



2011-2012 Career Planning Guide

MUSIC TECHNOLOGY: Digital Audio Engineering

Associate in Applied Arts and Sciences Degree (A.A.A.S.)

Shoreline Community College

16101 Greenwood Avenue North
Shoreline, WA 98133

Length of Program: 105 credits, 6 quarters

Completion Award: A.A.A.S. Degree

Program Advisor:

Steve Malott 206 546-4670 Room 810

Bruce Spitz 206 546-4662 Room 807

James Elenteny 206 533-6669 Room 811

*Subject to change without notice

Approximate Quarterly Costs*

Check quarterly class schedule for Tuition Table

Parking Fee Per Quarter (Daytime/Evening Only) \$15

Materials (estimate, 6 quarters) \$450

Book prices vary widely. Average Book Cost \$200

Additional Instructional Fees \$145

Enrollment: Fall (recommended), Winter, Spring

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<http://www.shoreline.edu/music.html>

PROGRAM DESCRIPTION

The Music Technology: Digital/Audio Engineering program option prepares students for careers in linear and non-linear digital applications. Audio engineers use hardware and software to record, store, and edit musical and non-musical sounds. The development of multimedia and the Internet has created a variety of occupations built around the development and use of platform-specific tools for linear and non-linear digital audio production. The program provides students with an overview of music theory, performance, audio recording, digital and analog audio technology, Internet, and multimedia applications. Graduates are prepared for entry level positions in CD and DVD audio production, radio and television broadcast production, and audio for video post-production and sound design. Our program focuses on Macintosh applications.

PROGRAM OUTCOMES

Students who successfully complete this program should be able to:

1. Create audio recordings and provide mastering of material for distribution.
2. Create radio commercials as well as educational and instructional industrial products.
3. Create enhanced and new audio for existing video and film transfers.
4. Explain and apply Musical Instrument Digital Interface (MIDI) technology and digital audio technology.
5. Identify current production values, trends and industry standards affecting production today.
6. Relate to others and communicate effectively in the workplace.
7. Demonstrate basic music theory including ear training, sight reading, and keyboard proficiency.
8. Use basic business computer software applications.

CAREER OPPORTUNITIES

The rapid development of recent technology continues to create growth in the audio engineering and music recording industry. Linear and non-linear digital recording and editing have become a standard for music production and other commercial sound design. The radio, television, and film industries are embracing this technology. Multimedia applications such as CD-R, CD-RW, and various DVD formats, audio for video, and the Internet present new opportunities for Audio Engineers. Seattle has firmly established itself in the area of music, radio and television, and multimedia development and production. Competition for the best paying positions is very stiff.

POTENTIAL POSITIONS INCLUDE Audio Engineer, Sound Designer, Recording Engineer, Sound Reinforcement Engineer, Mastering Engineer. These positions are available in post-production houses and a variety of other related businesses within the music, radio, television, film and multimedia industries. Many digital audio specialists work on a freelance or contract basis. Entry-level wages generally range from \$10 to \$30 per hour. For employment outlook, see the U.S. Dept. of Labor Occupational Outlook Handbook at <http://www.bls.gov/OCO/>.

MUSIC TECHNOLOGY: Digital Audio Engineering

Shoreline Community College: A.A.A.S. Degree

PROGRAM PREREQUISITES

Students without secure knowledge of music fundamentals and keyboard ability should take MUSC 100 & 120 before taking MUSC& 141. Students completing ANY A.A.A.S. Degree in Music Technology are required to maintain a final grade of 2.0 in each music theory course and each digital audio course in order to progress to the next class.

Courses marked with an * meet the General Education/Related Instruction requirements.

** MUSC& 241, 242, 243 may be substituted for MUSTC 241, 242, 243.

SAMPLE SCHEDULE

First Year

Fall Quarter			Cr.	Gr.
VCT 124	Basic Macintosh Systems	2	___	
MUSC& 141	Music Theory I	5	___	
MUSIC 151	Class Piano/Theory I	2	___	
MUSTC 100	Vocational Music Seminar	2	___	
MUSTC 121	1st Year Audio Recordg 1	3	___	
MUSTC 131	Digital Audio Productn 1	3	___	
MUSTC 151	Intro to MIDI	2	___	

