

BACHELOR OF SCIENCE IN COMPUTATIONAL MEDIA - MUSIC TECHNOLOGY-PEOPLE

Code	Title	Credit Hours
Wellness Requirement		
APPH 1040	Scientific Foundations of Health	2
	or APPH 10 The Science of Physical Activity and Health	
	or APPH 10 Flourishing: Strategies for Well-being and Resilience	
Core IMPACTS		
Institutional Priority		
CS 1301	Introduction to Computing ¹	3
Mathematics and Quantitative Skills		
MATH 1552	Integral Calculus	4
Political Science and U.S. History		
HIST 2111	The United States to 1877	3
	or HIST 2112 The United States since 1877	
	or INTA 1200 American Government in Comparative Perspective	
	or POL 1101 Government of the United States	
	or PUBP 3000 American Constitutional Issues	
Arts, Humanities, and Ethics		
Any HUM		3
Any LMC HUM		3
Communicating in Writing		
ENGL 1101	English Composition I	3
ENGL 1102	English Composition II	3
Technology, Mathematics, and Sciences		
Lab Science		8
MATH 1551	Differential Calculus	2
MATH 1554	Linear Algebra ⁴	4
	or MATH 1555 Linear Algebra with Abstract Vector Spaces	
Social Sciences		
PSYC 1101	General Psychology	3
Any SS		6
Field of Study		
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	3
	or CS 4726 Privacy, Technology, Policy, and Law	
	or SLS 3111 Technology and Sustainable Community Development	
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
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Total Credit Hours 122

Pass-Fail is allowed for courses in core areas Arts, Humanities & Ethics, Technology, Mathematics, & Sciences, Social Sciences Core IMPACTS areas and Free Electives.

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 3311CS 3311, CS 3312.
- Option 2 - ECE VIP courses and LMC 3403.
- Option 3 - Satisfy Georgia Tech Research Option
- Option 4- CS 2701CS 2701CS 2701 (3 hours), CS 4699CS 4699CS 4699-I2P (3 hours), LMC 3403 (3 hours) = 9 hours OR CS 4699CS 4699CS 4699- I2P (6 hours), LMC 3403LMC 3403LMC 3403 (3 hours) = 9 hours
- Option 5 - CS 4723 (3 hours), LMC 3403 (3 hours) = 6 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 Field of Study 18 credit hours.

⁵ Four (4) credit hours of Ensemble maximum