# AUDIO PRODUCTION TECHNOLOGY AREA OF CONCENTRATION WITHIN STEM TECHNOLOGY A.A.S. (CAREER)

Program website (https://www.frederick.edu/programs/science,technology,-engineering,-and-math-(stem)/audio-production.aspx)

#### **Program Description**

Provides the core skills needed to function in and prepare students for entry into the growing audio production profession. Audio production requires creative problem-solving rooted in a strong conceptual and practical foundation. In hands-on classes, students explore the concepts, tools, and techniques of the audio industry using hardware and software they will encounter in the workplace.

## **Program Learning Outcomes**

- Demonstrate command in the operation of industry standard hardware and software
- Assimilate the responsibilities and standards associated with the professional audio industry by participating in an internship or by working with professional recording artists and technicians.
- Research and execute music productions in a variety of genres.
- Develop effective problem solving and critical thinking through the application of fundamental acoustic principles.
- Plan and execute music productions that reflect an awareness of current industry aesthetic values and quality standards.
- Evaluate music productions using the fundamental principles of aural and written music theory.

# **Program Requirements**

- Students must complete their credit English and Mathematics within the first 24 credits.
- One course must meet the cultural competence graduation requirement (https://frederick-public.courseleaf.com/generaleducation-core/#cultural).
- CORE: The General Education CORE is that foundation of the higher education curriculum providing a coherent intellectual experience for all students. Students should check with an advisor or the transfer institution (ARTSYS) before selecting General Education CORE requirements. http://artsys.usmd.edu/
- In some General Education categories (Mathematics, Biological & Physical Sciences), a 4-credit course selected from the GenEd course list will satisfy the requirement in place of a 3-credit course. Students should check with an advisor before selecting these courses.
- For the Physical Education, Health, or Nutrition requirement, a 3-credit PHED, HLTH, or NUTR course may satisfy the requirement in place of a 1-credit course. Students should check with an advisor before selecting this course.
- Students must earn a grade of "C" or better in ENGL 101 English Composition.

· Students must complete a minimum of nine credits at the 200-level.

