

Bachelor of Science in Audio Technology

A total of 120 credits

In addition to the following courses, the students must take 30 hours of General Education Requirements

Major requirements (29-35 credit hours)

- _____ ATEC-101 Fundamentals of Audio Technology (3)
- _____ ATEC-102 Fundamentals of Audio Technology Lab (1)
- _____ ATEC-301 Digital Audio Workstations 1 (3)
- _____ ATEC-401 Digital Audio Workstations 2 (3)
- _____ ATEC 403 Production Mixing and Mastering (3)
- _____ ATEC-311 Sound Studio Techniques 1 (3)
- _____ ATEC-411 Sound Studio Techniques 2 (3)
- _____ ATEC-321 Sound Synthesis 1 (3)
- _____ ATEC-421 Sound Synthesis 2 (3)
- _____ ATEC-431 Studio Management (3)
- _____ ATEC-450 Audio Technology Capstone (1-6)

Electives (12 credit hours)

Selected from the following or with the approval of the department

- _____ ATEC-441 Business of the Audio Industry (3)
- _____ ATEC-491 Internship (1-6)
- _____ COMM-105/105G Visual Literacy (3)
- _____ COMM-438-XXX Production Practicum: Creative Sound Techniques (3)
- _____ PERF-120 Music Fundamentals (3)
- _____ PERF-124 Harmony 1 (3)
- _____ PERF-125 Harmony 2 (3)
- _____ PERF-227 Musicianship 1 (3)
- _____ PERF-228 Musicianship 2 (3)

Core science courses (21 credit hours)

- _____ PHYS-100 Physics for the Modern World (4) and PHYS-200 Physics for the New Millennium (4)
or PHYS-110 University Physics 1 (4) and PHYS-210 University Physics 2 (4)
- _____ PHYS-312 Electronics 1 (3)
- _____ PHYS-322 Electronics 1 Lab (2)
- _____ PHYS-313 Electronics 2 (3)
- _____ PHYS-323 Electronics 2 Lab (2)
- _____ PHYS-305 Acoustics (3)

Elective science courses selected from the following (6-8 credit hours)

- _____ CSC-280 Introduction to Computer Science 1 (3)
- _____ CSC-281 Introduction to Computer Science 2 (3)
- _____ CSC-330 Organization of Computer Systems (3)
- _____ CSC-540 Computer System Organizations and Programming (3)
- _____ CSC-546 Introduction to Computer Networks (3)
- _____ MATH-211 Applied Calculus 1 (4) or MATH-221 Calculus 1 (4)
- _____ PHYS-365 Waves and Optics (3)