

**BACHELOR OF SCIENCE
MULTIMEDIA ARTS TECHNOLOGY**

Sample Curriculum Guide

Effective 2010–11 catalog: Students must earn a grade of “C” or better
in any MUS class being counted toward a School of Music major.

Effective 2015–16 catalog: The maximum number of attempts to pass a MUS class
with a grade of “C” or better is two.

Minimum of 122 credits needed for a bachelor’s degree

First Year

Fall

Music Convocation	1010	0
*Intro to Audio Engineering	1940	2
Digital Video Concepts	1950	2
Theory Course	1590 or 1600	2-3
Music Appreciation course		3-4
General education		<u>3</u>
<i>*must earn a B or better</i>		12-14

Spring

Music Convocation	1010	0
Music performance elective		2
Intro/Sound Reinforcement	1945	2
Electronic Mus. Techniques	2240	2
General education/minor (3)		<u>3+3+</u>
		<u>3</u>
		15

Second Year

Fall

Music Convocation	1010	0
Music performance elective		2
Computer Music Design	2220	3
Multitrack Recording	2940	2
Effects Processing & Synth.	3240	2
General education/minor (2)		<u>3+</u>
		<u>3</u>
		15

Spring

Music Convocation	1010	0
Music performance elective		2
Advanced Recording I	3940	2
KLOrk	5220	3
Performance elective		1
MAT elective		3
General education/minor (2)		<u>3+3</u>
		17

Third Year

Fall

Music Convocation	1010	0
Music performance elective		2
Advanced Recording II	4940	2
Audio Programming I (Fall only)	4240	3
MAT elective		1
Minor/MUS elective		3
General education (2)		<u>3+</u>
		<u>3</u>
		17

Spring

Music Convocation	1010	0
Sound Reinforce. Practicum	5965	1
Audio Programming II (SP only)	5240	2
MAT elective		3
Gen. ed/minor/electives		<u>6</u>
		12

Fourth Year

Fall

Music Convocation	1010	0
Audio for Video	5645	3
Special Topics	5655	3
Capstone	5678	2
Global Music Cultures	5885	3
Gen ed/minor/electives		<u>3</u>

Spring

Music Convocation	1010	0
Special Topics	5655	3
Capstone	5678	2
Gen ed/minor/electives		<u>9</u>
		14

Multimedia Arts Technology majors must select a minor or another major in another department of the university.