

Undergraduate Program Requirements

Audio Arts & Acoustics Program Requirements

Currently displaying program requirements for academic year:

MUSIC TECH - AA&A BSC 16

77 CREDITS ARE REQUIRED TO COMPLETE THE BACHELOR OF SCIENCE MAJOR.

Listed below, the **BACHELOR of SCIENCE CANDIDATE (BSC) in MUSIC TECHNOLOGY** is designed for entering **AUDIO ARTS & ACOUSTICS** 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 Music or Interactive Arts & Media 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.

MUSIC TECH BS Candidate

PRIMARY CORE-AA&A 24cr

AA&A CORE 24cr Courses: 0

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

43-1110	Introduction to Audio Theory	3	C
43-1115	Audio Production I	4	C
43-2110	Basic Audio Systems	3	C
43-2210	Recording I	4	C
43-2215	Audio Production II	4	C
43-2220	Live Sound Recording	3	C
43-2261	Sound Art Electronics Workshop	3	C
43-2310	Psychoacoustics	3	C
43-2725	Studies in Hearing	3	C
43-3210	Recording II	4	C

SECONDARY CORE 15cr

In consultation with the Faculty Advisor, students will complete a total of 15 credits of Core coursework from Interactive Arts & Media and/or Music:

IAM & MUSIC Options-15cr Courses: 5

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
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

MUSIC TECH REQ. COURSES

MUSIC TECH REQS 13cr Courses: 5/5

Course	Title	Credits	Grade
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Students take four (4) consecutive semesters of Sonic Experience as listed below. In their final semester, students take an independent project worth 1-3 credits which is considered their capstone project:

75-3101	The Sonic Experience	3	C
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OR 1 of the following:

74-3101	The Sonic Experience	3	C
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75-3101	The Sonic Experience	3	C
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OR 1 of the following:

74-3101	The Sonic Experience	3	C
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75-3101	The Sonic Experience	3	C
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OR 1 of the following:

74-3101	The Sonic Experience	3	C
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75-3101	The Sonic Experience	3	C
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OR 1 of the following:

74-3101	The Sonic Experience	3	C
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In their final semester, students take a 1 - 3 credit Independent Project as a capstone course:

43-3291	Independent Project: Audio Arts & Acoustics	1	C
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OR 1 of the following:

32-3998	Independent Project: Music	1	C
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36-3399	Independent Project: Interactive Arts and Media	1	C
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ADVANCED Courses 9cr Courses: 3/3

Course	Title	Credits	Grade
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32-3262	Digital Music Composition and Performance II	3	C
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32-2212	Composition II	3	C
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32-3665	Advanced Seminar in Musicology	3	C
36-2600	Object Oriented Programming	3	C
36-2550	C++ Programming I	3	C
36-2551	C++ Programming II	3	C
36-3405	Authoring Interactive Media II	3	C
36-3444	Emergent Web Technologies	3	C
36-3520	Data Design	3	C
36-3630	Physical Computing II	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
43-3720	Principles of Digital Signal Processing	3	C

SCIENCE REQ 3cr**SCIENCE REQ 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 13cr**ADVANCED MATH 13cr**

Courses: 4/4

Course	Title	Credits	Grade
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In consultation with the Faculty 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
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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 Music 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
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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
36-1010	Fundamentals of Interaction	3	C
36-1300	Digital Image Design	3	C
36-1501	Introduction to Programming	3	C
36-2601	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
43-2110	Basic Audio Systems	3	C
43-2210	Recording I	4	C
43-2215	Audio Production II	4	C
43-2315	Architectural Acoustics	3	C
43-3210	Recording II	4	C

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