

## ***B.S. Digital Audio Technology: Audio and Music Production Concentration*** **120 Credits**

✓	<i>Course</i>	<i>Title</i>	<i>Credits</i>	<i>Prerequisites</i>
<b><i>*Remedial Courses</i></b>				
	<b>DAT050</b>	Music Fundamentals	<b>***3</b>	<b>None</b>
	<b>ENG050</b>	Grammar and Composition	<b>**3</b>	<b>None</b>
	<b>MATH003</b>	Intermediate Algebra	<b>**3</b>	<b>None</b>
<b><i>First Academic Year (Fall, Spring, and Summer)</i></b>				
	<b>DAT102</b>	Music Theory 1	3	Placement Test or DAT050 or DAT051
	<b>DAT110</b>	Desktop Production Fundamentals	3	None
	<b>ENG100</b>	English Composition	3	Placement Test or ENG050
	<b>General Education Course</b>	Please see General Education	3	As Required
	<b>General Education Course</b>	Please see General Education	3	As Required
	<b>DAT107</b>	Music Theory 2	3	DAT102
	<b>DAT115</b>	Desktop Audio Production	3	DAT110
	<b>MATH115</b>	College Algebra and Trigonometry	3	Placement Test or MATH003
	<b>General Education Course</b>	Please see General Education	3	As Required
	<b>General Education Course</b>	Please see General Education	3	As Required
<b><i>Second Academic Year (Fall, Spring, and Summer)</i></b>				
	<b>DAT202</b>	Music Theory 3	3	DAT107
	<b>DAT210</b>	Digital Sound Synthesis 1	3	DAT115 and MATH115
	<b>DAT220</b>	Studio Production 1	3	DAT115
	<b>SCI100</b>	Basic Concepts of Physics	3	MATH115
	<b>General Education Course</b>	Please see General Education	3	As Required
	<b>DAT150</b>	Beginning Audio Programming	3	DAT115
	<b>DAT207 or DAT208</b>	Music Theory 4 or Live Sound	3	DAT202 or DAT115
	<b>DAT212</b>	Interactive Audio Production	3	DAT210
	<b>DAT320</b>	Studio Production 2	3	DAT220
	<b>Elective</b>	Lower Division DAT Elective	3	As Required

***\* Remedial classes are required when a placement test is not passed.***

***\*\* Remedial class credits are not counted towards earning a degree.***

✓	Course	Title	Credits	Prerequisites
<b>Third Academic Year (Fall, Spring, and Summer)</b>				
	<b>DAT120</b>	Introduction to the Techniques of Digital Signal Processing	3	MATH115
	<b>DAT303</b>	Cultural Trends and Music Style 1	3	DAT202
	<b>SCI220</b>	Foundations of Musical Acoustics	3	SCI100 or SCI145
	<b>Select two: DAT324, DAT326, DAT420</b>	Studio Production 3, Digital Sound Design, or Audio Mastering	6	DAT320
	<b>DAT282</b>	DAT Professional Practices Seminar	3	DAT220
	<b>DAT338 or DAT340</b>	Cultural Trends and Musical Style 2 or Film Scoring	3	DAT202; or DAT202 and DAT320
	<b>DAT342 or DAT355</b>	Interactive Game Composition or Audio for Video Games	3	DAT202 and DAT212; or DAT324 or DAT326
	<b>General Education Course</b>	Please see General Education	3	As Required
	<b>General Education Course</b>	Please see General Education	3	As Required
<b>Fourth Academic Year (Fall, Spring, and Summer)</b>				
	<b>DAT335</b>	Music Perception and Cognition	3	SCI100 or SCI145
	<b>DAT480 or DAT482</b>	Portfolio 1 or Game Studio 1	3	DAT324 or DAT326; DAT342 or DAT355
	<b>Elective</b>	Upper Division DAT Elective	3	
	<b>General Education Course</b>	Please see General Education	3	As Required
	<b>General Education Course</b>	Please see General Education	3	As Required
	<b>DAT485 or DAT488</b>	Portfolio 2 or Game Studio 2	3	DAT480; or DAT482
	<b>DAT483</b>	DAT Collaborative Project	3	DAT320 or Faculty Approval
	<b>Elective</b>	Upper Division DAT Elective	3	DAT320
	<b>General Education Course</b>	Please see General Education	3	As Required
	<b>General Education Course</b>	Please see General Education	3	As Required

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