

AUDIO ENGINEERING

The Bachelor of Science degree in Audio Engineering develops the knowledge and skills that bring creativity, craft, content, and technology together, preparing graduates for work in the audio, technology, and entertainment industries. Concentrations include Live Sound Production, Music Production, and Post Production.

Requirements for Major

All Audio Engineering majors must earn an overall 2.0 cumulative grade-point average as well as a 2.0 in their major courses. In addition, transfer students must complete a minimum of fifteen (15) credit hours in AE prefix courses at Husson.

*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 may result in removal from the AE Program.

Students will complete course work, projects, exercises, and activities in the three degree programs within the Audio Engineering major (Live Sound-, Music-, and Post-Production) that focus on the following core areas:

- Professionalism
- Aural Knowledge
- Technical Knowledge
- Delivering a Product
- Technical Skills
- Knowledge of the Industry, Career Options, & History
- Music Knowledge & Skills
- Literacy