

# Audio Arts Bachelor of Science Completion Program with a Concentration in Music Production

## Degree Type

Bachelor of Science

## Environment

online

## Program Length

52 weeks

## Overview

The Audio Arts Bachelor of Science program is designed to develop the knowledge and skills of audio professionals in the entertainment and media industries. The program focuses on recording, music, and event production and provides students with a strong foundation of academic and hands-on coursework. After you complete the core Audio Arts curriculum, you will have the opportunity to choose a concentration in Show Production, Music Production, Audio Production, or Recording Arts. The Audio Arts curriculum offers threaded project and portfolio courses that provide you with a relevant and comprehensive project-based learning experience throughout your academic journey. Additionally, career readiness education provided in the program guides students through professional development, career planning, and entrepreneurship objectives applicable to the audio industry.

## Objective

**Bachelor's Objective** Our goal is to provide you with a focused knowledge and understanding of essential skills to enhance your ability to qualify for entry-level industry positions in recording, songwriting, sound reinforcement, audio postproduction, lighting, music supervision, live video and multimedia, music composition, game audio, media scoring, and more, depending on your chosen concentration. In addition to academic mastery, technical proficiency, and creative development, it is our goal to help you develop critical-thinking, problem-solving, and analytical skills that contribute to lifelong learning, providing you with tools to help sustain a long and productive professional career in the entertainment and media industries.

Students enrolling in this completion program will also complete the [Music Production Associate of Applied Science](#) degree program. [Apply today](#) to get started.

## Month 1

Code	Title	Credit Hours
HUM3505	Popular Culture in Media	4.0
MPR3111	Professional Development Seminar I: Music Production	1.0

## Month 2

Code	Title	Credit Hours
MPR3223	Engineering Skills for the Music Producer	4.0

## Month 3

Code	Title	Credit Hours
MPR3925	Topics in Music Theory	3.0

## Month 4

Code	Title	Credit Hours
STA3001	Statistics	4.0

## Month 5

Code	Title	Credit Hours
MPR3311	Musical Arrangement	4.0
ENC326	Professional Writing	4.0

## Month 6

Code	Title	Credit Hours
PHY3020	Physical Science	4.0

## Month 7

Code	Title	Credit Hours
AAR349	Project and Portfolio IV: Audio Arts	3.0
MPR3222	Professional Development Seminar II: Music Production	1.0

## Month 8

Code	Title	Credit Hours
MPR4416	Audio Engineering Techniques	4.0

## Month 9

Code	Title	Credit Hours
MPR3701	Music Production for Media	4.0

## Month 10

Code	Title	Credit Hours
AAR359	Project and Portfolio V: Audio Arts	3.0

## Month 11

Code	Title	Credit Hours
AAR4601	Entrepreneurship in the Audio Industry	3.0
MAN3152	Leadership and Organizational Behavior	4.0

## Month 12

<b>Code</b>	<b>Title</b>	<b>Credit Hours</b>
MPR3452	Game Music Composition	3.0

## Month 13

<b>Code</b>	<b>Title</b>	<b>Credit Hours</b>
AAR469	Project and Portfolio VI: Audio Arts	3.0
CRR4000	Career Readiness	4.0
<b>Total Credit Hours</b>		<b>60</b>

### Please Note

- The approved program is a degree completion program. Entering students must have a related associate degree or higher level degree and must complete at least 60 semester hours for a total of 120 credit hours.