

UNIVERSITY OF ILLINOIS
URBANA - CHAMPAIGN

School of Music
Undergraduate Affairs
1114 West Nevada Street
Urbana, IL 61801



**OUTLINE FOR CURRICULUM IN BACHELOR OF ARTS IN MUSIC
MUSIC TECHNOLOGY OPTION**

Name _____ Semester and Year of Entrance _____

UIN _____ Preferred e-mail address _____

GENERAL REQUIREMENTS	CREDIT HOURS	COURSE NUMBER	WHEN TAKEN
Composition I	3-4	_____	_____
Advanced Composition	3	_____	_____
Humanities and the Arts (both MUS 313 and MUS 314 satisfy this requirement)	(6)	<u>MUS 313</u> <u>MUS 314</u>	_____ _____
Social and Behavioral Sciences	6	_____	_____
Natural Sciences and Technology	6	_____	_____
Foreign Language if required	Up to 12	_____	_____
Quantitative Reasoning I	3	_____	_____
Quantitative Reasoning II	3	_____	_____
Western Comparative Culture(s)	3	_____	_____
Non-Western Comparative Culture(s) ¹	3	_____	_____
US Minority Culture(s) ¹	3	_____	_____
MUSIC CORE REQUIREMENTS	33 total hours		
<u>Music Theory</u>	<u>11 total</u>		
MUS 101	2	<u>MUS 101</u>	_____
MUS 102	2	<u>MUS 102</u>	_____
MUS 201	2	<u>MUS 201</u>	_____
MUS 202	2	<u>MUS 202</u>	_____
One 400-level course	3	_____	_____
<u>Musicianship</u>	<u>8 total</u>		
MUS 107	2	<u>MUS 107</u>	_____
MUS 108	2	<u>MUS 108</u>	_____
MUS 207	2	<u>MUS 207</u>	_____
MUS 208	2	<u>MUS 208</u>	_____
<u>Musicology (Music History/Literature)</u>	<u>12 total</u>		
MUS 110	3	<u>MUS 110</u>	_____
MUS 313	3	<u>MUS 313</u>	_____
MUS 314	3	<u>MUS 314</u>	_____
One 400-level course	3	<u>MUS</u>	_____
<u>Piano</u>	<u>4 total</u>		
MUS 172	2	<u>MUS 172</u>	_____
MUS 173	2	<u>MUS 173</u>	_____

¹ MUS 132 and MUS 133 satisfy the U.S. Minorities and Non-Western cultural studies requirement and count toward a music degree.

Music Technology Option (BA)

The Music Technology option consists of a total of 20 hours, including 8-9 advanced hours from School of Music courses and 11-12 hours taken outside the School of Music.

• School of Music Required Courses for the BA (8-9 hours at the 400-level):

Music Technology Curriculum Required Courses

MUS 209 Musical Acoustics (3 credit hours)

Musical Acoustics is a broad introductory course that presents the fundamentals of acoustics and psychoacoustics, contextualized and reinforced through practical applications in music and creative audio. Topics include the physical properties of sound, wave mechanics and propagation, acoustic measurements, perceptual properties of sound, and acoustical properties of physical spaces. Students will develop a mathematical understanding of sound and learn to apply that knowledge to solve problems in a variety of technical and creative situations.

MUS 407 Electroacoustic Music Techniques I (3 credit hours)

Introduces electroacoustic music, including historical background, music literature, techniques of notation and realization, sound synthesis, analog and digital recording, mixing and processing, and compositional application in the areas of musique concrete, electronic music, and Musical Instrument Digital Interface (MIDI) technology as applied to electroacoustic concert art music. Weekly lab times assigned.

