family Name		City	
Tel. Home/Mobile		Country	
E-mail		Date of Birth	

COURSE: (PLEASE CHECK BOTH, COURSE CODE AND PAYMENT PLAN: A, B OR C)

DIPLOMA & DEGREE COURSES	COURSE DURATION	REGISTRATION FEE	TUITION FEE - PLAN A (payment in advance)	TUITION FEE - PLAN B (payment per year)	TUITION FEE - PLAN C (payment per term)
<input type="checkbox"/> Audio Production (BA/BSc) <small>Validated by Middlesex University London</small>	24 months	€ 450	<input type="checkbox"/> € 23.678	<input type="checkbox"/> 2X € 12.400 <small>(€ 24.800)</small>	<input type="checkbox"/> 6X € 4.352 <small>(€ 26.112)</small>
<input type="checkbox"/> Digital Film Production (BA/BSc) <small>Validated by Middlesex University London</small>	24 months	€ 450	<input type="checkbox"/> € 19.815	<input type="checkbox"/> 2X € 10.400 <small>(€ 20.800)</small>	<input type="checkbox"/> 6X € 3.640 <small>(€ 21.840)</small>
Start Date	<input type="checkbox"/> SEPTEMBER 2020		<small>BA/BSc courses have 6 terms with a duration of 4 months per term Diploma courses have 6 terms with a duration of 6 months per term</small>		

CERTIFICATE COURSES	COURSE DURATION	REGISTRATION FEE	TUITION FEE - PLAN A (payment in advance)	TUITION FEE - PLAN B (payment per year)	TUITION FEE - PLAN C (payment per month)
<input type="checkbox"/> Electronic Music Certificate	4 months	€ 450	<input type="checkbox"/> € 2.400		<input type="checkbox"/> 4X € 646 <small>(€ 2.584)</small>
<input type="checkbox"/> Electronic Music Certificate Advanced	4 months	€ 450	<input type="checkbox"/> € 2.400		<input type="checkbox"/> 4X € 646 <small>(€ 2.584)</small>
<input type="checkbox"/> Electronic Music Certificate Live	4 months	€ 450	<input type="checkbox"/> € 2.400		<input type="checkbox"/> 4X € 646 <small>(€ 2.584)</small>
<input type="checkbox"/> Music Business Certificate	4 months	€ 450	<input type="checkbox"/> € 2.100		<input type="checkbox"/> 4X € 575 <small>(€ 2.300)</small>
<input type="checkbox"/> Music Business Certificate Advanced	4 months	€ 450	<input type="checkbox"/> € 2.100		<input type="checkbox"/> 4X € 575 <small>(€ 2.300)</small>
Start Date	<input type="checkbox"/> SEPTEMBER 2020		<input type="checkbox"/> JANUARY 2021		

APPLICATION AT SAE INSTITUTE: (PLEASE SIGN FRONT AND BACK OF THIS DOCUMENT)

Please note: The registration fee is due within 14 days of receipt of the registration agreement. Payments can be made by bank transfer (preferred method) or by pin at the SAE Campus. Transfer charges are for the account of the sender. To reduce costs and simplify the payment of instalments, students are encouraged to set up standing orders with their own banks. Cheques/Cash payments are not accepted. An invoice will be issued only upon request. The student declares to have read and understood all contractual terms set out on the reverse side of this agreement and agrees to abide by these.

For non-EU inquirers, a valid visa, for the entire duration of the chosen course, is required in order to successfully enrol for any SAE course. Due to SAE being a private institute, we cannot assist inquirers in obtaining a visa for their studies. Since SAE is a private institute, its students are not eligible for a visa, nor a student loan via DUO, or any other official body. Registration fees are not included in the tuition fees.

Please find our privacy policy at the following web address: https://www.navitas.com/privacy_policy_en

SAE Netherlands B.V. | Bank: Citibank | IBAN: NL84 CITI 0266 0580 94 | BIC/SWIFT: CITINL2XXXX

X	X	
Place, Date	Signature of student	(Parent or guardian if student is younger than 18)
Application Received:		Please sign on reverse side of this form as well.