English HOGI, 101 English Composition 3 Mathematics Mathematics Elective (Gen Ed course list) (https://frederick-public.courseleaf.com/general-education-core/#mathematics) Social & Behavioral Sciences Social & Behavioral Sciences Elective (Gen Ed course list) (https://frederick-public.courseleaf.com/general-education-core/#social-behavioral) - Recommended course(s) below: PSYC 202 Social Psychology Arts & Humanities Art Elective (Gen Ed course list) - Recommended course(s) below: Arts & Humanities Art Elective (Gen Ed course list) - Recommended course(s) below: Arts & Humanities Art Elective (Gen Ed course list) - Recommended course(s) below: Arts & Humanities Elective (Gen Ed course list) (https://frederick.public.courseleaf.com/general-education-core/#humanities) Communication Elective (Gen Ed course list) (https://frederick.public.courseleaf.com/general-education-core/#humanities) Communication Elective (Gen Ed course list) (https://frederick.public.courseleaf.com/general-education-core/#humanities) Biological & Physical Sciences Biolo	Code	Title	Credits			
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social & Behavioral Sciences Elective (Gen Ed course list) (https://frederick-public.courseleaf.com/general-education-core/#social-behavioral) - Recommended course(s) below: PSYC 202 Social Psychology Arts & Humanities  Art Elective (Gen Ed course list) - Recommended course(s) below: MUSC 109 American Popular Music Humanities Elective (Gen Ed course list) https://frederick-public.courseleaf.com/general-education-core/#humanities  Communication Elective (Gen Ed course list) (https://frederick-public.courseleaf.com/general-education-core/#humanities)  Communication Elective (Gen Ed course list) (https://frederick-public.courseleaf.com/general-education-core/#communication) - Recommended course(s) below:  COMM 105 Small Group Communication (satisfies cultural competence requirement)  Biological & Physical Sciences  Biolo						
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MUSC 106 Ear Training and Musicianship I 1  BMGT 109 Entrepreneurship and Small Business Enterprise 3  MUSC 130 Foundations of Audio Technology 3  MUSC 135 Audio Recording Techniques (Spring) 3  MUSC 145 Publishing, Licensing, and Copyrighting 3  MUSC 230 Studio Recording Techniques (Fall) 3  MUSC 235 Advanced Audio Production (Spring) 3  MUSC 240 MIDI Music Production Techniques (Fall) 3  INTR 101 Internship 1 1  or MUSC 250 Music Industry Practicum and Seminar (Fall)  Electives  Courses may include (but are not limited to): 2 12  Applied Music Lessons (Instrumental Lessons up to 4 semesters)  CMIS 105 Introduction to Programming  CMIS 106 Object Design and Programming  CMIS 226 Game Scripting  CMIS 227 Game Programming  FILM 101 Introduction to Film  FILM 144 Digital Video Production  FILM 244 Digital Film Production  FILM 254 Postproduction: The Art of Editing  FILM 255 Advanced Postproduction & Motion Graphics  GRPH 111 Graphic Design I  GRPH 114 Web Design I  MUSC 107 Ear Training and Musicianship II (Spring)  MUSC 111 Music Theory II  MUSC 112 Music Theory II (Spring)  MUSC 152 Class Piano II	<b>Concentration Courses</b>					
BMGT 109 Entrepreneurship and Small Business Enterprise 3 MUSC 130 Foundations of Audio Technology 3 MUSC 135 Audio Recording Techniques (Spring) 3 MUSC 145 Publishing, Licensing, and Copyrighting 3 MUSC 230 Studio Recording Techniques (Fall) 3 MUSC 235 Advanced Audio Production (Spring) 3 MUSC 240 MIDI Music Production Techniques (Fall) 3 INTR 101 Internship 1 1 or MUSC 250 Music Industry Practicum and Seminar (Fall) Electives  Courses may include (but are not limited to): 2 12 Applied Music Lessons (Instrumental Lessons up to 4 semesters) CMIS 105 