

MUSIC INDUSTRY, MINOR

Program Description

The minor in music industry is designed to provide students with the basic specialized skills required for post-graduate employment opportunities in arts marketing and management, studio technology, and audio recording. Students will have hands-on opportunities to work with up-to-date software packages used in music industry. Finally, students will have a significant opportunity to undertake an independent practical project within a chosen area of the music industry.

Program Requirements

Code	Title	Hours
Required Courses		
MIND 3311	Applications of Music Technology	3
MIND 3312	Recording Techniques I	3
MIND 3313	Recording Techniques II	3
MIND 3320	Music Business Survey	3
MIND 3321	Music Business II	3
MIND 4396	Directed Individual Study	3
or MIND 4398	Applied Experience	
Total Hours		18

Courses

MIND 3311 Applications of Music Technology 3 Semester Credit Hours (3 Lecture Hours)

Designed for both music majors and non-majors, this course will focus on hands-on learning in a workshop environment. Students will gain perspective on the people, procedures, data, software and hardware associated with the creation of music. Topics discussed include: computer proficiency, MIDI, computer based music notation, sequencing music evaluation, music and the Internet, and current trends in music technology.

MIND 3312 Recording Techniques I 3 Semester Credit Hours (3 Lecture Hours)

Designed for both music majors and non-majors, this course is an examination of the art of audio recording. The curriculum will cover signal flow of the mixing console as it applies to both recording and sound reinforcement; microphones and techniques of application; use of sonic effects; recording devices (Digital, and Hard Disk); synchronization formats; etc.

MIND 3313 Recording Techniques II 3 Semester Credit Hours (3 Lecture Hours)

A continuation of MIND 3312 Recording Techniques. The curriculum will cover advanced topics regarding digital console technology, power and ground related issues, studio acoustics and design, digital audio technology, multimedia and web applications, amplifiers, noise reduction, monitoring, surround sound, and mastering procedures.

MIND 3314 Live Sound Engineering 3 Semester Credit Hours (3 Lecture Hours)

Designed for both music majors and non-majors, an overview of the basic principles of sound and reinforcement and how audio can be manipulated utilizing current live sound technology. Topics will include signal flow, microphone selection and placement, signal processing, and mixing.

MIND 3315 Musical Acoustics 3 Semester Credit Hours (3 Lecture Hours)

Designed for both music majors and non-majors, an overview of acoustics with emphasis in the areas of scientific knowledge that are relevant to music: the physiological properties of sounds; the effect of acoustical environment; the acoustical behavior of musical instruments; and the various applications of electronics and computers to the production, reproduction, and composition of music.

MIND 3316 Introduction to MIDI Sound Synthesis and Control 3 Semester Credit Hours (3 Lecture Hours)

Designed for both music majors and non-majors, this course introduces students to the Musical Instrument Digital Interface (MIDI) sequencing using computer software and keyboard synthesizers. Students learn concepts, basic theory and techniques, and the application of MIDI techniques to the production of music. Hands-on projects are completed using MIDI keyboard synthesizers and sequencer software.

MIND 3320 Music Business Survey 3 Semester Credit Hours (3 Lecture Hours)

Designed for both music majors and non-majors, this course is an overview of the practices and procedures of the music industry, including such topics as career possibilities, publishing, labels, marketing, and copyrights. It also includes an overview of career options will include performer, composer, record producer and engineer, artist manager, booking agent, concert promoter, sales, marketing, and entertainment attorney.

MIND 3321 Music Business II 3 Semester Credit Hours (3 Lecture Hours)

Designed for both music majors and non-majors, this course is an in depth examination of the practices and procedures of the music industry that pertain to accounting, taxes, copyright, licensing, marketing and contracts. The primary objective of this course is to develop a working knowledge of the music industry and to remain in compliance with the U.S. legal system.

MIND 3322 Entertainment Law and the Music Industry 3 Semester Credit Hours (3 Lecture Hours)

Designed for both music majors and non-majors, an overview of the legal practices and ramifications of United States law and its influence on the music industry. Topics will include intellectual property, business structures, contracts, distribution regulations, and copyrights. Legal practices for entertainment mediums will include television, film, live stage performances, recording, and publishing.

MIND 4396 Directed Individual Study 1-3 Semester Credit Hours

See College description. Offered on application.

MIND 4398 Applied Experience 3 Semester Credit Hours

See College description. Offered on application.