

Music Industry – Recording Arts

The Music Industry – Recording Arts Program is intended to provide the opportunity for students to train and/or perform the latest digital recording techniques on current industry appropriate technology. Students in the Music Industry Recording Arts Program will work with professional recording engineers, live audio engineers, and musicians to allow them to create, write, compile, produce and mix digital audio recordings of professional quality.

Participants in the 2-year Music Industry - Recording Arts Program are eligible to transfer their credit to area 4-year institutions.

The following advisement plan is a recommended course of study. An academic advisor may alter course sequence to meet individual student needs. In addition, an academic advisor may recommend additional or different courses depending upon student career plans and/or requirements of the college or university to which the student plans to transfer.

Freshman Year

First Semester Credit Hours

MUS 1113 Music Appreciation.....	3
MUS 1433 Recording Arts Fundamentals.....	3
PSY 2553 Psychology of Personal Adjustment.....	3
ENG 1113 English Comp.....	3
BIO 1114 Principles of Biology I or any lab science.....	4
Total Hours.....	16

Second Semester Credit Hours

MUS 1313 Intro to Music Industry.....	3
MUS 1413 Comp Skill of Musicians.....	3
ENG 1123 English Comp. II.....	3
BIO 1124 Principles of Biology II or any lab science.....	4
HIS 1113 Western Civilization I or HIS 2213 American History I.....	3
Total Hours.....	16

Sophomore Year

First Semester Credit Hours

MUS 1234 Com. Music Theory & Lab.....	4
MUS 1423 Survey of Popular Music.....	3
MUS 2413 Computer Recording I.....	3
SOC 2113 Intro to Sociology or a social science elective.....	3
HIS 1123 Western Civilization II or HIS 2223 American History II.....	3
Total Hours.....	16

Second Semester Credit Hours

MUS 2423 Computer Recording II.....	3
MUS 2433 Songwriting.....	3
MUS 2444 Audio Eng. I.....	4
PSY 1513 General Psychology or a social science elective.....	3
MAT 1313 College Algebra.....	3
Total Hours.....	16

Course Descriptions

MUS 1234 Commercial Music Theory – Introduction to concepts and skills of reading music theory for pre-music and non-music majors. Includes study of notation, rhythm, scales, key signatures, intervals and triads.

MUS 1313 Introduction to Music Industry – This course is an introductory overview of the entertainment industry's scope, systems and practices.

MUS 1413 Basic Computer Skills for Musicians – This course is designed to introduce students to digital media skills and the Apple Operating System.

MUS 1423 Survey of Popular Music – Advanced listening course, designed to acquaint the Music Industry major with a broad overview of popular musical styles and repertoire from the beginnings of American Popular Music to the present.

MUS 1433 Recording Arts Fundamentals – Introduction to basic principles of sound theory, audio electronics and terminology, microphone characteristics and applications, mixers and basic equipment, signal routing and processing.

MUS 2413 Computer recording I – Introduction to basic knowledge, theory and application of a native Digital Audio Workstation. Students continue their study of MIDI, arranging, sequencing, software instruments and recording in a native DAW environment.

MUS 2423 Computer Recording II – A continuation of Computer Recording I utilizing native and proprietary DAW recording systems. Additional topics covered include audio recording, digital effects, automation, performance tools and nonlinear editing.

MUS 2433 The Craft of Song Writing – Provides the student with basic knowledge of the four approaches to song writing: lyrical, melodic, harmonic and rhythmic.

MUS 2444 Audio Engineering I – Practical techniques and application of session procedures and recording. Includes vocal and instrument characteristics, microphone placement, track assignment, mixing, and console and recorder operation in a native or proprietary DAW environment.