CONTRACTUAL TERMS

These contractual terms apply to every registration for a course at SAE Institute and SAE Netherlands BV and/or its appointed agent ("SAE")

1. Conclusion of the agreement and payment

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1.2 For each registration for a course, a one-time registration fee is due, in addition to the tuition fees that apply to received tuition and using facilities during the course. All courses at SAE are exempt from VAT (in Dutch: BTW).

1.3 The registration fee must be paid in full at the latest 14 days after receipt by SAE of the completed and signed registration agreement, but in any case before the date of commencement of the course to which the fee applies.

1.4 Registration fees will not be refunded, except upon withdrawal from the agreement in accordance with section 2 below (cooling-off period) or in the event there is no place available (see section 1.9 below).

1.5 Tuition fees can be paid in full (plan A), per year (plan B), or in instalments (plan C) in accordance with the payment plans in the registration agreement.

1.6 The full tuition fee (payment plan A) or the first instalment thereof (payment plan B or C) must be paid at the latest on the date of commencement of the course. Further instalments must be paid according to the applicable payment arrangement before the start of each new term or month.

1.7 SAE has the right to offer the place of the student to someone else in case the student's tuition fees are not paid in time. This agreement is entered into on the condition precedent that the (first instalment of the) tuition fee is paid on time.

1.8 Absence in classes in no event gives the right to a refund of paid fees.

1.9 Payment of the registration fee and tuition fees do not guarantee a place in the desired course. Places are dependent on availability, which is a condition precedent to this agreement. In case students cannot be placed, already paid registration and tuition fees will be refunded, except where students wish to use these for other courses.

1.10 Only at the specific request of a student shall SAE send invoices for registration and tuition fees. Students will inform SAE in writing in advance of the fact that an employer, other institute or organization will pay for fees due.

2. Cooling-off period

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2.3 The right to withdraw from the agreement is exercised by the student by informing SAE of the decision to withdraw from the agreement by sending an unequivocal statement by email to cancellation.amsterdam@sae.edu before the cooling-off period expires. SAE shall acknowledge receipt of the withdrawal without undue delay.

2.4 In case payments have already been made, SAE shall return these amounts as soon as possible, and no later than 14 days after the withdrawal. SAE shall return amounts to the bank account they were paid from. The student hereby confirms/ ratifies the validity of this payment in case this bank account is held by a third party (in Dutch: bekrachtiging). SAE has the right to set-off its obligation to return paid amounts to any amount payable by the student to SAE under section 2.2 above.

3. Alterations by SAE

3.1 If necessary in the opinion of SAE, the contents of courses can be altered at any time, for example to add new subjects and replace subjects that have become unsuitable, or the time of day at which the lesson is given. If needed, classes might also be moved to evening hours.

3.2 In the event too few students register for a stage/module, SAE may change the planning of the stage/module or even cancel the stage/ module.

3.3 SAE may change the names and titles of awarded certificates, diplomas and degree qualifications.

3.4 For contracts based on payment plan "A", the tuition fees as mentioned on this document are guaranteed. For Payment plan "B" or "C", tuition fees for every stage are subject to change. (note: plan B is only available for diploma and degree courses).

4. Rules for the student

4.1 All students shall comply with the rules in the "Campus Guide" and follow the orders of SAE staff members at all times. In addition, the following rules apply:

4.2 The use of SAE's facilities is for educational purposes only. Any breach of this rule can lead to the student losing access to facilities and tuition.

4.3 The student is responsible for the facilities while he or she is using these and should see to it that the equipment is not damaged or stolen. In case of any malfunction or failure of equipment, the student should immediately inform a staff member and provide all information necessary.

4.4 In the event, equipment is (I) lost, (II) damaged due to careless or negligent behaviour or (iii) stolen, during the use by a student, this student is liable for all costs SAE has to make in order to replace or repair the equipment. The student will reimburse SAE within 21-days after the damage-inflicting event.

4.5 Booked practical time may be cancelled by SAE if necessary, in the opinion of SAE. The student shall be informed of such cancellation in advance if possible. The practical time lost shall as soon as possible be booked again in favour of the student.

4.6 Under no circumstance is it allowed to record and/or share, in whatever medium, lessons (or any other form of other content) that have been delivered by SAE, or received at SAE events.

5. Intellectual property

5.1 All intellectual property rights on teaching materials and software that is directly or indirectly made available to students belong exclusively to SAE and its licensors. SAE grants students the right to use these teaching materials and software during the time of their study at SAE. This right is limited to and directly connected to the enrollment in a course at SAE. It is strictly prohibited to copy or make public any (part of) teaching material or software without the express prior written permission of SAE.