Introduction to Programming CMIS 106 Object Design and Programming CMIS 226 Game Scripting CMIS 227 Game Programming FILM 101 Introduction to Film FILM 141 Digital Video Production FILM 244 Digital Film Production FILM 254 Postproduction: The Art of Editing FILM 255 Advanced Postproduction & Motion Graphics GRPH 111 Graphic Design I GRPH 114 Web Design I GRPH 114 Web Design I MUSC 107 Ear Training and Musicianship II (Spring) MUSC 111 Music Theory II (Music Theory II MUSC 112 Music Theory II (Spring) MUSC 151 Class Piano II MUSC 152 Class Piano II	MUSC 103	Fundamentals of Music	3			
MUSC 130 Foundations of Audio Technology 3 MUSC 135 Audio Recording Techniques (Spring) 3 MUSC 145 Publishing, Licensing, and Copyrighting 3 MUSC 230 Studio Recording Techniques (Fall) 3 MUSC 235 Advanced Audio Production (Spring) 3 MUSC 240 MIDI Music Production Techniques (Fall) 3 INTR 101 Internship 1 1 or MUSC 250 Music Industry Practicum and Seminar (Fall)  Electives  Courses may include (but are not limited to): 2 12 Applied Music Lessons (Instrumental Lessons up to 4 semesters)  CMIS 105 Introduction to Programming  CMIS 226 Game Scripting  CMIS 227 Game Programming  FILM 101 Introduction to Film  FILM 144 Digital Video Production  FILM 254 Postproduction: The Art of Editing  FILM 255 Advanced Postproduction & Motion Graphics  GRPH 111 Graphic Design I  GRPH 114 Web Design I  MUSC 107 Ear Training and Musicianship II (Spring)  MUSC 111 Music Theory II (Spring)  MUSC 151 Class Piano II  MUSC 152 Class Piano II	MUSC 106	Ear Training and Musicianship I <sup>1</sup>	1			
MUSC 135 Audio Recording Techniques (Spring)  MUSC 145 Publishing, Licensing, and Copyrighting  MUSC 230 Studio Recording Techniques (Fall)  MUSC 235 Advanced Audio Production (Spring)  MUSC 240 MIDI Music Production Techniques (Fall)  3 MUSC 240 MIDI Music Production Techniques (Fall)  INTR 101 Internship  or MUSC 250 Music Industry Practicum and Seminar (Fall)  Electives  Courses may include (but are not limited to): 2 12  Applied Music Lessons (Instrumental Lessons up to 4 semesters)  CMIS 105 Introduction to Programming  CMIS 106 Object Design and Programming  CMIS 226 Game Scripting  CMIS 227 Game Programming  FILM 101 Introduction to Film  FILM 144 Digital Video Production  FILM 244 Digital Film Production  FILM 254 Postproduction: The Art of Editing  FILM 255 Advanced Postproduction & Motion Graphics  GRPH 111 Graphic Design I  GRPH 114 Web Design I  MUSC 107 Ear Training and Musicianship II (Spring)  MUSC 111 Music Theory II (Spring)  MUSC 151 Class Piano II  MUSC 152 Class Piano II	BMGT 109	Entrepreneurship and Small Business Enterprise	3			
MUSC 145 Publishing, Licensing, and Copyrighting  MUSC 230 Studio Recording Techniques (Fall)  MUSC 235 Advanced Audio Production (Spring)  MUSC 240 MIDI Music Production Techniques (Fall)  3 MUSC 240 MIDI Music Production Techniques (Fall)  INTR 101 Internship  or MUSC 250 Music Industry Practicum and Seminar (Fall)  Electives  Courses may include (but are not limited to): 2  Applied Music Lessons (Instrumental Lessons up to 4 semesters)  CMIS 105 Introduction to Programming  CMIS 106 Object Design and Programming  CMIS 226 Game Scripting  CMIS 227 Game Programming  FILM 101 Introduction to Film  FILM 144 Digital Video Production  FILM 244 Digital Film Production  FILM 254 Postproduction: The Art of Editing  FILM 255 Advanced Postproduction & Motion Graphics  GRPH 111 Graphic Design I  GRPH 114 Web Design I  MUSC 107 Ear Training and Musicianship II (Spring)  MUSC 111 Music Theory I  MUSC 151 Class Piano II  MUSC 152 Class Piano II	MUSC 130	Foundations of Audio Technology	3			
