BACHELOR OF SCIENCE IN MUSIC TECHNOLOGY - GENERAL

The Bachelor of Science in Music Technology teaches students the fundamentals of musicianship and audio technology. Students learn to create new music with technology, develop new technologies for making music, and conduct scientific research that expands our knowledge of how both humans and machines engage with music. Student projects span areas such as robotic musicianship, music informatics, brain music, and computational and cognitive musicology.

Bachelor of Science in Music Technology students will need to consult with the undergraduate advisor to choose a concentration or minor.

Students in the General Concentration follow the rigorous Bachelor of Science in Music Technology curriculum. This standard curriculum lends itself most easily to using the hours of the Breadth Block to pursue a minor in another School on campus -- and students might find these two minors to be especially interesting:

Computing and People: Allows students to gain added expertise in computing as it relates to people. The minor requires 15 credit hours of coursework in the College of Computing.

Industrial Design: Allows students to strengthen skills and understanding of creative problem solving as it relates to design. The minor requires 15 credit hours of coursework in the School of Industrial Design.

While Computing and Industrial Design are good fits for this degree, they are not the only minors possible. For example, students could also pursue a minor in Film and Media Studies or Technology and Business for their Breadth Block.

Code	Title	Credit Hours
Wellness		
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 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 1371	Computing for Engineers	3
or CS 1301	Introduction to Computing	
or CS 1315	Introduction to Media Computation	
Core C - Humanities		
Any HUM		6
Core D - Science, Math, & Technology		
PHYS 2211	Introductory Physics I	4
PHYS 2212	Introductory Physics II	4
MATH 1551	Differential Calculus	2
MATH 1553	Introduction to Linear Algebra	2
Core E - Social Sciences		
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	
ECON 2100	Economic Analysis and Policy Problems	3
or ECON 21	The Global Economy	
or ECON 21	Principles of Macroeconomics	
or ECON 21	Principles of Microeconomics	
Any SS		6
Core F - Courses Related to Major		
MUSI 2010	Fundamentals of Musicianship I	3
MUSI 2011	Fundamentals of Musicianship II	3
MUSI 2012	Fundamentals of Musicianship III	3
MUSI 2013	Fundamentals of Musicianship IV	3
MUSI 2015	Laptop Orchestra	3
MUSI 2525	Introduction Audio Technology I	3
MUSI Ensemble Requirement [1]		
Major Requirements		
MUSI 2526	Introduction to Audio Technology II	3
MUSI 4630	Music Recording and Mixing	3
MUSI 3770	Project Studio: Technology [3]	4
MUSI 4677	Music Perception and Cognition	3
MUSI Upper Division (4000-level) Elective [3]		6
MUSI 4705	Music Technology Capstone I	4
MUSI Additional Electives (any MUSI 4000-level courses or ensemble courses) [1]		5
Non-Major Cluster		
Advisor approved courses [2]		15
Free Electives		
Free Electives		16
Total Credit Hours		**122**

1. Students are required to satisfy a 4-course music ensemble requirement. Course options include any four from the following list: MUSI 3018 or MUSI 3019 or MUSI 3121 or MUSI 3131 or MUSI 3231 or MUSI 3241 or MUSI 3251 or MUSI 3261 or MUSI 3311 or MUSI 3321 or MUSI 3411 or MUSI 3511 or MUSI 3531 or MUSI 3541 or MUSI 3551 or MUSI 3611. The courses may be used as Humanities (if course has been approved for Humanities credit) and/or free electives.
2. General track students must have Non-Major Cluster courses approved by advisor. If student is completing a minor for this area and minor requires excess of 15 hours, then overage hours may be used towards free electives.
3. Music Technology majors can choose one pathway to use VIP participation to fulfill degree requirements.
   The VIP Elective Pathway: Students participate in any VIP team to fulfill an upper-division music technology elective and free electives.
   - Participating in the same VIP team for five or fewer credits results in that many free-elective credits.
   - Participating in the same VIP team for 6 or more credits results in 3 credits that are counted as upper division Music Technology electives and 3 credits that are counted as free electives.
   - Any additional credits count as free electives.

- Any VIP team is eligible for this pathway. No approval is required by an academic advisor in music technology.