

Minor in Music Technology

The Minor in Music Technology provides students with a foundational core of study in music theory, electronic music production, and sound recording. After attaining this proficiency, students then have to opportunity to hone in their focus on a variety of specialized topics, such as analog and digital synthesis, live sound reinforcement, post-production sound design, and scoring for diverse media (including film, television, and video games). The minor is intended to augment career preparation for not only students majoring in music, but also students majoring in other media-related disciplines.

Requirements for a Minor in Music Technology (18 units)

3 units of Music Theory chosen from:	3
MUS 1100	Fundamentals of Music Theory
MUS 2120	Music Theory I: Diatonic Harmony
6 units of the Music Technology core:	6
MUS 2660	Electronic Music Production
MUS 2670	Sound Recording
9 units of advanced electives chosen from:	9
MUS 3070	Electronic and Electroacoustic Music Composition
MUS 3337	Real-Time Multimedia Systems
MUS 3670	Music in Video Games
MUS 4170	Composition for Films and Television
MUS 4180	Film Soundtrack Recording
MUS 4290	Topics in Music Technology (may be repeated multiple times for credit)
MUS 4444	Four on the Floor: Electronic Dance Music in Practice and Culture
MUS 4660	Advanced Electronic Music
MUS 4670	Advanced Studio Recording Techniques
Total Units	18