Music with Concentration in Music Technology, BS

The Bachelor of Science in Music with Concentration in Music Technology focuses on the creative application of digital sound technologies to a broad range of artistic, social, and industrial purposes, including experimental composition, film, video, theatre, game design, mobile applications, sound design for urban environments, and beyond. An emphasis is maintained throughout on imaginative exploration, collaboration across disciplines, and real-world experience.

Program Requirements
Complete all courses listed below unless otherwise indicated. Also complete any corequisite labs, recitations, clinicals, or tools courses where specified and complete any additional courses needed beyond specific college and major requirements to satisfy graduation credit requirements.

University-Wide Requirements
All undergraduate students are required to complete the University-Wide Requirements (http://catalog.northeastern.edu/undergraduate/university-academics/university-wide-requirements/).

NUpath Requirements
All undergraduate students are required to complete the NUpath Requirements (http://catalog.northeastern.edu/undergraduate/university-academics/nupath/).

• NUpath requirements Creative Expression/Innovation (EI), Interpreting Culture (IC), and Analyzing and Using Data (AD) are met through the major course requirements.
• NUpath requirements Difference and Diversity (DD) and Formal and Quantitative Reasoning (FQ) may be met through electives in the major.
• NUpath requirements Natural and Designed World (ND), Societies and Institutions (SI), and Ethical Reasoning (ER) must be met through general electives.

General Music Requirements

<table>
<thead>
<tr>
<th>Code</th>
<th>Title</th>
<th>Hours</th>
</tr>
</thead>
<tbody>
<tr>
<td>MUSC 1000</td>
<td>Music at Northeastern</td>
<td>1</td>
</tr>
<tr>
<td><strong>Music Theory and Composition</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td>MUSC 1201</td>
<td>Music Theory 1</td>
<td>4</td>
</tr>
<tr>
<td>MUSC 1202</td>
<td>Music Theory 2</td>
<td>4</td>
</tr>
<tr>
<td>Complete two of the following:</td>
<td>8</td>
<td></td>
</tr>
<tr>
<td>MUSC 2111</td>
<td>Algebra and Geometry of Music</td>
<td></td>
</tr>
<tr>
<td>MUSC 3300</td>
<td>Music Perception and Cognition</td>
<td></td>
</tr>
<tr>
<td>MUSC 3541</td>
<td>Music Analysis Seminar</td>
<td></td>
</tr>
<tr>
<td>MUST 2320</td>
<td>Sound Design</td>
<td></td>
</tr>
<tr>
<td><strong>Music in Context</strong></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

A grade of C or higher is required. Choose one from each of these categories: "Western Tradition," "Ethnomusicology," "Contemporary," and "Creative." Of the courses from "Western Tradition," "Ethnomusicology," "Contemporary," at least two must be at the 2000-level or higher. Courses may not double count across these areas. Many, but not all, Music in Context courses at the 2000-level or higher fulfill the Writing Intensive in the discipline requirement. Please check Writing Intensive status of courses as needed.

