

Bachelor of Science in Music Production, Audio Engineering

Applicants will be accepted for Fall admission only, upper division exam required.

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.*

Audio Engineering Courses 43 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.)
- A150 Introductory Seminar in Audio Engineering (1 cr.)
- A350 Seminar in Audio Engineering (1-1 cr.)
- A270 Multitrack Studio Techniques I (3 cr.) (*prereq: MUS-A 201*)
- A370 Multitrack Studio Techniques II (3 cr.)
- A470 Individual Multitrack Studio Projects I (3 cr.)
- K361 Introduction to MIDI and Computer Music (3 cr.)
- A461 Final Project in Audio Engineering (1 cr.)
- A480 Internship in Audio (3 cr.) (*prereq: senior standing*)

**a grade of C or better is required*

Audio Electives 12 credit hours chosen from the following:

- A320 Sound Reinforcement Techniques (3 cr.)
- A321 Sound for Visual Media (3 cr.)
- A325 Digital Audio Workstation Seminar (3 cr.)
- A340 Topics in Audio Engineering (3 cr.) (*may be repeated with different topics*)
- A360 Classical Music Recording and Production (3 cr.)
- 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*)

Area of concentration 15 credit hours

Choose from arts administration, business, informatics and computer science, music (performance study, composition, scoring for visual media, electronic music or music production) or any of the minors offered by the Media School or Luddy School of Informatics, Computing and Engineering. Another area may be substituted if approved by the chair of the Department and the Director of Undergraduate Studies.

Core Music Courses 9 credit hours

- M101 Music, Society and Culture (3 cr.)
- T109 Rudiments of Music/Music Fundamentals Online (3 cr.)
- T151 Music Theory and Literature 1 (3 cr.) or T124 Music Theory for Music Industry (3 cr.)

Other Required Course: PHYS P105 Basic Physics of Sound (3 cr.) (also fulfills IUB Gen Ed Natural Science)

General Education Common Ground Requirements (up to 31 cr.), see the official [List of IUB Gen Ed Approved Courses](#) for course options

Foundations

- English Composition (3 cr.)
- Mathematical Modeling (3-4 cr.)

Breadth of Inquiry

- Arts and Humanities (6 cr./2 courses) *fulfilled by core music requirements except T124*
- Social and Historical studies (6 cr./2 courses)
- Natural and Mathematical Sciences (5-6 cr.) *fulfilled by required courses: PHYS P105 Basic Physics of Sound (3 cr.) and MUS-A111 (3 cr.)*

World Languages and Cultures (6 cr.)—complete one option:

- Complete through the 4th semester level of a world language (ie, XXX-X 250) or
- 2 world culture courses (totaling 6 cr) 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.

Requirements beginning Fall 2025