Game Design and Music with Concentration in Music Technology, BS (Boston)

The game design and music combined major with a concentration in music technology is designed to prepare students to manage all aspects of music and sound design integral to the creative process in game design. Students focus on the digital sound technologies, audiovisual integration techniques, and collaborative skills, grounded in real-world experience, that are necessary to apply one's musical imagination effectively in a game design environment. Also emphasized are the aesthetic, expressive, psychological and social perspectives essential to meaningful engagement across a broad range of applications in the game industry.

Program Requirements

Complete all courses listed below unless otherwise indicated. Also complete any corequisite labs, recitations, clinicals, or tools courses where specified and complete any additional courses needed beyond specific college and major requirements to satisfy graduation credit requirements.

Universitywide Requirements

All undergraduate students are required to complete the Universitywide Requirements (https://catalog.northeastern.edu/undergraduate/university-academics/university-wide-requirements/).

NUpath Requirements

All undergraduate students are required to complete the NUpath Requirements (https://catalog.northeastern.edu/undergraduate/university-academics/nupath/).

NUpath requirements Creative Expression/Innovation (EI), Analyzing/Using Data (AD), Interpreting Culture (IC), Natural/Designed World (ND), Differences/Diversity (DD), Writing-Intensive (WI), and Capstone Experience(CE) are met through the major course requirements. All other NUpath requirements must be met through electives.

Game Design Courses

Code	Title	Hours
ARTF 1000	Art and Design at Northeastern	1
Game Design Required		
GAME 1110	Games and Society	4
GAME 2500	Foundations of Game Design	4
GAME 2950	Game Studio	4
GAME 3400	Level Design and Game Architecture	4
GAME 3700	Rapid Idea Prototyping for Games	4
GAME 3800	Game Concept Development	4
Art + Design Electives		
Complete 16 Semester Hours of ARTD, ARTE, ARTF, ARTG, ARTH, and GAME courses as long as prerequisites have been met.		16

If GAME 4000 Topics in Game Design or ARTD 3000 Topics in Media Arts (or any other topics course in the subjects listed above) is completed more than once, multiple completions may be allowed toward the electives.

Music Requirements

Code	Title	Hours
Music Theory Placement		
All students can take a music theory placement exam to place out of MUSC 1119. Students who place out of MUSC 1119 will substitute it with a general elective course.		
MUSC 1119	Fundamentals of Western Music Theory	4
Music Theory and Composition		
MUSC 1201	Music Theory 1	4
MUSC 1202	Music Theory 2	4
Complete two of the following:		8
MUSC 2111	Algebra and Geometry of Music	
MUSC 2420	Music Composition Seminar 1	
MUSC 2425	Arranging and Orchestration for Film, Media, and the Concert Stage	
MUSC 3300	Music Perception and Cognition	
MUSC 3541	Music Analysis Seminar	
MUST 2320	Sound Design	

Music in Context		
Complete one of the following:		4
MUSC 1001	Music in Everyday Life	
MUSC 1002 and MUSC 1003	Music in Everyday Life and Lab for MUSC 1002	
Contemporary / Popular Music		
Complete one of the following:		4
MUSC 2101	Black Popular Music	
MUSC 2150	Making a Musical: Analysis, Craft, and Creation	
MUSC 2310	Popular Music Since 1945	
MUSC 2311	Topics in American Music	
MUSC 2317	Punk Rock	
MUSC 2320	40,000 Years of Music Technology	
MUSC 2336	The Festival Experience	
MUSC 2340	Divas, DJs, and Double Standards	
MUSC 2351	Music, Sound, and the Screen	
MUSC 2380	The World of Choral Music	
MUSC 3352	Sounding Human	
MUSC 3353	Music and the Racial Imagination	
MUSC 3354	Sound and the Sacred	
MUSI 3360	Global Music Industries in Context	
MUSI 3401	Hip Hop in the Music Industry	
Music Technology Requirements		
MUSC 2350	Acoustics and Psychoacoustics of Music	4
MUST 1220	Introduction to Music Technology	4
MUST 2102	Composing with Digital Technologies	4
MUST 2431	Computer Music Fundamentals	4
Music Technology Electives		
Complete two of the following:		8
MUSC 4510	Music and the Brain Research	
MUST 3300	Musical Interactions in Extended Reality	
MUST 3601	Digital Audio Signal Processing	
MUST 3602	Electronics for Music	
MUST 3603	Embedded Audio Programming	
MUST 3973	Special Topics in Music Technology	
MUST 4600	Digital Audio Signal Analysis	
MUST 4610	Composition for Electronic Instruments	
MUST 5973	Special Topics in Music Technology	

Integrative Requirement

Code	Title	Hours
Note: MUST 1220 is already required in the Music Technology Requirements section.		
MUST 1220	Introduction to Music Technology	
Capstone		
GAME 4700	Game Design Capstone	4
MUST 4611	Music Technology Capstone	4

Combined Major Credit Requirement

Complete 96 semester hours in the major.

Music Grade Requirement

Students must maintain at least a 2.667 GPA (B− average) in the requirements of the music half of the combined major. Students who fail to meet the above standards will be placed on departmental probation; those who remain on probation for two consecutive semesters will be dropped from the major.

Program Requirement

128 total semester hours required

Plan of Study
Sample Plan of Study

FOUR YEARS, TWO CO-OPS IN SPRING/SUMMER FIRST HALF

Year 1

Fall	Hours	Spring	Hours	Summer 1	Hours	Summer 2	Hours
ARTF 1000 or MUSC 1000	1	GAME 2500	4	Art + design elective	4	Vacation	
ENGW 1111	4	MUSC 1202	4	Art + design elective	4		
GAME 1110	4	MUSC 2350	4				
MUSC 1201	4	MUST 1220	4				
Elective	4	EEAM 2000	1				
	17		**17**		**8**		**0**

Year 2

Fall	Hours	Spring	Hours	Summer 1	Hours	Summer 2	Hours
GAME 2950	4	Co-op	0	Co-op	0	ENGW 3302	4
GAME 3400	4	Elective (online)	4			Art + design elective	4
MUSC 1002 and MUSC 1003	4						
MUST 2102	4						
	16		**4**		**0**		**8**

Year 3

Fall	Hours	Spring	Hours	Summer 1	Hours	Summer 2	Hours
GAME 3700	4	Co-op	0	Co-op	0	Elective	4
MUSC 3541, 2111, or 3300	4	Elective (online)	4			Elective	4
MUST 2431	4						
Contemporary music requirement	4						
	16		**4**		**0**		**8**

Year 4

Fall	Hours	Spring	Hours
GAME 3800	4	GAME 4700	4
MUSC 3541, 2111, or 3300	4	Computing and social issues	4
Art + design elective	4	Music technology elective	4
Music technology elective	4	Elective	4
	16		**16**

Total Hours: 130