<table>
<thead>
<tr>
<th>Introductory Class</th>
<th>Code</th>
<th>Title</th>
<th>Hours</th>
</tr>
</thead>
<tbody>
<tr>
<td>MUSC 1001</td>
<td>Music in Everyday Life</td>
<td>4</td>
<td></td>
</tr>
<tr>
<td><strong>Western Tradition</strong></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Complete one of the following:</td>
<td>4</td>
<td></td>
<td></td>
</tr>
<tr>
<td>MUSC 1116</td>
<td>Beethoven</td>
<td></td>
<td></td>
</tr>
<tr>
<td>MUSC 1144</td>
<td>Music and Technology: Stone Age to Digital Age</td>
<td></td>
<td></td>
</tr>
<tr>
<td>MUSC 2107</td>
<td>Introduction to Opera</td>
<td></td>
<td></td>
</tr>
<tr>
<td>MUSC 2312</td>
<td>Historical Traditions: Classical</td>
<td></td>
<td></td>
</tr>
<tr>
<td>MUSC 2320</td>
<td>40,000 Years of Music Technology</td>
<td></td>
<td></td>
</tr>
<tr>
<td>MUSC 2340</td>
<td>Divas, DJs, and Double Standards</td>
<td></td>
<td></td>
</tr>
<tr>
<td>MUSC 3352</td>
<td>Sounding Human</td>
<td></td>
<td></td>
</tr>
<tr>
<td>MUSC 3470</td>
<td>War and Music</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Ethnomusicology</strong></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Complete one of the following:</td>
<td>4</td>
<td></td>
<td></td>
</tr>
<tr>
<td>MUSC 1112</td>
<td>Jazz</td>
<td></td>
<td></td>
</tr>
<tr>
<td>MUSC 1131</td>
<td>Music of Latin America and the Caribbean</td>
<td></td>
<td></td>
</tr>
<tr>
<td>MUSC 2101</td>
<td>Black Popular Music</td>
<td></td>
<td></td>
</tr>
<tr>
<td>MUSC 2130</td>
<td>Music of Asia</td>
<td></td>
<td></td>
</tr>
<tr>
<td>MUSC 2330</td>
<td>Musical Communities of Boston</td>
<td></td>
<td></td>
</tr>
<tr>
<td>MUSC 3353</td>
<td>Music and the Racial Imagination</td>
<td></td>
<td></td>
</tr>
<tr>
<td>MUSI 3351</td>
<td>Music and Social Justice</td>
<td></td>
<td></td>
</tr>
<tr>
<td>MUSI 3401</td>
<td>Hip Hop in the Music Industry</td>
<td></td>
<td></td>
</tr>
<tr>
<td>MUSI 5900</td>
<td>Ethnography in Creative Industries</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Contemporary</strong></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Complete one of the following:</td>
<td>4</td>
<td></td>
<td></td>
</tr>
<tr>
<td>MUSC 1112</td>
<td>Jazz</td>
<td></td>
<td></td>
</tr>
<tr>
<td>MUSC 1113</td>
<td>Film Music</td>
<td></td>
<td></td>
</tr>
<tr>
<td>MUSC 2101</td>
<td>Black Popular Music</td>
<td></td>
<td></td>
</tr>
<tr>
<td>MUSC 2150</td>
<td>Making a Musical: Analysis, Craft, and Creation</td>
<td></td>
<td></td>
</tr>
<tr>
<td>MUSC 2310</td>
<td>Popular Music Since 1945</td>
<td></td>
<td></td>
</tr>
<tr>
<td>MUSC 2317</td>
<td>Punk Rock</td>
<td></td>
<td></td>
</tr>
<tr>
<td>MUSC 2320</td>
<td>40,000 Years of Music Technology</td>
<td></td>
<td></td>
</tr>
<tr>
<td>MUSC 2340</td>
<td>Divas, DJs, and Double Standards</td>
<td></td>
<td></td>
</tr>
<tr>
<td>MUSC 2351</td>
<td>Music, Sound, and the Screen</td>
<td></td>
<td></td>
</tr>
<tr>
<td>MUSC 3352</td>
<td>Sounding Human</td>
<td></td>
<td></td>
</tr>
<tr>
<td>MUSC 3560</td>
<td>Topics in Music since 1900</td>
<td></td>
<td></td>
</tr>
<tr>
<td>MUSI 3401</td>
<td>Hip Hop in the Music Industry</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Music Industry</strong></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Complete one of the following, as long as prerequisites have been met:</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>MUSI 1230</td>
<td>Introduction to Music Industry</td>
<td></td>
<td></td>
</tr>
<tr>
<td>MUSI 2235</td>
<td>Copyright in the Creative Industries</td>
<td></td>
<td></td>
</tr>
<tr>
<td>MUSI 2331</td>
<td>Music Recording 2</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Music Technology Requirements</strong></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>MUSC 2350</td>
<td>Acoustics and Psychoacoustics of Music</td>
<td>4</td>
<td></td>
</tr>
<tr>
<td>MUST 1220</td>
<td>Introduction to Music Technology</td>
<td>4</td>
<td></td>
</tr>
<tr>
<td>MUST 2431</td>
<td>Computer Music Fundamentals</td>
<td>4</td>
<td></td>
</tr>
</tbody>
</table>
Music Technology Electives

