

Undergraduate Program Requirements

Music Program Requirements

Currently displaying program requirements for academic year: UNDG 2017-2018 ▼

MUSIC TECH - Music BSC17

78 CREDITS ARE REQUIRED TO COMPLETE THE MUSIC TECHNOLOGY BACHELOR OF SCIENCE MAJOR.

Listed below, the BACHELOR of SCIENCE CANDIDATE (BSC) in MUSIC TECHNOLOGY is designed for entering MUSIC students who will apply for the Bachelor of Science (BS) upon completion of 45 credits. Students interested in MUSIC TECHNOLOGY BS may also enter the program through the Interactive Arts and Media or Audio Arts and Acoustics curriculum.

Please note: The Music Technology BS program is particularly intensive in science and mathematics.

Acceptance into the BS program is determined by essay, portfolio, CGPA of 3.0 or higher, Calculus I, and completion of 45 credits, 24 of which come from applicant's home department. Applications are reviewed each spring semester for entry in the fall.

PRIMARY CORE

Students will complete 24 credits of Core coursework in their primary (home) department:

MUSIC CORE - 24 cr		Courses:	0
32-1110	Aural Skills I	2	C
32-1120	Theory I	2	C
32-1131	Keyboard I	2	C
32-2111	Aural Skills II	2	C
32-2121	Theory II	2	C
32-1132	Keyboard II	2	C
32-2122	Theory III	3	C
32-2611	Music, Time, and Place I	3	C
32-2612	Music, Time, and Place II	3	C
32-2211	Composition I: The Composer in the Modern World	3	C

Optional combination of Performance Ensembles, up to four (4) credits, AND/OR Private Lessons, up to eight (8) credits. (See Course Schedule for lists of these options.):

32-*8*****			C
32-*7*****			C

SECONDARY CORE

In consultation with advisor, students will complete a total of 15 credits of Core coursework from Audio Arts & Acoustics and/or Interactive Arts & Media:

AA&A & IAM Options 15cr	Courses: 5/6
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Course	Title	Credits	Grade
36-1010	Fundamentals of Interaction	3	C
36-1501	Introduction to Programming	3	C
36-2310	Prototyping Strategies	1	C
36-3400	Sound Design for Games II	3	C
43-1112	Audio Theory and Systems	3	C
43-2210	Recording I	4	C
43-2215	Audio Production II	3	C
43-2261	Experimental Audio Electronics	3	C
43-2310	Psychoacoustics	3	C
43-3210	Recording II	4	C

MUSIC TECH REQS

MUSIC TECH REQS 13cr

Courses: 5/5

Course	Title	Credits	Grade
Students take four (4) consecutive semesters of Sonic Experience as listed below:			
75-3101	The Sonic Experience	3	C
OR 1 of the following:			
	74-3101 The Sonic Experience	3	C
75-3101	The Sonic Experience	3	C
OR 1 of the following:			
	74-3101 The Sonic Experience	3	C
75-3101	The Sonic Experience	3	C
OR 1 of the following:			
	74-3101 The Sonic Experience	3	C
75-3101	The Sonic Experience	3	C
OR 1 of the following:			
	74-3101 The Sonic Experience	3	C

In their final semester, students take a 1-3 credit Independent Project as a capstone course:

32-3998	Independent Project: Music	1	C
OR 1 of the following:			
	36-3399 Independent Project: Interactive Arts and Media	1	C
	43-3291 Independent Project: Audio Arts & Acoustics	1	C

ADVANCED Courses 9cr

Courses: 3/3

Course	Title	Credits	Grade
In consultation with advisor, students will complete a total of 9 credits from the following list:			
32-2212	Composition II	3	C

32-2261	Digital Music Composition and Performance I	3	C
32-3262	Digital Music Composition and Performance II	3	C
32-3665	Advanced Seminar in Musicology	3	C
36-2550	C++ Programming I	3	C
36-2551	C++ Programming II	3	C
36-2600	Object Oriented Programming	3	C
36-3444	Emergent Web Technologies	3	C
36-3520	Data Design	3	C
36-3630	Physical Computing II	3	C
43-2261	Experimental Audio Electronics	3	C
43-2720	History of Audio	3	C
43-3120	Perception and Cognition of Sound	3	C
43-3252	Advanced Sound Art Electronics Workshop	3	C
43-3290	Master Class in Sound Art	3	C
43-3315	Environmental Acoustics	3	C
43-3320	Acoustical Modeling	3	C
43-3325	Acoustical Testing I	3	C
43-3610	Sound System Design	3	C
43-2241	Audio Processes and Programming	3	C

SCIENCE REQUIREMENT

SCIENCE REQUIREMENT 3cr

Courses: 1/1

Course	Title	Credits	Grade
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In consultation with the Faculty Advisor, students will complete a minimum of one (1) science course from the following list:

56-1820	Science of Electronics	4	C
56-1881	Physics of Musical Instruments	4	C
56-2820	The Science of Acoustics I	3	C
56-2830	Fundamentals of Physics I	3	C

ADVANCED MATH

ADVANCED MATH 14cr

Courses: 4/4

Course	Title	Credits	Grade
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In consultation with advisor, students will complete a total of four (4) mathematics courses from the following list. Please note: Calculus I is required for acceptance into the Music Technology BS program:

56-2720	Calculus I	4	C
56-2721	Calculus II	4	C
56-3700	Discrete Mathematics	3	C
56-3710	Calculus III	3	C
56-3720	Elementary Differential Equations	3	C

56-3730	Numerical Analysis	4	C
56-3740	Linear Algebra	4	C

OTHER CORE PATHWAYS

FOR THE STUDENT'S REFERENCE: Some students in the Bachelor of Science in Music Technology program will complete their Primary Core in Audio Arts & Acoustics or Interactive Arts and Media, with their Secondary Core from the other two departments. The other pathways draw from the following list:

OTHER CORE PATHWAYS Courses: 0

36-1010	Fundamentals of Interaction	3	C
36-1300	Digital Image Design	3	C
36-1501	Introduction to Programming	3	C
36-1601	Authoring Interactive Media	3	C
36-1400	Sound for Interaction	3	C
36-2400	Sound Design for Games I	3	C
36-2510	Game Engine Scripting	3	C
36-2610	Sound and Music for Interactive Visual Media	3	C
36-3400	Sound Design for Games II	3	C
43-1111	Introduction to Audio	3	C
43-1115	Audio Production I	3	C
43-1112	Audio Theory and Systems	3	C
43-2210	Recording I	4	C
43-2215	Audio Production II	3	C
43-2220	Live Sound Recording	3	C
43-2310	Psychoacoustics	3	C
43-2325	Studies in Applied Acoustics	3	C
43-2725	Studies in Hearing	3	C
43-3210	Recording II	4	C
32-1131	Keyboard I	2	C
32-2111	Aural Skills II	2	C
32-2121	Theory II	2	C
32-1132	Keyboard II	2	C
32-2122	Theory III	3	C
32-2612	Music, Time, and Place II	3	C
32-2211	Composition I: The Composer in the Modern World	3	C

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