

BACHELOR OF SCIENCE IN COMPUTATIONAL MEDIA - MUSIC TECHNOLOGY-PEOPLE

Code	Title	Credit Hours
Wellness		
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
Core A - Essential Skills		
ENGL 1101	English Composition I	3
ENGL 1102	English Composition II	3
MATH 1552	Integral Calculus	4
Core B - Institutional Options		
CS 1301	Introduction to Computing ¹	3
Core C - Humanities		
Any HUM		3
Any LMC HUM		3
Core D - Science, Math, & Technology		
Lab Science		8
MATH 1551	Differential Calculus	2
MATH 1554	Linear Algebra ⁴ or MATH 1554 Linear Algebra with Abstract Vector Spaces	4
Core E - Social Sciences		
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	
PSYC 1101	General Psychology	3
Any SS		6
Core F - Courses Related to Major		
CS 1331	Introduction to Object Oriented Programming ¹	3
CS 1332	Data Structures and Algorithms for Applications ¹	3
CS 2050	Introduction to Discrete Mathematics for Computer Science ¹	3
CS 2340	Objects and Design ¹	3
LMC 2700	Introduction to Computational Media ¹	3
MATH 2550	Introduction to Multivariable Calculus ⁴	2
Major Requirement		
CS 2261	Media Device Architectures ¹	4
CS 4001	Computing, Society, and Professionalism or CS 4726 Privacy, Technology, Policy, and Law or SLS 311C Technology and Sustainable Community Development	3
Junior Design Option (Capstone)		
Junior Design Option ^{1,3}		6
People Requirements		

PSYC 2015	Research Methods ¹	4
CS 3750	Human Computer Interface Design and Evaluation	3
Social/Behavioral Science (select one): ¹		3
PSYC 2210	Social Psychology ¹	
PSYC 2760	Human Language Processing	
PSYC 3040	Sensation and Perception	
Human-Centered Technology (select two): ¹		6
CS 3790	Introduction to Cognitive Science	
CS 4660	Introduction to Educational Technology	
CS 4470	Introduction to User Interface Software	
CS 4472	Design of Online Communities	
CS 4605	Mobile and Ubiquitous Computing	
CS 4660	Introduction to Educational Technology	
CS 4745	Information and Communication Technologies and Global Development	
Music Technology Requirements		
MUSI 2010	Fundamentals of Musicianship I ¹	3
MUSI 2011	Fundamentals of Musicianship II ¹	3
MUSI 2525	Introduction Audio Technology I ¹	3
MUSI 2526	Introduction to Audio Technology II ¹	3
MUSI 3770	Project Studio: Technology ¹	4
Music Thread Electives ¹		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 ⁵		
Free Electives		
Free Electives		1
Total Credit Hours		122

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

- ¹ Minimum grade of C required.
- ³ Junior Design Options are as follows (students must pick one option and may not change):
- Option 1 - LMC 3432, LMC 3431, CS 3311CS 3311, CS 3312.
 - Option 2 - ECE VIP courses and LMC 3403.
 - Option 3 - Satisfy Georgia Tech Research Option
 - Option 4- CS 2701CS 2701 (3 hours), CS 4699CS 4699-I2P (3 hours), LMC 3403 (3 hours) = 9 hours OR CS 4699CS 4699- I2P (6 hours), LMC 3403LMC 3403 (3 hours) = 9 hours

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.

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