

Music Technology, Minor

The minor in music technology gives students an opportunity to explore the creative application of digital and analog audio 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, musical instrument design, and beyond. An emphasis is maintained throughout on imaginative exploration, collaboration across disciplines, and real-world experience.

Minor Requirements

Complete all courses listed below unless otherwise indicated. Also complete any corequisite labs, recitations, clinicals, or tools courses where specified.

A C grade or better is required in all music courses.

Required Courses

Code	Title	Hours
MUSC 1002 and MUSC 1003	Music in Everyday Life and Lab for MUSC 1002	4
MUST 1220	Introduction to Music Technology	4
MUST 2431	Computer Music Fundamentals	4

Music Technology Electives

Code	Title	Hours
Complete two of the following:		8
MUSC 2111	Algebra and Geometry of Music	
MUSC 2320	40,000 Years of Music Technology	
MUSC 2350	Acoustics and Psychoacoustics of Music	
MUST 2320	Sound Design	
MUST 3540	Special Topics in Music Technology	
MUST 3601	Digital Audio Signal Processing	
MUST 3602	Electronics for Music	
MUST 3603	Embedded Audio Programming	

GPA Requirement

2.000 GPA required in the minor. *Students must complete all required music courses with grades of at least C.*