B.S. AUDIO ENGINEERING - MUSIC PRODUCTION

The Music Production concentration provides an education in the art and technology of music engineering and production. Combining theory and application, the program is both exciting and rigorous. Students receive instruction in recording, mixing, and editing, a foundation in the physics of sound, electricity and signal flow, and an in-depth survey of popular music fundamentals. Throughout the program students utilize world-class audio technology, including digital audio workstations such as AVID Pro Tools, plug-ins and other software, large format recording consoles, analog processors, microphones, and reference monitors. The program's courses strengthen artistic and technological foundations and help develop the interpersonal skills crucial to success. To prepare for careers in the diverse audio industry, Music Production students participate in a variety of activities, including the recording and mixing of music, sound reinforcement for live events, and audio post-production.

Upon completing the Music Production degree program students will be able to:

PO 1 - Professionalism - Meet the social contract and professionalism expectations of employers and team members in a workplace environment.

PO 2 - Aural Knowledge - Evaluate sound and its aesthetic and technical characteristics.

PO 3 - Technical Knowledge - Demonstrate and apply knowledge of audio theory.

PO 4 - Delivering a Product - Produce audio as expected in an entry-level position.

PO 5 - Technical Skills - Evaluate and employ audio technology.

PO 6 - Knowledge of the Industry, Career Options, History - Demonstrate knowledge of the breadth, culture, and history of the audio industry.

PO 7 - Music Knowledge & Skills - Apply knowledge of music fundamentals, music industry culture, history, and style in professional practice.

PO 8 - Literacy - Demonstrate ability to research, organize, and present, and defend information.

General Education

CM 100	Speech	3
EH 105	College Writing	3
HE 111	The Husson Experience	1
MC 101	Introduction to Mass Communications	3
MC 400	Ethics in Media	3
VF 245	Photography I	3
Foreign Culture and Conversation Elective		3
Historical Elective		3
Lab Science Elective		3
Literature Elective		3
Math I Elective		4
Math II Elective		3
Philosophical Elective		3
Psychological or Sociological Elective		3
Sustainability Elective		3

NESCom Core

IT 121	Computer Applications for Digital Media	3
GV 245	Graphic Design I	3
MC 301	Career Preparation	1
VF 100	Intro to Video Production	3
AE/GV/IT/MC/VF/XR Elective		3

NESCom Concentration

AE 100	Audio Engineering I *	3
AE 101	Applied Audio Engineering I *	2
AE 102	Music Structure and Style for Audio *	3
AE 103	Intro To Live Sound Production *	3
AE 104	Pro Tools 1 *	3
AE 200	Audio Engineering II *	3
AE 201	Applied Audio Engineering II *	3
AE 202	Intro To Music Production *	3
AE 203	Sound Reinforcement Techniques I *	3
AE 221	Intro to Post Production	3
AE 300	Technical Foundations of Audio Systems *	3
AE 301	Hybrid Mixing Techniques *	3
AE 302	Electronic Music Technology *	3
AE 311	Applications of Effective Recording *	3
AE 314	Pro Tools II Music *	3
AE 330	Internship (or AE/BA/FA/GV/IT/MC/VF/XR Elective)	3
AE 411	Music Engineering & Production *	3
AE 451	Advanced Music Engineering & Production *	3
IT 331	Networking	3
AE/BA/FA/GV/IT/MC/VF/XR Elective		9
Total Hours		**122**

First Year

Fall	Hours	Spring	Hours
AE 100 *	3	AE 103 *	3
AE 101 *	2	AE 104 *	3
AE 102 *	3	AE 202	3
EH 105	3	MC 101	3
HE 111 ***	1	Math I Elective	4
IT 121	3		
	15		**16**

Second Year

Fall	Hours	Spring	Hours
AE 200 *	3	AE 221	3
AE 201 *	3	AE 300 *	3
AE 203 *	3	AE 301 *	3
VF 100	3	AE 311 *	3

Math II Elective	3	Literature Elective	3
	15		**15**

Third Year

Fall	Hours	Spring	Hours
AE 302*	3	VF 245	3
AE 314*	3	Lab Science Elective	3
CM 100	3	Philosophical Elective	3
Historical Elective	3	Phychological or Sociological Elective	3
AE/BA/FA/GV/ITMC/VF/XR Elective	3	AE/GV/IT/MC/VF/XR Elective	3
	15		**15**

Fourth Year

Fall	Hours	Spring	Hours
AE 411*	3	AE 330 (AE/BA/FA/GV/IT/MC/VF/XR Elective)	3
MC 301	1	AE 451*	3
MC 400	3	GV 245	3
AE/BA/FA/GV/IT/MC/VF/XR Elective	3	IT 331	3
Foreign Culture and Conversation Elective	3	AE/BA/FA/GV/IT/MC/VF/XR Elective	3
Sustainability Elective or AE/BA/FA/GV/IT/MC/VF/XR Elective	3		
	16		**15**

Total Hours: 122

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A minimum grade of C+ must be earned for all required Audio Engineering courses in the Music Production, Post Production, and Live Sound Production concentrations. Any required AE course can only be repeated once. Failure to successfully achieve the required C+ upon two attempts will result in removal from the AE program.