Undergraduate Program Requirements					
Audio Arts & Acoustics Program Requirements					
Currently displaying program requirements for academic year: UNDG 2012-2013					
Acoustics BS12					
75 CREDITS ARE REQUIRED TO COMPLETE THIS BACHELOR OF SCIENCE MAJOR. Please note: The typical CGPA of a student in Acoustics BS is in excess of 3.0. Students need to be aware that the Acoustics BS program is particularly intensive in science and mathematics.					
AA&A - Acoustics BS 2012					
32 CREDITS - NOTE: Calculus I is a pre-requisite for most courses in this degree major.					
Acoustics Requirements		Courses:	10/10		
Course	Title	Credits	Grade		
43-2110	Basic Audio Systems	3	с		
43-2725	Studies in Hearing	3	с		
43-2310	Introduction to Psychoacoustics and Sound Perception	3	с		
43-1115	Audio Production I	4	с		
43-2315	Architectural Acoustics	3	с		
43-3315	Environmental Acoustics	3	с		
43-3615	Topics Systems Contracting I	3	с		
43-3325	Acoustical Testing I	3	с		
43-3326	Acoustical Testing II	3	с		
43-3320	Acoustical Modeling	3	с		
28 CREDITS - Students must take ALL the following courses offered by the college OR have similar courses transferred from other institutions.					
Science & Math Reqs		Courses:	8/8		
Course	Title	Credits	Grade		
56-2721	Calculus II	4	С		
56-3710	Calculus III	3	с		
56-3720	Elementary Differential Equations	3	с		
56-1722	Introduction to Statistical Methods	3	с		
56-3740	Linear Algebra	4	с		
56-3730	Numerical Analysis	4	с		
56-1240	Material Science Technology	4	с		
56-2830	Fundamentals of Physics I	3	с		

15 CREDITS - Select 5 courses from the following:

AA&A Electives		Courses:	5/5
Course	Title	Credits	Grade
43-2325	Studies in Applied Acoustics	3	с
43-2410	Aesthetics of the Motion Picture Soundtrack	3	С
43-2610	Project Planning, Process and Implementation	3	С
43-2720	History of Audio	3	С
43-3120	Perception and Cognition of Sound	3	С
43-3290	Master Class in Sound Art	3	С
43-3310	Acoustics of Performance Spaces	3	С
43-3330	Engineered Acoustics	3	С
43-3340	Introduction to Vibration	3	С
43-3515	Studies in Loudspeaker Theory	3	С
43-3526	Digital Equalization and System Management	3	С
43-3610	Sound System Design	4	С
43-3619	CSI Practices for Graphical Documentation	3	С
43-3622	Networks and Networking for Media	3	С
43-3720	Principle of Digital Synthesis and Signal Processing	3	С

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