

# BACHELOR OF SCIENCE IN COMPUTATIONAL MEDIA- MUSIC TECHNOLOGY-MEDIA

Code	Title	Credit Hours
<b>Wellness</b>		
APPH 1040	Scientific Foundations of Health or APPH 10 The Science of Physical Activity and Health or APPH 10 Flourishing: Strategies for Well-being and Resilience	2
<b>Core A - Essential Skills</b>		
ENGL 1101	English Composition I	3
ENGL 1102	English Composition II	3
MATH 1552	Integral Calculus	4
<b>Core B - Institutional Options</b>		
CS 1301	Introduction to Computing <sup>1</sup>	3
<b>Core C - Humanities</b>		
Any HUM		3
Any LMC HUM		3
<b>Core D - Science, Math, &amp; Technology</b>		
Lab Science		8
MATH 1551	Differential Calculus	2
MATH 1554	Linear Algebra <sup>4</sup> or MATH 1554 Linear Algebra with Abstract Vector Spaces	4
<b>Core E - Social Sciences</b>		
Select one of the following:		3
HIST 2111	The United States to 1877	
HIST 2112	The United States since 1877	
INTA 1200	American Government in Comparative Perspective	
POL 1101	Government of the United States	
PUBP 3000	American Constitutional Issues	
Any SS		9
<b>Core F - Courses Related to Major</b>		
CS 1331	Introduction to Object Oriented Programming <sup>1</sup>	3
CS 1332	Data Structures and Algorithms for Applications <sup>1</sup>	3
CS 2050	Introduction to Discrete Mathematics for Computer Science <sup>1</sup>	3
CS 2340	Objects and Design <sup>1</sup>	3
LMC 2700	Introduction to Computational Media <sup>1</sup>	3
MATH 2550	Introduction to Multivariable Calculus <sup>4</sup>	2
<b>Major Requirement</b>		
<b>Junior Design Options (Capstone)</b>		
Junior Design Option <sup>1,3</sup>		6
<b>Media Requirements</b>		
CS 2261	Media Device Architectures <sup>1</sup>	4
CS 3451	Computer Graphics <sup>1</sup>	3
CS 4001	Computing, Society, and Professionalism or CS 4726 Privacy, Technology, Policy, and Law or SLS 3110 Technology and Sustainable Community Development	3

Media (select two): <sup>1</sup>		6
CS 4455	Video Game Design and Programming	
CS 4460	Introduction to Information Visualization	
CS 4464	Computational Journalism	
CS 4475	Computational Photography	
CS 4480	Digital Video Special Effects	
CS 4496	Computer Animation	
CS 4590	Principles and Applications of Computer Audio	
<b>Music Technology Requirements</b>		
MUSI 2010	Fundamentals of Musicianship I <sup>1</sup>	3
MUSI 2011	Fundamentals of Musicianship II <sup>1</sup>	3
MUSI 2525	Introduction Audio Technology I <sup>1</sup>	3
MUSI 2526	Introduction to Audio Technology II <sup>1</sup>	3
MUSI 3770	Project Studio: Technology <sup>1</sup>	4
Music Thread Electives <sup>1</sup>		12
MUSI 4450	Integrating Music Into Multimedia	
MUSI 4455	Streaming Media	
MUSI 4456	Music Technology History and Repertoire	
MUSI 4457	Computational Music and Audio Analysis	
MUSI 4458	Computer Music Composition	
MUSI 4459	Digital Signal Processing for Music	
MUSI 4630	Music Recording and Mixing	
MUSI 4650	Music and Sound Design	
MUSI 4670	Music Interface Design	
MUSI 4677	Music Perception and Cognition Ensemble <sup>5</sup>	
<b>Free Electives</b>		
Free Electives		8
<b>Total Credit Hours</b>		<b>122</b>

Pass Fail is allowed for courses in core areas C, D, E and Free.

<sup>1</sup> Minimum grade of C required.

<sup>3</sup> Junior Design Options are as follows (students must pick one option and may not change):

- Option 1 - LMC 3432, LMC 3431, LMC 3431, CS 3311, CS 3311, CS 3312.
- Option 2 - ECE VIP courses and LMC 3403.
- Option 3 - Satisfy Georgia Tech Research Option
- Option 4- CS 2701, CS 2701 (3 hours), CS 4699, CS 4699-I2P (3 hours), LMC 3403, LMC 3403 (3 hours) = 9 hours OR CS 4699- I2P (6 hours), LMC 3403, LMC 3403 (3 hours) = 9 hours

\*See advisor for requirements to substitute Research Option OR VIP Option for Junior Design OR Create X OR MUSI 4705/MUSI 4706  
Six credits of the Junior Design option are used as Major Requirements and the overage credits of research/VIP (5 credit hours/2 credit hours) may be used as free electives. Students completing VIP for their junior design requirement will be required to complete at least three semesters of VIP. (VIP 1 + VIP 2 + VIP 3) (for a total of 5 credit hours) + LMC 3403 = 8 hours of VIP credit. Students using CREATE-X for junior design take at least 6 hours of CREATE-X Start-up Lab and Idea 2 Prototype (I2P) and 3 of the 6 hours must be I2P. Students take these 6 hours with LMC 3403 (3 hours) for a total of 9 hours. Extra three hours for CREATE-X option can be used in free electives.

2 *Bachelor of Science in Computational Media- Music Technology-Media*

4 Two credit hours of MATH 1554 may count along with MATH 2550 to give Area F 18 credit hours.

5 Four (4) credit hours of Ensemble maximum

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