Complete three of the following:

- MUSC 4510 Music and the Brain Research
- MUST 4610 Composition for Electronic Instruments
- MUST 3540 Special Topics in Music Technology
- MUST 4520 Interactive Music Programming

Capstone

MUST 4611 Music Technology Capstone/Senior Recital

Supporting Courses

<table>
<thead>
<tr>
<th>Code</th>
<th>Title</th>
<th>Hours</th>
</tr>
</thead>
<tbody>
<tr>
<td>ARTD</td>
<td>Narrative Basics</td>
<td>4</td>
</tr>
<tr>
<td>ARTF</td>
<td>Movement and Time</td>
<td></td>
</tr>
<tr>
<td>ARTF</td>
<td>Experience and Interaction</td>
<td></td>
</tr>
<tr>
<td>ARTD</td>
<td>Video: Sound and Image</td>
<td></td>
</tr>
<tr>
<td>GAME</td>
<td>Games and Society</td>
<td></td>
</tr>
<tr>
<td>GAME</td>
<td>Foundations of Game Design</td>
<td></td>
</tr>
<tr>
<td>MSCR</td>
<td>Media, Culture, and Society</td>
<td></td>
</tr>
<tr>
<td>MSCR</td>
<td>Film 101</td>
<td></td>
</tr>
<tr>
<td>MSCR</td>
<td>Media Industries</td>
<td></td>
</tr>
<tr>
<td>MSCR</td>
<td>Film Theory</td>
<td></td>
</tr>
<tr>
<td>THTR</td>
<td>Technical Theatre 1</td>
<td></td>
</tr>
<tr>
<td>THTR</td>
<td>Introduction to Theatrical Design</td>
<td></td>
</tr>
</tbody>
</table>

Music Technology Major Credit and Grade Requirement

Complete 69 semester hours in the major.

Students must maintain at least a 2.667 GPA (B- average) in the requirements of the major and also complete all required music courses with grades of at least C. Students who fail to meet the above standards will be placed on departmental probation; those who remain on probation for two consecutive semesters will be dropped from the major.

Program Requirement

129 total semester hours required

Plan of Study

Sample Four Years, Two Co-ops

<table>
<thead>
<tr>
<th>Year 1</th>
<th>Fall</th>
<th>Hours Spring</th>
<th>Hours Summer 1</th>
<th>Hours Summer 2</th>
<th>Hours</th>
</tr>
</thead>
<tbody>
<tr>
<td>MUSC 1000</td>
<td>4</td>
<td>MUSC 2350</td>
<td>4 CAMD Elective</td>
<td></td>
<td>4</td>
</tr>
<tr>
<td>MUST 1220</td>
<td>4</td>
<td>MUSC 1201</td>
<td>4 Elective</td>
<td></td>
<td>4</td>
</tr>
<tr>
<td>MUSC 1119</td>
<td>4</td>
<td>Music in Context course: western</td>
<td>4</td>
<td></td>
<td></td>
</tr>
<tr>
<td>ENGW 1111</td>
<td>4</td>
<td>Elective</td>
<td></td>
<td></td>
<td>4</td>
</tr>
<tr>
<td>MUSC 1000</td>
<td>1</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Total Hours: 17 16 8

