

Bachelor of Science in Audio Engineering and Sound Production

Applicants will be accepted for Fall admission only. Although audition as a music major is not required, other requirements for admission, academic regulations, and academic standing for the Jacobs School of Music apply to students in the audio department.

Admission to the fifth semester (upper division level) of the program will include an individual meeting to evaluate progress and overall performance in the audio program. The evaluation will consider the following:

1. grades in all audio courses;
2. performance in X 90 productions;
3. attendance;
4. evaluation reports from production assistants and other supervisory personnel.

If deemed unsatisfactory, student will either be given a second chance at the upper divisional the following semester or dismissed from the program.

Major Ensemble X 90 Audio Technical Crew (2 cr.) *required every fall and spring semester in which student is registered after acceptance into the degree program.*

Recording Arts Courses 55 credit hours.

A101 Introduction to Audio Technology (3 cr.), A102 Audio Techniques I (3 cr.)

A201 Audio Techniques II (3 cr.), A202 Audio Techniques III (3 cr.)

A111 Electronics I (3 cr.), A112 Electronics II (3 cr.)

A211 Electronics III (3 cr.), A212 Electronics IV (3 cr.)

A270 Multitrack Studio Techniques I (3 cr.), A370 Multitrack Studio Techniques II (3 cr.), A470 Individual Multitrack Studio Projects I (3 cr.)

A150 Introductory Seminar in Audio Engineering and Sound Production (1 cr.),

A350 Seminar in Audio Engineering and Sound Production (1-1 cr.)

A321 Sound for Picture Production (3 cr.)

K361 Introduction to MIDI and Computer Music (3 cr.)

A461 Final Project in Audio Engineering and Sound Production (1 cr.)

A480 Internship in Audio (3 cr.)

9 credit hours chosen from the following audio electives:

A320 Sound Reinforcement Techniques (3 cr.)

A325 Digital Audio Workstation Seminar (3 cr.)

A340 Topics in Audio Engineering and Sound Production (3 cr.) may be repeated

A360 Classical Music Recording and Production (3 cr.)

A440 Individual Project in Audio Engineering and Sound Production (1-3 cr.) may be repeated

A460 Surround Sound and Immersive Audio (3 cr.)

A471 Individual Multitrack Studio Projects II (3 cr.) may be repeated, only one instance may be used as an audio elective

THTR-T347 Introduction to Sound Design for the Theater (3 cr.)

THTR-T447 Sound Design I (3 cr.).

Minor (or area of concentration) 15 credit hours in one area chosen from:

Media school - Cinema and media production or Game design

Business

Computer Science or Informatics and computing

Arts administration

Music - performance study, composition, scoring for visual media or electronic music

Another area may be substituted if approved by the chair of the Department and the Director of undergraduate studies.

Core Music Courses 6 credit hours.

Z111 Introduction to Music Theory (3 cr.) and Z211 Music Theory II (3 cr.)

(For those with sufficient musical background, T109 or Music Fundamentals online and T151 may be substituted.)

General Education Common Ground Requirements (up to 31 cr.) *see separate list of approved general education courses*

Foundations

English Composition (3 cr.)

Mathematical Modeling (3-4 cr.)

Breadth of Inquiry

Arts and Humanities (6 cr./2 courses) *fulfilled by core music requirement MUS-T109 & 151 or Z111 & Z211.*

Social and Historical studies (6 cr./2 courses)

Natural and Mathematical Sciences (5-6 cr.) Required physics courses: PHYS P105 Basic

Physics of Sound (3 cr.)

World Languages and Cultures (6 cr.) 2nd year level of a world language (200/250) or 2 world culture courses or approved study abroad (6 credits).

To Complete Degree Music or non-music electives as needed to bring the total credit hours to 120 excluding major ensemble.

PLEASE CHECK JACOBS SCHOOL OF MUSIC BULLETIN AND OFFICIAL NOTICES. IN CASE OF DISCREPANCIES, THEY ARE THE OFFICIAL REGULATIONS AND SUPERSEDE THIS SHEET.

5/2017 Fall 2017 reqs