B.S. AUDIO ENGINEERING - POST PRODUCTION

The Post Production concentration focuses on the rapidly evolving fields of sound for film, television, video games, AR/VR, and other modern media. Through both theory and application, students gain experience in recording, editing and mixing of Foley, ADR, sound design, spatial audio, multi-channel mixing, and soundscapes. The program also provides a foundation in the physics of sound, electricity and signal flow, and an in-depth survey of popular music fundamentals. Students utilize world-class audio technology and facilities, including digital audio workstations (Pro Tools, Logic, Ableton Live, and Digital Performer), Moog format analog modular synthesizer, and other hardware and software synthesizers, samplers, and drum machines. 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, Post Production students participate in a variety of activities, including field production and recording, sound reinforcement for live events, and recording for music production.

Upon completing the Post 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

GV 245	Graphic Design I	3
IT 121	Computer Applications for Digital Media	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 324	Pro Tools II Post *	3
AE 330	Internship (AE/BA/FA/GV/IT/MC/VF/XR Elective) *	3
AE 402	Sound Design for Modern Media *	3
AE 421	Post Production *	3
AE 461	Advanced Post Production *	3
IT 331	Networking	3
AE/BA/FA/GV/IT/MC/VF/XR Electives		6

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

	Hours		Hours
VF 100	3	AE 311[*]	3
Math II Elective	3	Literature Elective	3
	15		**15**

Third Year

Fall	Hours	Spring	Hours
AE 302[*]	3	AE 402[*]	3
AE 324[*]	3	VF 245	3
CM 100	3	AE/GV/IT/MC/VF/XR Elective	3
IT 331	3	Lab Science Elective	3
Historical Elective	3	Philosophical Elective	3
	15		**15**

Fourth Year

Fall	Hours	Spring	Hours
AE 421[*]	3	AE 330 (or AE/BA/FA/GV/IT/MC/VF/XR Elective)[*]	3
MC 301	1	AE 461[*]	3
MC 400	3	GV 245	3
Foreign Culture and Conversation Elective	3	AE/BA/FA/GV/IT/MC/VF/XR Elective	3
Psychological or Sociological 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 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.