

Audio Areas of Concentration ***(15 credit hour minimum)***

Music (MUS):

Performance concentration: Undergraduate Elective/Secondary performance study (2-2-2-2 cr.); *7 hours chosen from the following:* Undergraduate Elective/Secondary performance study (2 cr.); K100 Composition Undergraduate Elective/ Secondary (3 cr.) (may be repeated for credit); K214-K215 Instrumentation I-II (2-2 cr.); K231-K232 Free Counterpoint I-II (2-2 cr.).

Composition concentration: K100 Composition Undergraduate Elective/ Secondary (3-3-3 cr.); *6 hours chosen from the following:* Undergraduate Elective/Secondary performance study (2 cr.); K100 (3 cr.), K133 Notation and Calligraphy (1 cr.), K214-K215 Instrumentation I-II (2-2 cr.); O316-O317 Jazz Arranging I-II (2-2 cr.); O321-O322 Jazz Improv I-II (2-3 cr.).

Electronic Music concentration: K100 Composition Undergraduate Elective/ Secondary (3-3 cr.); K403 Electronic Studio Resources I (3 cr.); K404 Electronic Studio Resources II (3 cr.); K406 Projects in Electronic Music (arr. cr.). Acceptance into the Electronic Music Cognate by permission of the Director, Center for Electronic and Computer Music only.

Scoring for Music Media concentration: *Prerequisite MUS-K361*

Required Courses: 10-15 credits chosen from the following courses: MSCH C228 Introduction to Production Techniques and Practices (3 cr.) or MSCH P335 Production as Criticism (3 cr.) or MSCH P360 Motion Picture Production (4 cr.), MUS K455 Topics in Music Scoring for Visual Media (6-9 cr.), MUS K302 Independent Project in Scoring for Visual Media (1-3 cr.)

Electives: 0-5 credits chosen from the following courses: MUS O316 Jazz Arranging I (2 cr.), MUS O317 Jazz Arranging II (2 cr.), MUS K455 Topics in Music Scoring for Visual Media (1-3 cr.), MSCH C223 Introduction to Design and Production (3 cr.), MSCH V344 Current Topics in Communication and Culture: Sound and Cinema (3 cr.), MSCH H452 Honors Seminar in Design & Production: Sound for Games & Mediated Environments (3 cr.), Other course approved by the director of undergraduate studies in the music school

Media School (MSCH):

Cinema and Media production: MSCH-C223 Introduction to Design & Production (3 cr.); MSCH-C228 Introduction to Production Techniques and Practices (3 cr.); 9 hours chosen from any MSCH-P or MSCH-G course with the exception of MSCH-P353 Audio Production.

Game Design: MSCH-G300 Game Production I (3 cr.); MSCH-G320 Game Art and Sound (3 cr.); 9 hours chosen from any MSCH-G course.

Business (BUS):

A200 Foundations of Accounting (or A201 or A202) (3 cr.); K201 The Computer in Business (3 cr.); 9 hours chosen from any 200 or 300 level business course. Students may also choose to pursue one of the business minors or the Business Foundations Certificate. See the Business School Bulletin for details.

Informatics and Computing (INFO/CSCI):

Student may choose any of the following minors (which range from 15 to 17 credit hours): **Informatics, Human Centered Computing, Information Technology, or Computer Science, or the Certificate in Informatics (21 credit hours)**. See the School of Informatics and Computing Bulletin for details.

Arts Administration (SPEA):

Student may choose the Arts Management minor (15 credit hours) or the Arts Administration Certificate (21 credit hours). Both options require the following 2 courses: A354 Arts Marketing Fundamentals (3 cr.) and V362 Nonprofit Management and Leadership (3 cr.). See the SPEA Bulletin for details.