MUSC 230 Studio Recording Techniques (Fall)  MUSC 235 Advanced Audio Production (Spring)  MUSC 240 MIDI Music Production Techniques (Fall)  3 MUSC 240 MIDI Music Production Techniques (Fall)  3 INTR 101 Internship  or MUSC 250 Music Industry Practicum and Seminar (Fall)  Electives  Courses may include (but are not limited to): 2  Applied Music Lessons (Instrumental Lessons up to 4 semesters)  CMIS 105 Introduction to Programming  CMIS 106 Object Design and Programming  CMIS 226 Game Scripting  CMIS 227 Game Programming  FILM 101 Introduction to Film  FILM 144 Digital Video Production  FILM 244 Digital Film Production  FILM 254 Postproduction: The Art of Editing  FILM 255 Advanced Postproduction & Motion Graphics  GRPH 111 Graphic Design I  GRPH 114 Web Design I  MUSC 107 Ear Training and Musicianship II (Spring)  MUSC 111 Music Theory I  MUSC 112 Music Theory II (Spring)  MUSC 151 Class Piano II	MUSC 135	Audio Recording Techniques (Spring)	3			
MUSC 235 Advanced Audio Production (Spring)  MUSC 240 MIDI Music Production Techniques (Fall)  INTR 101 Internship  or MUSC 250 Music Industry Practicum and Seminar (Fall)  Electives  Courses may include (but are not limited to): 2 Applied Music Lessons (Instrumental Lessons up to 4 semesters)  CMIS 105 Introduction to Programming  CMIS 106 Object Design and Programming  CMIS 226 Game Scripting  CMIS 227 Game Programming  FILM 101 Introduction to Film  FILM 144 Digital Video Production  FILM 244 Digital Film Production  FILM 254 Postproduction: The Art of Editing  FILM 255 Advanced Postproduction & Motion Graphics  GRPH 111 Graphic Design I  GRPH 114 Web Design I  MUSC 107 Ear Training and Musicianship II (Spring)  MUSC 111 Music Theory I  MUSC 112 Music Theory II (Spring)  MUSC 151 Class Piano II	MUSC 145	Publishing, Licensing, and Copyrighting	3			
MUSC 240 MIDI Music Production Techniques (Fall) 3 INTR 101 Internship 1 or MUSC 250 Music Industry Practicum and Seminar (Fall)  Electives  Courses may include (but are not limited to): 2 12 Applied Music Lessons (Instrumental Lessons up to 4 semesters)  CMIS 105 Introduction to Programming  CMIS 106 Object Design and Programming  CMIS 226 Game Scripting  CMIS 227 Game Programming  FILM 101 Introduction to Film  FILM 144 Digital Video Production  FILM 244 Digital Film Production  FILM 254 Postproduction: The Art of Editing  FILM 255 Advanced Postproduction & Motion Graphics  GRPH 111 Graphic Design I  GRPH 114 Web Design I  MUSC 107 Ear Training and Musicianship II (Spring)  MUSC 111 Music Theory I  MUSC 112 Music Theory II (Spring)  MUSC 151 Class Piano II	MUSC 230	Studio Recording Techniques (Fall)	3			
INTR 101 Internship or MUSC 250 Music Industry Practicum and Seminar (Fall)  Electives  Courses may include (but are not limited to): 2 12  Applied Music Lessons (Instrumental Lessons up to 4 semesters)  CMIS 105 Introduction to Programming  CMIS 106 Object Design and Programming  CMIS 226 Game Scripting  CMIS 227 Game Programming  FILM 101 Introduction to Film  FILM 144 Digital Video Production  FILM 244 Digital Film Production  FILM 254 Postproduction: The Art of Editing  FILM 255 Advanced Postproduction & Motion Graphics  GRPH 111 Graphic Design I  GRPH 114 Web Design I  MUSC 107 Ear Training and Musicianship II (Spring)  MUSC 111 Music Theory I  MUSC 112 Music Theory II (Spring)  MUSC 151 Class Piano II	MUSC 235	Advanced Audio Production (Spring)	3			
or MUSC 250 Music Industry Practicum and Seminar (Fall)  Electives  Courses may include (but are not limited to): 2 12  Applied Music Lessons (Instrumental Lessons up to 4 semesters)  CMIS 105 Introduction to Programming  CMIS 106 Object Design and Programming  CMIS 226 Game Scripting  CMIS 227 Game Programming  FILM 101 Introduction to Film  FILM 144 Digital Video Production  FILM 244 Digital Film Production  FILM 254 Postproduction: The Art of Editing  FILM 255 Advanced Postproduction & Motion Graphics  GRPH 111 Graphic Design I  GRPH 114 Web Design I  MUSC 107 Ear Training and Musicianship II (Spring)  MUSC 111 Music Theory I  MUSC 112 Music Theory II (Spring)  MUSC 151 Class Piano II	MUSC 240	MIDI Music Production Techniques (Fall)	3			
