Bachelor of Science (BS) Audio Engineering Areas of Concentration

(15 credit hour minimum)

For minors with more than 15 credits, only the first 15 are needed for the concentration.

Music (MUS):

Performance concentration:

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

Music Production concentration: Prerequisites: [Z111 and Z211] or [T109 and T151]

- A101 Introduction to Audio Technology
- A410 Individual Music Production Projects
- K340 Songwriting for Music Production
- K361Introduction to MIDI and Computer Music
- Electives (6 credit hours to be chosen from the following courses):
 - o A410 Individual Music Production Projects (may be taken twice)
 - o K100 Composition Undergraduate Elective/Secondary
 - o U300 Intro to Music Entrepreneurship
 - o U413/Z313 Legal Aspects of the Music Industry
 - V105 Voice Class and Styles
 - Undergraduate Elective/Secondary performance study (2-6 cr.)
 No more than 6 credit hours of courses used for degree requirements may be counted toward the minor in music production.

Composition concentration:

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

Music (MUS):

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:
 - o MUS O316 Jazz Arranging I (2 cr.)
 - o MUS O317 Jazz Arranging II (2 cr.)
 - o MUS K455 Topics in Music Scoring for Visual Media (1-3 cr.)
 - o MSCH C223 Introduction to Design and Production (3 cr.)
 - o 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.)
 - o Other course approved by the director of undergraduate studies in the music school

Media School (MSCH):

Student may choose any of the minors offered by the Media School. Details can be found here: https://mediaschool.indiana.edu/academics/minors-certificates/index.html

Business (BUS):

Student may choose any of the minors or the certificate offered by the . Details can be found here: https://kelley.iu.edu/programs/undergrad/academics/majors-minors-certificates/index.html

Informatics and Computing (INFO/CSCI):

Student may choose any of the minors offered by the Luddy School of Informatics, Computing, and Engineering. Details can be found here: https://informatics.indiana.edu/programs/minors.html

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 O'Neill Bulletin for details: https://bulletins.iu.edu/iu/spea-ugrad/2022-2023/programs/bloomington/minors.shtml