5.2 The intellectual property rights on creations that students make as part of a course at SAE or using the facilities of SAE, such as audiovisual creations, belong to the particular student and other persons who were involved in the making of these creations, all in accordance with the Dutch Copyright Act and Act on Neighboring Rights (In Dutch: Auteurswet & Wet op de Naburige Rechten). Such creations shall not be published or reproduced for commercial purposes, except after express written permission from SAE. The student shall make note that he or she is studying at SAE every time such creations are published or reproduced. The student can use SAE's logo in order to do so.

5.3 The student grants SAE a license, unlimited in time, to use all creations made by the student during the time he or she was studying at SAE. This license is limited to use for promotional activities for SAE and its courses and to use for educational purposes.

6. Deferment, transfer and cancellation by the student

6.1 Students may defer or cancel the remainder of their course, and in case of cancellation terminate the agreement, in writing, per the end of each term. Written notice must be sent to cancellation.amsterdam@sae.edu and must be received by SAE before 1 December where the next term starts in January, before 1 February, when the next term starts in March, before 1 April where the next term starts in May or before 1 August where the next term starts in September. Notices that are late, apply to the following term. For courses that have a duration of only 1 term (4 months), cancellation during the course is not possible.

6.2 Absence in classes can in no circumstance be interpreted as cancellation and will not lead to refunds of fees.

6.3 Students are free to transfer to other campuses of SAE anywhere in the world (at the end of a term). Notwithstanding differences in tuition fees, all paid tuition fees shall be used by SAE to offer classes to the student in the other campuses.

6.4 A transfer fee of € 200,- is due in case of a transfer between campuses of SAE.

6.5 Students who transfer to another college of SAE will comply with the local rules and conditions.

6.6 The cancellation of a contract based on Payment Plan "A", will generate a break-up fee of 7,5% of the total course cost.

6.7 Unused funds will be returned to the bank account they were paid from. The student hereby confirms/ ratifies the validity of this payment in case this bank account is held by a third party (in Dutch: bekrachtiging).

7. Cancellation by SAE

7.1 In case it becomes clear after the start of the course that a student shall not, in the opinion of SAE, successfully complete the course, for example, because of his or her previous education, even if he or she already successfully completed part of a course in the past, SAE shall have the right to dissolve the agreement with this student in writing with immediate effect.

7.2 In case a student's behaviour in the opinion of SAE makes the student unsuitable for (further) participation in a course at SAE or use of the facilities of SAE, SAE can deny the student participation and access to the facilities and expel the student. In that case, the agreement will be dissolved in writing.

7.3 SAE has the right to cancel booked practical time, deny access to facilities and lessons or terminate the agreement in case the student has substantial (more than one term) outstanding tuition fees. In case of termination, the agreement will be dissolved (in Dutch: ontbonden) in writing after a notice period to pay the outstanding fees remains unused.

7.3 Up to the end of the first week after the date of commencement of a stage, SAE can cancel a course in case too few students have registered. Students shall receive written notice. Already paid tuition fees will be used for (future) other courses or be refunded, the latter if the student requests this within 1 month after the original date of commencement.

8. Liability

8.1 SAE is not liable for (I) damage caused by persons or goods used by SAE and (II) damage caused by a failure by SAE to fulfil its obligations, in case such damage exceeds the amount that is paid out under SAE's insurance policy in the particular event at hand, except in cases of intent or gross negligence.

9. Minority - parents / guardians

9.1 The student who is younger than 18 years at the date of registration declares that his/ her parents, guardians or other legal representatives have given permission to register and herewith permits SAE to contact his/her parents, guardians or other legal representatives if SAE determines at its own discretion that the circumstances make this necessary.

9.2 If the registration agreement is signed by a third party on behalf of the student, this person accepts full liability for all fees and expenses arising under these contractual terms.

10. Applicable law

10.1 This registration agreement is exclusively governed by the laws of the Netherlands.

10.2 Any dispute between SAE and the student shall be brought exclusively before the competent court in the Netherlands.

X

Place, Date

X

Signature of student

(Parent or guardian if student is younger than 18)

Application Received:

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