

**The following revisions are proposed for the A.A.S. Degree in Digital Music Program**

**Program: A.A.S. Degree in Digital Music Program**

**Program Code: 32619**

**Effective:**

<b>From:</b>			<b>To:</b>		
<b>A.A.S. Degree in Digital Music Program</b>			<b>A.A.S. Degree in Digital Music Revised Program</b>		
<b>General Requirements</b>		<b>Credits</b>	<b>General Requirements</b>		<b>Credits</b>
ENG 110	Expository Writing	3	ENG 110	Expository Writing	3
ENG 111	Literature & Composition	3	ENG 111	Literature & Composition	3
MAT 100	College Mathematics or higher (except MAT 105)	3	MAT 100	College Mathematics or higher (except MAT 105)	3
or higher			or higher		
<del>PHY 105</del>	<del>Physics of Sound</del>	<del>3</del>		<u>Natural Sciences (Pathways)</u>	<u>4</u>
PSY 101	General Psychology	3	PSY 101	General Psychology	3
or	Introduction to Sociology		or	Introduction to Sociology	
SOC 101			SOC 101		
<del>Liberal Arts Elective</del>		<del>3</del>	Foreign Language		4
<b>Subtotal</b>		<b>18</b>	<b>Subtotal</b>		<b>20</b>
<b>Major Requirements</b>			<b>Major Requirements</b>		
MUS 101	Fundamentals of Music at the Keyboard	3	MUS 101	Fundamentals of Music at the Keyboard	3
MUS 102	Music Theory & Ear Training I	3	MUS 102	Music Theory & Ear Training I	3
MUS 118	History of Western Musical Styles	3	MUS 118	History of Western Musical Styles	3
<b>Music Electives (Choose any two of the following)</b>			<b>Music Electives (Choose one of the following)</b>		
BLS 161	Hip Hop World View	3	BLS 161	Hip Hop World View	3
or			or		
LAC 262	History of Latin American and Caribbean Music	3	LAC 262	History of Latin American and Caribbean Music	3
or			or		
MUS 114	History of the Film Score	3	MUS 114	History of the Film Score	3
or			or		

MUS 116	World Music	3	MUS 116	World Music	3
<b>Digital Music Sequence</b>			<b>Digital Music Sequence</b>		
DM 103	History of Electronic Music	3	DM 103	History of Electronic Music	3
DM 106	Introduction to Recording Techniques	3	DM 106	Introduction to Recording Techniques	3
DM 201	Synthesizers, Sampling & MIDI Production	3	DM 201	Synthesizers, Sampling & MIDI Production	3
DM 202	Sound Lab 1	3	DM 202	Sound Lab 1	3
DM 205	Sound Design	3	DM 205	Sound Design	3
			<u>DM 206</u>	<u>Production</u>	<u>3</u>
<b>Subtotal</b>		<b>30</b>	<b>Subtotal</b>		<b>30</b>
<b>Major Area Electives</b> ( <u>Choose three of the following</u> )			<b>Major Area Electives</b> ( <u>Choose three of the following</u> )		
<u>BUS 101</u>	<u>Intro to Business for the Digital Entrepreneur</u>	<u>3</u>	<u>BUS 101</u>	<u>Intro to Business for the Digital Entrepreneur</u>	<u>3</u>
<u>DD 101</u>	<u>Intro to the Digital Toolbox</u>	<u>3</u>	<u>DD 101</u>	<u>Intro to the Digital Toolbox</u>	<u>3</u>
<u>DD 102</u>	<u>Media Design in Digital Age</u>	<u>3</u>	<u>DD 102</u>	<u>Media Design in Digital Age</u>	<u>3</u>
<u>DD 107</u>	<u>Concepts in Animation</u>	<u>3</u>	<u>DD 107</u>	<u>Concepts in Animation</u>	<u>3</u>
<u>DD 112</u>	<u>Web Design I</u>	<u>3</u>	<u>DD 112</u>	<u>Web Design I</u>	
<u>DD 202</u>	<u>Video Production</u>	<u>3</u>	<u>DD 202</u>	<u>Video Production</u>	<u>3</u>
<u>DM 301</u>	<u>Advance Digital Illustration</u>	<u>3</u>	<u>DM 301</u>	<u>Advance Digital Illustration</u>	
<u>DM 310</u>	<u>Sound as a Story</u>	<u>3</u>	<u>DM 310</u>	<u>Sound as a Story</u>	<u>3</u>
<u>DM 315</u>	<u>Sound Design in Context</u>	<u>3</u>	<u>DM 315</u>	<u>Sound Design in Context</u>	<u>3</u>
<u>DM 316</u>	<u>Production II</u>	<u>3</u>	<u>DM 316</u>	<u>Production II</u>	<u>3</u>
<u>GD 101</u>	<u>Introduction to Game Design</u>	<u>3</u>	<u>GD 101</u>	<u>Introduction to Game Design</u>	
<u>MUS 207</u>	<u>Music Theory &amp; Ear Training II</u>	<u>3</u>	<u>MUS 207</u>	<u>Music Theory &amp; Ear Training II</u>	<u>3</u>
			<u>VPA 141</u>	<u>Music Appreciation</u>	<u>3</u>
			<u>DM 298</u>	<u>Independent Study I</u>	<u>3</u>
			<u>DM 299</u>	<u>Independent Study II</u>	<u>3</u>
<b>Subtotal</b>		<b>9</b>	<b>Subtotal</b>		<b>9</b>
<b>Total Degree Credits</b>		<b>60</b>	<b>Total Degree Credits</b>		<b>59</b>

				<b>Free Elective</b>	<b>1</b>
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**Rationale:**

VPA 141 will give Digital Music majors perspective that will help with Digital Music production classes. Removing Introduction to Game Design, Advanced Digital Illustration, and Web Design 1 as Digital Music major electives will encourage Digital Music majors to take Digital Music classes instead. This will help students build their digital music portfolio and encourage classes that provide students with hands-on studio time. PHY 105 is useful for Digital Music majors who are interested in acoustics but can be overly technical for aspiring music producers. The proposed change would allow students to take any Natural Science class instead of PHY 105. Currently the general requirements do not account for 1/3 of the DM track. The proposed changes would correct that. DM206 Production would become a 4 credit class. Students will work towards portfolio-level compositions. There were many co-requisites that were either redundant or impossible to satisfy based on other pre-requisites. The new proposed curriculum has clear pre-requisites that clarify an efficient four-semester plan. DM301 Advance Digital Illustration appears to be a type-o in the current list. It has been removed for the proposed change. Independent Study I and II will be added to the list of major electives for DM students. The independent study classes allow flexibility for unique opportunities in the field of professional audio. The 1 free elective credit will be used by making DM 206 Production a four-credit course.