Electives  Courses may include (but are not limited to): 2 12  Applied Music Lessons (Instrumental Lessons up to 4 semesters)  CMIS 105 Introduction to Programming  CMIS 106 Object Design and Programming  CMIS 226 Game Scripting  CMIS 227 Game Programming  FILM 101 Introduction to Film  FILM 144 Digital Video Production  FILM 244 Digital Film Production  FILM 254 Postproduction: The Art of Editing  FILM 255 Advanced Postproduction & Motion Graphics  GRPH 111 Graphic Design I  GRPH 114 Web Design I  MUSC 107 Ear Training and Musicianship II (Spring)  MUSC 111 Music Theory I  MUSC 151 Class Piano I  MUSC 152 Class Piano II	INTR 101	Internship	1			
Courses may include (but are not limited to): 2  Applied Music Lessons (Instrumental Lessons up to 4 semesters)  CMIS 105 Introduction to Programming  CMIS 106 Object Design and Programming  CMIS 226 Game Scripting  CMIS 227 Game Programming  FILM 101 Introduction to Film  FILM 144 Digital Video Production  FILM 244 Digital Film Production  FILM 254 Postproduction: The Art of Editing  FILM 255 Advanced Postproduction & Motion Graphics  GRPH 111 Graphic Design I  GRPH 114 Web Design I  MUSC 107 Ear Training and Musicianship II (Spring)  MUSC 111 Music Theory I  MUSC 151 Class Piano I  MUSC 152 Class Piano II	or MUSC 250	Music Industry Practicum and Seminar (Fall)				
Applied Music Lessons (Instrumental Lessons up to 4 semesters)  CMIS 105 Introduction to Programming  CMIS 106 Object Design and Programming  CMIS 226 Game Scripting  CMIS 227 Game Programming  FILM 101 Introduction to Film  FILM 144 Digital Video Production  FILM 244 Digital Film Production  FILM 254 Postproduction: The Art of Editing  FILM 255 Advanced Postproduction & Motion Graphics  GRPH 111 Graphic Design I  GRPH 114 Web Design I  MUSC 107 Ear Training and Musicianship II (Spring)  MUSC 111 Music Theory I  MUSC 151 Class Piano I  MUSC 152 Class Piano II	Electives					
CMIS 105 Introduction to Programming  CMIS 106 Object Design and Programming  CMIS 226 Game Scripting  CMIS 227 Game Programming  FILM 101 Introduction to Film  FILM 144 Digital Video Production  FILM 244 Digital Film Production  FILM 254 Postproduction: The Art of Editing  FILM 255 Advanced Postproduction & Motion Graphics  GRPH 111 Graphic Design I  GRPH 114 Web Design I  MUSC 107 Ear Training and Musicianship II (Spring)  MUSC 111 Music Theory I  MUSC 112 Music Theory II (Spring)  MUSC 151 Class Piano I  MUSC 152 Class Piano II	Courses may include (b	ut are not limited to): <sup>2</sup>	12			
CMIS 106 Object Design and Programming  CMIS 226 Game Scripting  CMIS 227 Game Programming  FILM 101 Introduction to Film  FILM 144 Digital Video Production  FILM 244 Digital Film Production  FILM 255 Postproduction: The Art of Editing  FILM 255 Advanced Postproduction & Motion Graphics  GRPH 111 Graphic Design I  GRPH 114 Web Design I  MUSC 107 Ear Training and Musicianship II (Spring)  MUSC 111 Music Theory I  MUSC 112 Music Theory II (Spring)  MUSC 151 Class Piano II  MUSC 152 Class Piano II	Applied Music Less	ons (Instrumental Lessons up to 4 semesters)				
CMIS 226 Game Scripting  CMIS 227 Game Programming  FILM 101 Introduction to Film  FILM 144 Digital Video Production  FILM 244 Digital Film Production  FILM 254 Postproduction: The Art of Editing  FILM 255 Advanced Postproduction & Motion Graphics  GRPH 111 Graphic Design I  GRPH 114 Web Design I  MUSC 107 Ear Training and Musicianship II (Spring)  MUSC 111 Music Theory I  MUSC 112 Music Theory II (Spring)  MUSC 151 Class Piano I  MUSC 152 Class Piano II	CMIS 105	Introduction to Programming				