MUS 499 Senior Capstone Project (1 credit hour)

See attached description (pg. 5)

Select four to five (4-5) 400-level hours from the following courses:

MUS 404	Contemporary Compositional Techniques (MaxMsp or Algorithmic Design of Music)	2 credit hours
MUS 499 ART	Audio Recording Techniques I	2 credit hours
MUS 499 AT2	Audio Recording Techniques II	3 credit hours
MUS 499 BT1	The Art of Beatmaking	3 credit hours
MUS 499 BT2	Beatmaking II	3 credit hours
MUS 499 C	Creative Audio Coding I	2 credit hours
MUS 499 C	Creative Audio Coding II	2 credit hours
MUS 499 LAW	Musicians and Law - Copyright	1 credit hour
MUS 499 MM	Monetizing Music	1 credit hour
MUS 499 POD	Intro to Podcasting	1 credit hour

• Supporting Professional Coursework Required (courses outside the School of Music, 11-12 hours):

Required

One (1) Business course chosen in consultation with advisor.

Select at least two (2) additional courses from the following technology related courses offered outside the School of Music. The purpose of this requirement is to provide an opportunity for the BA student to broaden/deepen their degree experience through engagement with technological perspectives and concerns beyond the School of Music. A number of these courses have requirements that can be waived for Music Technology students. For others, the BA student has 30 “unclaimed” hours that can be used to fulfill unwaived requirements in areas they wish to pursue.

CS 124	Intro to Computer Science I	3 credit hours
CS 128	Intro to Computer Science II	3 credit hours
CS 173	Discrete Structures	3 credit hours
CS 225	Data Structures	4 credit hours
CS 414	Multimedia Systems Design	3 credit hours

CS 467	Social Visualization	3 hours hours
ECE 101	Exploring Digital Information Technology	3 credit hours
ECE 110	Introduction to Electrical and Computer Engr	3 credit hours
ECE 210	Engineering Analog Signal Processing	4 credit hours
ECE 310+311	Digital Signal Processing + Lab	4 credit hours
ECE 402	Electronic Music Synthesis	3 credit hours
ECE 403	Audio Engineering	3 credit hours
GSD 101	Introduction to Game Studies and Design	3 credit hours
GSD 102	Intro to the Video Game Industry	3 credit hours
GSD 103	The Basics of Game Design	3 credit hours
GSD 405	Intro to the Video Game Development Process	3 credits
INFO 407	Intro to Programming Python for Data Science	3 credits
INFO 416	Makerspace: Game Studies	3 credit hours
INFO 418	Makerspace: Escape Rooms	3 credit hours
INFO 490 ST	Computer Music/Musical Informatics (Adv Music Theory)	3 credit hours
PHYS 406	Acoustical Physics of Music	4 credit hours
THEA 151	Intro to Digital Audio Workstations	3 credit hours
THEA 153	Intro to Theatre Sound	3 credit hours
THEA 453	Intro to Theatre Sound	3 credit hours
THEA 454	Sound Design I	3 credit hours
THEA 455	Sound Design II	3 credit hours
THEA 459	Sound Systems	2 credit hours

Capstone Project in Music Technology

To graduate with the Bachelor of Arts (BA) option in Music Technology, a student must complete an independent project and give a presentation of their work in their senior year. The project will be approved and advised by a Music Technology faculty member. Students will enroll in MUS 4xx during the fall and/or spring semesters of their final year, and will receive a grade after successful completion of the project and presentation. A letter grade for MUS 4xx will be determined by Music Technology faculty and will be based on (1) successful completion of the project, (2) clarity and effectiveness of the final presentation, (3) whether project objectives were clearly defined and met, and (4) creativity/originality. Students pursuing the capstone project will secure a faculty advisor and begin planning their project no later than the end of their junior year and will finalize the details of their project no later than the beginning of their senior year.

The project should be treated as an opportunity to synthesize music technology concepts acquired through courses and other experiences, and to produce a substantial work. Past successful capstone projects have included (but are not limited to) original musical compositions with a substantial technology component, interactive sound installations, audio theatre productions, and design of audio-related software and mobile apps.

The capstone presentation should be appropriate for the nature of the project, i.e. if the project is a musical composition, it should be performed in a public concert setting. If the project is an installation, it should be put on display in a suitable location along with a poster-style presentation. Some projects may be better suited for lecture/demonstration, or a question-and-answer forum.

When the details of the project are confirmed, complete this form and return it to Rebecca Spennetta. Project title:

Brief description of the project:

Expected month/date of graduation: _____

Expected date for the presentation of the project: _____

Advisor name: _____

Advisor signature: _____ Date: _____