Winter Quarter			Cr.	Gr.
MUSC& 142	Music Theory II	5	___	
MUSC 139	Intro to Sibelius	3	___	
MUSC 152	Class Piano/Theory II	2	___	
MUSTC 101	Music Recording/Publishg	2	___	
MUSTC 122	1st Year Audio Recordg 2	3	___	
MUSTC 132	Digital Audio Productn 2	3	___	

Spring Quarter			Cr.	Gr.
ENGL& 101*	English Composition I	5	___	
MUSTC 102	Rights/Methods-Mltimedia	2	___	
MUSTC 123	1st Year Audio Recordg 3	3	___	
MUSTC 133	Digital Audio Productn 3	3	___	
MUSTC 143	Intro Pop/Com Mus Theory	3	___	

Second Year

Fall Quarter			Cr.	Gr.
CMST 203*	Commun Across Difference	5	___	
MUSTC 221	Multitrack Music Prod 1	3	___	
MUSTC 231	Audio Post-I Production	5	___	
MUSTC 241	Pop/Comm Music Theory 1	4	___	

Winter Quarter			Cr.	Gr.
BUS 105*	Essentials of Human Rela	2	___	
MUSTC 152	MIDI Sequencing I	2	___	
MUSTC 222	Multitrack Music Prod 2	3	___	
MUSTC 232	Audio Post II Radio Prod	5	___	
MUSTC 242	Pop/Comm Music Theory 2	4	___	

Spring Quarter			Cr.	Gr.
MUSTC 106*	Acoustics of Music	5	___	
MUSTC 223	Multitrack Music Prod 3	3	___	
MUSTC 233	Audio Post III-D Aud/Vid	5	___	
MUSTC 243	Pop/Comm Music Theory 3	4	___	
MUSTC 274	MIDI Portfolio Develop	2	___	

Total Required Credits 105

2821

Every effort has been made to ensure the accuracy of the information in this publication. However, the information is subject to change without notice, and final career decisions are the responsibility of the reader.

PROGRAM REQUIREMENTS

Core Curriculum			Cr.	Gr.
ENGL& 101*	English Composition I	5	___	
MUSTC 106*	Acoustics of Music	5	___	
CMST 203*	Multicultural Comm	or		
MCS 105	Intro to Multicul Stud	5	___	
BUS 105*	Essentials of Human Rela	2	___	
VCT 124	Basic Macintosh Systems	2	___	

Music Tech/Music Requirements			Cr.	Gr.
MUSC& 141	Music Theory I	5	___	
MUSC& 142	Music Theory II	5	___	
MUSC 139	Intro to Sibelius	3	___	
MUSC 151	Class Piano/Theory I	2	___	
MUSC 152	Class Piano/Theory II	2	___	
MUSTC 100	Vocational Music Seminar	2	___	
MUSTC 101	Music Recording/Publishg	2	___	
MUSTC 102	Right/Methods-Mltimedia	2	___	
MUSTC 121	1st Year Audio Recordg 1	3	___	
MUSTC 122	1st Year Audio Recordg 2	3	___	
MUSTC 123	1st Year Audio Recordg 3	3	___	
MUSTC 131	Digital Audio Productn 1	3	___	
MUSTC 132	Digital Audio Productn 2	3	___	
MUSTC 133	Digital Audio Productn 3	3	___	
MUSTC 143	Intro Pop/Com Mus Theory	3	___	
MUSTC 151	Intro to MIDI	2	___	
MUSTC 152	MIDI Sequencing I	2	___	
MUSTC 221	Multitrack Music Prod 1	3	___	
MUSTC 222	Multitrack Music Prod 2	3	___	
MUSTC 223	Multitrack Music Prod 3	3	___	
MUSTC 231	Audio Post-I Production	5	___	
MUSTC 232	Audio Post II Radio Prod	5	___	
MUSTC 233	Audio Post III-D Aud/Vid	5	___	
MUSTC 241	Pop/Comm Music Theory 1	4	___	
MUSTC 242	Pop/Comm Music Theory 2	4	___	
MUSTC 243	Pop/Comm Music Theory 3	4	___	
MUSTC 274	MIDI Portfolio Develop	2	___	

STUDENT NAME _____

STUDENT I.D. _____

APPROVAL TO GRADUATE

ADVISOR APPROVAL _____ DATE _____

DIVISION DEAN APPROVAL _____ DATE _____

CREDENTIALS APPROVAL _____ DATE _____