CMIS 227 Game Programming  FILM 101 Introduction to Film  FILM 144 Digital Video Production  FILM 244 Digital Film Production  FILM 254 Postproduction: The Art of Editing  FILM 255 Advanced Postproduction & Motion Graphics  GRPH 111 Graphic Design I  GRPH 114 Web Design I  MUSC 107 Ear Training and Musicianship II (Spring)  MUSC 111 Music Theory I  MUSC 112 Music Theory II (Spring)  MUSC 151 Class Piano I  MUSC 152 Class Piano II	CMIS 106	Object Design and Programming				
FILM 101 Introduction to Film  FILM 144 Digital Video Production  FILM 244 Digital Film Production  FILM 254 Postproduction: The Art of Editing  FILM 255 Advanced Postproduction & Motion Graphics  GRPH 111 Graphic Design I  GRPH 114 Web Design I  MUSC 107 Ear Training and Musicianship II (Spring)  MUSC 111 Music Theory I  MUSC 112 Music Theory II (Spring)  MUSC 151 Class Piano I  MUSC 152 Class Piano II	CMIS 226	Game Scripting				
FILM 144 Digital Video Production  FILM 244 Digital Film Production  FILM 254 Postproduction: The Art of Editing  FILM 255 Advanced Postproduction & Motion Graphics  GRPH 111 Graphic Design I  GRPH 114 Web Design I  MUSC 107 Ear Training and Musicianship II (Spring)  MUSC 111 Music Theory I  MUSC 112 Music Theory II (Spring)  MUSC 151 Class Piano I  MUSC 152 Class Piano II	CMIS 227	Game Programming				
FILM 244 Digital Film Production  FILM 254 Postproduction: The Art of Editing  FILM 255 Advanced Postproduction & Motion Graphics  GRPH 111 Graphic Design I  GRPH 114 Web Design I  MUSC 107 Ear Training and Musicianship II (Spring)  MUSC 111 Music Theory I  MUSC 112 Music Theory II (Spring)  MUSC 151 Class Piano I  MUSC 152 Class Piano II	FILM 101	Introduction to Film				
FILM 254 Postproduction: The Art of Editing  FILM 255 Advanced Postproduction & Motion Graphics  GRPH 111 Graphic Design I  GRPH 114 Web Design I  MUSC 107 Ear Training and Musicianship II (Spring)  MUSC 111 Music Theory I  MUSC 112 Music Theory II (Spring)  MUSC 151 Class Piano I  MUSC 152 Class Piano II	FILM 144	Digital Video Production				
FILM 255 Advanced Postproduction & Motion Graphics  GRPH 111 Graphic Design I  GRPH 114 Web Design I  MUSC 107 Ear Training and Musicianship II (Spring)  MUSC 111 Music Theory I  MUSC 112 Music Theory II (Spring)  MUSC 151 Class Piano I  MUSC 152 Class Piano II	FILM 244	Digital Film Production				
GRPH 111 Graphic Design I GRPH 114 Web Design I MUSC 107 Ear Training and Musicianship II (Spring) MUSC 111 Music Theory I MUSC 112 Music Theory II (Spring) MUSC 151 Class Piano I MUSC 152 Class Piano II	FILM 254	Postproduction: The Art of Editing				
GRPH 114 Web Design I  MUSC 107 Ear Training and Musicianship II (Spring)  MUSC 111 Music Theory I  MUSC 112 Music Theory II (Spring)  MUSC 151 Class Piano I  MUSC 152 Class Piano II	FILM 255	Advanced Postproduction & Motion Graphics				
MUSC 107 Ear Training and Musicianship II (Spring)  MUSC 111 Music Theory I  MUSC 112 Music Theory II (Spring)  MUSC 151 Class Piano I  MUSC 152 Class Piano II	GRPH 111					
MUSC 111 Music Theory I  MUSC 112 Music Theory II (Spring)  MUSC 151 Class Piano I  MUSC 152 Class Piano II	GRPH 114	Web Design I				
MUSC 112         Music Theory II (Spring)           MUSC 151         Class Piano I           MUSC 152         Class Piano II	MUSC 107	Ear Training and Musicianship II (Spring)				
MUSC 151 Class Piano I MUSC 152 Class Piano II	MUSC 111	Music Theory I				
MUSC 152 Class Piano II	MUSC 112	Music Theory II (Spring)				
	MUSC 151	Class Piano I				
Total Credits 60	MUSC 152	Class Piano II				
	Total Credits		60			

