

# AUDIO ARTS

## Arts Division S0434

The Audio Arts degree provides students with conceptual, technical, and creative skills necessary for employment in audio-related positions in a variety of industries. These industries include, but are not limited to, music, film, TV, radio, animation, gaming, theater, event management, theme parks, commercial installations, and integrated systems. The program provides training in audio production, engineering, and business for recordings, live events, and multimedia.

Students who successfully complete the Associate's of Science program will be able to:

1. Collaborate effectively in the development of high-quality audio productions.
2. Lead and manage complex audio productions.
3. Develop audio productions for a specified purpose in a variety of settings.
4. Analyze and critique audio productions in their historical and cultural context.
5. Analyze emerging technology and industry developments to make strategic decisions.
6. Operate advanced audio systems in recording, live, and multimedia settings.
7. Apply technical knowledge and skills to the development of high-quality audio productions.
8. Apply creative audio techniques to the development of effective audio productions.

While the audio job market is competitive and position placement is in no way guaranteed, successful graduates will gain competitive skills necessary for pursuing entry-level employment as a (n):

1. Producer or director
2. Studio, mix, or live sound engineer
3. Sound designer or arranger
4. Sound editor
5. Entertainer or performer
6. Audio and video equipment technician
7. Media and communication worker
8. Communication equipment operator

## Required Courses

Course Prefix	Course Name	Units
MUSA 100	Fundamentals of Audio Technology	3
MUSA 110	Acoustics for Audio Production	3
MUSA 120	Electronic Music	3
MUSA 130	Business of Audio Production	3
MUSA 150	Audio Recording	3
MUSA 160	Live Sound Engineering	3
MUSA 200	Studio Engineering	3
MUSA 210	Audio for Multimedia	3
MUSA 220	Sound Design for Live Performance	3
MUSA 250	Audio Capstone	3

## Required Electives

Select 6 units from the following		6
R-TV 11A	Beginning Radio Production	
ELEC 50A	Electronic Circuits - Direct Current (DC)	
ELEC 50B	Electronic Circuits (AC)	
THTR 14	Stagecraft	
BUSM 66	Small Business Management	
MUSA 230	Songwriting	
MUSA 299	Work Experience in Audio Arts	
MUS 2	Music Theory	
MUS 5A	Musicianship - Ear Training and Sight Singing	
R-TV 01	Introduction to Electronic Media	
Total Units		36

## Program Learning Outcomes

Review [Student Learning Outcomes \(SLOs\)](#) for this program.