Audio Production Associate of Applied Science

Degree Type

Associate of Applied Science

Environment

online

Program Length

56 weeks

Overview

Full Sail University began in 1979 as a recording school. Since then, developments in the recording industry have created new opportunities to build upon the university's foundational recording curriculum. Audio production is increasingly the domain of independent recording engineers, editors, vocal specialists, and other craftspeople who work in a variety of facilities and studios. Students will learn technical skills, production methodologies, and remote workflows applicable to multiple environments, preparing them for entry into careers across today's audio industry. The Audio Production degree programs provide opportunities to engage in business scenarios common to the modern audio professional. The Audio Production curriculum features courses that encompass listening skills, production techniques, editing and mixing skills, and an introduction to event production. The Audio Production degree program also has foundational courses focusing on music history, business fundamentals, and professional development.

Objective

Associate of Applied Science The goal of the Audio Production Associate of Applied Science degree program is to prepare you for entry-level audio positions in the entertainment industry, such as recording engineer, sound effects editor, music editor, and assistant mix engineer. With a focus on contemporary technical skills and practical applications, you will gain the ability to record and mix audio for music projects, podcasts, and new media as well as explore the realm of live production and corporate A/V. In addition to technical proficiency and creative development, your education will help you develop critical-thinking, problem-solving, and analytical skills that will provide you a solid set of career-focused foundational competencies. This career-focused education will equip you with the tools to help sustain a long and productive professional career in the entertainment and media industries.

This program is designed to be paired with the <u>Audio Arts Bachelor of Science Completion Program with a Concentration in Audio Production</u> degree program. <u>Apply today</u> to get started.

Month 1

Code	Title	Credit Hours
GEN1011	Creative Presentation	3.0

Month 2

Code	Title	Credit Hours
DEP1013	Psychology of Play	3.0

Month 3

Code	Title	Credit Hours
VID1555	Video-Sharing Platforms	4.0

1 Full Sail University

Month 4

Code	Title	Credit Hours
AUD1923	Recording Principles	4.0

Month 5

Code	Title	Credit Hours
AUD2001	Principles of Music	3.0

Month 6

Code	Title	Credit Hours
REC1732	Sequencing Technology	4.0

Month 7

Code	Title	Credit Hours
REC3414	Audio Workstations	4.0

Month 8

Code	Title	Credit Hours
SHP2033	Introduction to Show Production Systems	4.0
ENC1101	English Composition I	4.0

Month 9

Code	Title	Credit Hours
AUD229	Project and Portfolio II: Audio Arts	3.0
RAR3111	Professional Development Seminar I: Audio Arts	1.0

Month 10

Code	Title	Credit Hours
APR3571	Structure of Music	4.0
REC3515	Critical Listening	4.0

Month 11

Code	Title	Credit Hours
APR3466	Mixing Techniques	4.0

2 Full Sail University

Month 12

Code	Title	Credit Hours
APB239	Project and Portfolio III: Audio Production	3.0
AAR3222	Professional Development Seminar II: Audio Arts	1.0

Month 13

Code	Title	Credit Hours
REC3304	Modern Production Techniques	4.0

Month 14

Code	Title	Credit Hours
AUD3011	Fundamentals of Music Business	3.0
AUD3311	History of Recorded Music	3.0
	Total Credit Hours	63

Please Note

 Associate of Applied Science (A.A.S.) degree programs are designed to prepare students for entry into technical and professional fields. A.A.S. degree programs are fully transferable into related Full Sail University bachelor's programs. The transferability of credit from Full Sail to another institution is at the discretion of the accepting institution. It is the student's responsibility to confirm whether or not credits will be accepted by another college.

Full Sail University