1

MUSC 103 Fundamentals of Music may be taken concurrently with MUSC 106 Ear Training and Musicianship I with the permission of the program manager.

2

Choose an elective in consultation with the program manager.

## **Transfer Note**

For more information on careers and transfer, contact the Career and Academic Planning Services office at 301.846.2471 or visit Transfer Services (https://www.frederick.edu/student-resources/counseling-advising/transfer-services.aspx).

# **Guided Pathway to Success (GPS)**

Suggested schedules map your path to degree completion.

Students should meet with an advisor each semester to carefully select and sequence courses based on their specific academic goals and interests. Visit Jefferson Hall or call 301.846.2471 for advising.

Recommended First Semester					
ENGL 101	English Composition <sup>1</sup>	3			
	athematics Elective (Gen Ed course list) (https://frederick- ublic.courseleaf.com/general-education-core/#mathematics) 1				
MUSC 130	Foundations of Audio Technology (Milestone)	3			
MUSC 103	Fundamentals of Music	3			
Elective <sup>2</sup>		3			
	Credits	15			
Recommended Secon	d Semester				
MUSC 135	Audio Recording Techniques (Spring) (Milestone)	3			
	ve (Gen Ed course list) (https://frederick- /general-education-core/#communication) - Recommended	3			
COMM 105	Small Group Communication (satisfies Cultural Competence requirement (https://frederick- public.courseleaf.com/general-education-core/#cultural))				
Art Elective (Gen Ed co	ourse list) - Recommended course(s) below:	3			
MUSC 109	American Popular Music				
	Sciences Elective (Gen Ed course list) (https://frederick- //general-education-core/#biological-physical)	3			
MUSC 106	Ear Training and Musicianship I	1			
Elective <sup>2</sup>		3			
	Credits	16			
Recommended Third S	Semester				
MUSC 230	Studio Recording Techniques (Fall) (Milestone)	3			
Social & Behavioral Sciences Elective (Gen Ed course list) (https://frederick- public.courseleaf.com/general-education-core/#social-behavioral)					
MUSC 240	MIDI Music Production Techniques (Fall)	3			
Elective <sup>2</sup>		3			
MUSC 145	Publishing, Licensing, and Copyrighting	3			
	Credits	15			
Recommended Fourth	Semester				
MUSC 235	Advanced Audio Production (Spring)	3			
BMGT 109	Entrepreneurship and Small Business Enterprise	3			
Humanities Elective (Gen Ed course list) (https://frederick-public.courseleaf.com/general-education-core/#humanities)					
Physical Education, He	ealth, or Nutrition Requirement	1			
Elective <sup>2</sup>		3			
Select one of the follo	wing:	1			
INTR 101	Internship				

MUSC 250	Music Industry Practicum and Seminar (Fall)		
	Credits	14	
	Total Credits	60	

1

Take this course within the first 24 credits.

2

Choose an elective in consultation with the program manager. Courses may include (but are not limited to): Applied Instrumental Music Lessons (up to four semesters), CMIS 105 Introduction to Programming, CMIS 106 Object Design and Programming, CMIS 226 Game Scripting, CMIS 227 Game Programming, CMIS 228 Simulation and Game Development, CMIS 208 C++ Programming, CMIS 225C Computer Programming Language: Mobile Applet Programming

## **Part-time Students**

Part-time students should complete courses in the order listed on the pathway. Please contact program manager for questions about part-time status.

Students who take fewer than 15 credits each semester or who require developmental English or Math coursework will need additional semesters to complete their degrees. Summer term and January session classes may help students to make faster progress.

## **Pathway Legend**

Milestone - courses with the Milestone notation should be taken within the recommend credit range to stay on track for program completion.

Fall, Spring, Summer - courses with a Fall, Spring, or Summer notation indicate the course is offered in the specified semester only.