Audio Technology, Associate in Applied Science Degree

NMC Code 451

The NMC Audio Tech program will help prepare students for a career in the audio technology field. Careers in the audio technology field include: Sound Engineer, Recording Engineer, Sound Designer, Live and Theater Sound Engineer, Composer, Mixing Engineer, Mastering Engineer, Archivist, Audio and Visual Equipment Technician, Producer, Broadcast Technician, Pro Tools Operator, Audio Editor, and Audio Post Production.

At NMC, we believe our Audio Tech students will be better prepared for the workforce and the ever-changing music industry by combining aspects of a traditional music education, hands-on training on the newest technology, and opportunities to learn in a variety of environments and experiences – the studio, the stage, and the classroom. Students will have the opportunity to learn, and work with, industry-standard hardware and software recording platforms including: Logic Pro and Pro Tools. Students will also have practical real-world experience in studio and live recording, sound design, composing, mixing, and mastering. The NMC Audio Technology Program is designed to be completed in four semesters. While completing coursework in the Audio Technology Program, students will have the opportunity to earn platform-specific certification, professional credentials of value, and an Associate in Applied Science degree.

Requirements

Major Requirements

Course | Title | Credits
--- | --- | ---
**General Education Requirements**
ENG 111 | English Composition | 4
BUS 231 | Professional Communications | 3-4
or ENG 112 | English Composition | 3-4
Select one of the following:
MUS 110 | Music Appreciation Stand Lit | 3
MUS 111 | Music Appreciation Jazz | 3
MUS 129 | History of Rock and Roll | 3
Math Competency \(^1\)
Any Group 1 Science course with lab | | 4
Any Group 1 Social Science course | | 3
**Occupational Specialty Requirements**
AUD 100 | Applied Music - Audio Tech | 2
AUD 101 | Theory for Studio Engineers | 2
AUD 110 | Studio Recording I | 2
AUD 111 | Studio Recording II | 2
AUD 120 | Digital Audio I | 2
AUD 121 | Digital Audio II | 2
AUD 130 | Live Sound I | 2
AUD 131 | Live Sound II | 2
AUD 210 | Studio Recording III | 2
AUD 220 | Digital Audio III | 2
AUD 230 | Live Sound III | 2
AUD 250 | Audio Tech Practicum | 2
AUD 260 | Audio Tech Internship | 3
AUD 270 | Audio Tech Final Project | 3
MUS 101 | Theory of Music \(^2\) or MUS 100A | 3
or MUS 100A | Intro to Music Theory I | 3
MUS 102 | Theory of Music \(^2\) or MUS 100B | 3
or MUS 100B | Intro to Music Theory II | 3
MUS 103 | Sight Singing & Ear Training \(^2\) or MUS 105A | 1
or MUS 105A | Intro to Ear Training I | 1
MUS 104 | Sight Singing & Ear Training \(^2\) or MUS 105B | 1
or MUS 105B | Intro to Ear Training II | 1
MUS 106 | Class Piano I | 2
MUS 107 | Class Piano II | 2
MUS 112 | Class Guitar I | 2
**Total Credits** | | 61-62

Math Competency may be fulfilled by completing MTH 100 Quantitative Literacy with a grade of 2.0 or better, or placement into any math course higher than MTH 100.

Students will take a Music Theory Placement Test at the start of the semester.

Course Sequence Guide

<table>
<thead>
<tr>
<th>Year 1</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Fall</strong></td>
<td></td>
</tr>
</tbody>
</table>
| MUS 101 or MUS 100A | Theory of Music or Intro to Music Theory I | 3
| MUS 103 or MUS 105A | Sight Singing & Ear Training or Intro to Ear Training I | 1
| MUS 106 | Class Piano I | 2
| MUS 112 | Class Guitar I | 2
| AUD 100 | Applied Music - Audio Tech | 2
| AUD 101 | Theory for Studio Engineers | 2
| AUD 120 | Digital Audio I | 2
| AUD 130 | Live Sound I | 2
| **Credits** | 16 |
| **Spring** | |
| MUS 102 or MUS 100B | Theory of Music or Intro to Music Theory II | 3
| MUS 104 or MUS 105B | Sight Singing & Ear Training or Intro to Ear Training II | 1
| MUS 107 | Class Piano II | 2
| MUS 110 or MUS 111 or MUS 129 | Music Appreciation Stand Lit or Music Appreciation Jazz or History of Rock and Roll | 3
| AUD 110 | Studio Recording I | 2
| AUD 121 | Digital Audio II | 2
| AUD 131 | Live Sound II | 2
| **Credits** | 15 |
### Year 2

#### Fall

<table>
<thead>
<tr>
<th>Course</th>
<th>Title</th>
<th>Credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>AUD 111</td>
<td>Studio Recording II</td>
<td>2</td>
</tr>
<tr>
<td>AUD 220</td>
<td>Digital Audio III</td>
<td>2</td>
</tr>
<tr>
<td>AUD 230</td>
<td>Live Sound III</td>
<td>2</td>
</tr>
<tr>
<td>AUD 250</td>
<td>Audio Tech Practicum</td>
<td>2</td>
</tr>
<tr>
<td>ENG 111</td>
<td>English Composition</td>
<td>4</td>
</tr>
<tr>
<td>Any Group 1 Social Sciences course</td>
<td></td>
<td>3</td>
</tr>
<tr>
<td></td>
<td><strong>Credits</strong></td>
<td><strong>15</strong></td>
</tr>
</tbody>
</table>

#### Spring

<table>
<thead>
<tr>
<th>Course</th>
<th>Title</th>
<th>Credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>AUD 210</td>
<td>Studio Recording III</td>
<td>2</td>
</tr>
<tr>
<td>AUD 260</td>
<td>Audio Tech Internship</td>
<td>3</td>
</tr>
<tr>
<td>AUD 270</td>
<td>Audio Tech Final Project</td>
<td>3</td>
</tr>
<tr>
<td>BUS 231 or ENG 112</td>
<td>Professional Communications or English Composition</td>
<td>3-4</td>
</tr>
<tr>
<td>Any Group 1 Science course with lab</td>
<td></td>
<td>4</td>
</tr>
<tr>
<td></td>
<td><strong>Credits</strong></td>
<td><strong>15-16</strong></td>
</tr>
</tbody>
</table>

**Total Credits** 61-62

### Notes:

- Based on results of the Music Theory Placement Test, students may be placed in MUS 100A Intro to Music Theory I and MUS 105A Intro to Ear Training I instead of MUS 101 Theory of Music and MUS 103 Sight Singing & Ear Training.
- Students may take AUD 100 Applied Music - Audio Tech during any semester, and may take it more than once.
- Students may also enroll in other Applied Lesson and/or Ensembles.
- Math Competency may be fulfilled by completing MTH 100 Quantitative Literacy with a grade of 2.0 or better, or placement into any math course higher than MTH 100.