<table>
<thead>
<tr>
<th>Year 2</th>
<th>Fall</th>
<th>Hours Spring</th>
<th>Hours Summer 1</th>
<th>Hours Summer 2</th>
<th>Hours</th>
</tr>
</thead>
<tbody>
<tr>
<td>MUST 2431</td>
<td>4 Co-op</td>
<td>Co-op</td>
<td>2 Electives</td>
<td></td>
<td>8</td>
</tr>
</tbody>
</table>

Sample Four Years, No Co-op

<table>
<thead>
<tr>
<th>Year 1</th>
<th>Fall</th>
<th>Hours Spring</th>
<th>Hours Summer 1</th>
<th>Hours Summer 2</th>
<th>Hours</th>
</tr>
</thead>
<tbody>
<tr>
<td>MUSC 1000</td>
<td>1</td>
<td>MUSC 1202</td>
<td>4 Vacation</td>
<td>Vacation</td>
<td>0</td>
</tr>
<tr>
<td>MUST 1220</td>
<td>4</td>
<td>MUSC 2350</td>
<td>4</td>
<td></td>
<td></td>
</tr>
<tr>
<td>MUST 4611</td>
<td>4</td>
<td>Music in Context course: Western</td>
<td>4</td>
<td></td>
<td></td>
</tr>
<tr>
<td>ENGW 1111</td>
<td>4</td>
<td>Elective</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Total Hours: 17 16 0 0

<table>
<thead>
<tr>
<th>Year 2</th>
<th>Fall</th>
<th>Hours Spring</th>
<th>Hours Summer 1</th>
<th>Hours Summer 2</th>
<th>Hours</th>
</tr>
</thead>
<tbody>
<tr>
<td>MUST 2431</td>
<td>4</td>
<td>Elective</td>
<td>4</td>
<td></td>
<td></td>
</tr>
<tr>
<td>ENGW 1111</td>
<td>4</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Total Hours: 16 16
<table>
<thead>
<tr>
<th>Course</th>
<th>Fall Hours</th>
<th>Spring Hours</th>
<th>Summer 1 Hours</th>
<th>Summer 2 Hours</th>
<th>Total Hours</th>
</tr>
</thead>
<tbody>
<tr>
<td>Music in context:</td>
<td>4</td>
<td>4</td>
<td>4</td>
<td>4</td>
<td>16</td>
</tr>
<tr>
<td>Music industry</td>
<td>4</td>
<td>4</td>
<td>4</td>
<td>4</td>
<td>16</td>
</tr>
<tr>
<td>Music technology</td>
<td>4</td>
<td>4</td>
<td>4</td>
<td>4</td>
<td>16</td>
</tr>
<tr>
<td>Music technology</td>
<td>4</td>
<td>4</td>
<td>4</td>
<td>4</td>
<td>16</td>
</tr>
<tr>
<td>Elective</td>
<td>4</td>
<td>4</td>
<td>4</td>
<td>4</td>
<td>16</td>
</tr>
<tr>
<td>Elective</td>
<td>4</td>
<td>4</td>
<td>4</td>
<td>4</td>
<td>16</td>
</tr>
<tr>
<td>Elective</td>
<td>4</td>
<td>4</td>
<td>4</td>
<td>4</td>
<td>16</td>
</tr>
<tr>
<td>Elective</td>
<td>4</td>
<td>4</td>
<td>4</td>
<td>4</td>
<td>16</td>
</tr>
<tr>
<td>Elective</td>
<td>4</td>
<td>4</td>
<td>4</td>
<td>4</td>
<td>16</td>
</tr>
<tr>
<td>Elective</td>
<td>4</td>
<td>4</td>
<td>4</td>
<td>4</td>
<td>16</td>
</tr>
<tr>
<td>Elective</td>
<td>4</td>
<td>4</td>
<td>4</td>
<td>4</td>
<td>16</td>
</tr>
<tr>
<td>Total Hours:</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>129</td>
</tr>
</tbody>
</table>