

# Music Production Bachelor of Science - Campus

## Degree Type

Bachelor of Science

## Environment

campus

## Program Length

80 weeks

## Overview

With the music industry's growing use of the Internet and the collaborative aspects of the music production environment, the demand for original music content has increased. Full Sail University's Music Production curriculum encompasses music theory and composition, digital recording, and music production. Whether you're a novice or a veteran musician, this degree program provides you with a formal education that can help prepare you for a variety of career paths in the world of music creation and production. From digital audio principles, digital workstation technology, and digital signal flow to advanced audio production and engineering techniques, music theory, and music history, the curriculum covers many different procedures and applications found in the music production world. Through coursework utilizing a personal production studio consisting of a laptop computer and a variety of professional audio-software programs, you will gain the confidence and skills to help you succeed in a variety of music production environments after graduation. In addition to music production skills and techniques, you will also develop communication and critical-thinking skills while taking courses in physics, cultural studies, and professional writing.

## Objective

**Bachelor's Objective** Our goal is to provide you with the focused knowledge and understanding of music production technology and concepts needed to qualify for entry-level industry positions as multimedia music composers and producers, audio and sound-effects technicians, music supervisors, music editors, project-studio engineers, beat programmers, music arrangers, songwriters, digital-music recording engineers, postproduction audio engineers, MIDI/digital audio workstation operators and programmers, and a variety of other positions in the audio and entertainment industries. In addition to gaining technical proficiency and creative development, your education will 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.

## Month 1

Code	Title	Credit Hours
GEN1011	Creative Presentation	3.0
DEP1013	Psychology of Play	3.0

## Month 2

Code	Title	Credit Hours
AEM1001	Audio Arts in the Entertainment and Media Industries	4.0
ENC1101	English Composition I	4.0

## Month 3

<b>Code</b>	<b>Title</b>	<b>Credit Hours</b>
AUD1923	Recording Principles	4.0

## Month 4

<b>Code</b>	<b>Title</b>	<b>Credit Hours</b>
APR1355	Fundamentals of Music	3.0

## Month 5

<b>Code</b>	<b>Title</b>	<b>Credit Hours</b>
REC1732	Sequencing Technology	4.0

## Month 6

<b>Code</b>	<b>Title</b>	<b>Credit Hours</b>
REC3414	Audio Workstations	4.0
AUD119	Project and Portfolio I: Audio Arts	3.0

## Month 7

<b>Code</b>	<b>Title</b>	<b>Credit Hours</b>
APR3570	Musical Structure and Analysis	4.0

## Month 8

<b>Code</b>	<b>Title</b>	<b>Credit Hours</b>
MPR1202	Musicianship	4.0
MPB229	Project and Portfolio II: Music Production	3.0
MPRC111	Professional Development Seminar I: Music Production	1.0

## Month 9

<b>Code</b>	<b>Title</b>	<b>Credit Hours</b>
HUM1505	Popular Culture in Media	4.0
MUH2429	History of Popular Music	4.0

## Month 10

<b>Code</b>	<b>Title</b>	<b>Credit Hours</b>
MGF1213	College Mathematics	4.0
MPB239	Project and Portfolio III: Music Production	3.0
MPRC222	Professional Development Seminar II: Music Production	1.0

## Month 11

<b>Code</b>	<b>Title</b>	<b>Credit Hours</b>
AUD3311	History of Recorded Music	3.0

## Month 12

<b>Code</b>	<b>Title</b>	<b>Credit Hours</b>
MPR3113	Music Genres	4.0

## Month 13

<b>Code</b>	<b>Title</b>	<b>Credit Hours</b>
PHY1020	Fundamentals of Physical Science	4.0
MPR3311	Musical Arrangement	4.0

## Month 14

<b>Code</b>	<b>Title</b>	<b>Credit Hours</b>
MPB349	Project and Portfolio IV: Music Production	3.0

## Month 15

<b>Code</b>	<b>Title</b>	<b>Credit Hours</b>
ENC326	Professional Writing	4.0
MPR3925	Topics in Music Theory	3.0

## Month 16

<b>Code</b>	<b>Title</b>	<b>Credit Hours</b>
MPR4416	Audio Engineering Techniques	4.0
MPB359	Project and Portfolio V: Music Production	3.0

## Month 17

<b>Code</b>	<b>Title</b>	<b>Credit Hours</b>
HUM302	Cultural Studies	4.0
MPR3701	Music Production for Media	4.0

## Month 18

<b>Code</b>	<b>Title</b>	<b>Credit Hours</b>
MPR4418	Audio Production for Media	4.0
MPB469	Project and Portfolio VI: Music Production	3.0

## Month 19

<b>Code</b>	<b>Title</b>	<b>Credit Hours</b>
AUD3011	Fundamentals of Music Business	3.0
MPR3452	Game Music Composition	3.0

## Month 20

<b>Code</b>	<b>Title</b>	<b>Credit Hours</b>
MPB479	Project and Portfolio VII: Music Production	3.0
CRR4000	Career Readiness	4.0
<b>Total Credit Hours</b>		<b>120</b>

Note: Some specific courses may be offered online. Please see course descriptions for details.