

Music Technology, Minor

The minor in music technology gives students an opportunity to explore the creative application of digital and analog audio technologies to a broad range of artistic, social, and industrial purposes, including experimental composition, film, video, theatre, game design, mobile applications, sound design for urban environments, musical instrument design, and beyond. An emphasis is maintained throughout on imaginative exploration, collaboration across disciplines, and real-world experience.

Students concentrating in music may double count only one course between a concentration and a minor. Students may double count only one course between two different music minors. Should a student place out of a course in a minor, it must be replaced with another course relevant to the minor.

Minor Requirements

Complete all courses listed below unless otherwise indicated. Also complete any corequisite labs, recitations, clinicals, or tools courses where specified.

Required Courses

Code	Title	Hours
MUST 1220	Introduction to Music Technology	4
MUST 2431	Computer Music Fundamentals	4
Select 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	

Music Technology Electives

Code	Title	Hours
Complete two of the following:		8
MUSC 2111	Algebra and Geometry of Music	
MUSC 2320	40,000 Years of Music Technology	
MUSC 2350	Acoustics and Psychoacoustics of Music	
MUST 2102	Composing with Digital Technologies	
MUST 2320	Sound Design	
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	

GPA Requirement

2.000 GPA required in the minor.