

**B.S. Digital Audio Technology: Audio Software Development and
Engineering Concentration
130 Credits**

✓	Course Prefix	Course Title	Credits	Prerequisites
*Remedial Courses				
	MATH003	Intermediate Algebra	**3	None
	ENG050	Grammar and Composition	**3	None
***Additional Math Courses				
	MATH116	Pre-Calculus	***4	Placement Test or MATH003
First Academic Year (Fall, Spring, and Summer)				
	DAT110	Desktop Production Fundamentals	3	None
	ENG100	English Composition	3	Placement Test or ENG050
	MATH143	Calculus 1	4	Placement Test or MATH116
	CS100	Introduction to Scripting: Python	3	None
	General Education Course	Please see General Education	3	As Required
	DAT115	Desktop Audio Production	3	DAT110
	MATH144	Calculus 2	3	MATH143
	SCI145	College Physics 1	4	MATH143
	CS110	C Programming	4	MATH115 or MATH116
	General Education Course	Please see General Education	3	As Required
Second Academic Year (Fall, Spring, and Summer)				
	DAT210	Digital Sound Synthesis 1	3	DAT115 and MATH115
	DAT220	Studio Production 1	3	DAT115
	MATH245	Calculus 3	3	MATH144
	CS212	Java Programming	4	CS110
	CS295	Data Structures and Algorithms	4	CS110 or CS285
	DAT212	Interactive Audio Production	3	DAT210
	MATH295	Discrete Mathematics	3	MATH144
	CS285	C++ Programming: Object Oriented Programming	4	CS100 or CS110 or CSE212
	General Education Course	Please see General Education	3	As Required
	General Education Course	Please see General Education	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 Prefix	Course Title	Credits	Prerequisites
Third Academic Year (Fall, Spring, and Summer)				
	DAT320	Studio Production 2	3	DAT220
	DAT360	Digital Signal Processing	3	MATH245
	SCI220	Foundations of Musical Acoustics	3	SCI145
	CS340	Software Engineering Methods and Project 1	3	CS285
	General Education Course	Please see General Education	3	As Required
	DAT335	Music Perception and Cognition	3	SCI145
	DAT350	Audio Programming	4	CS295
	DAT365	Digital Filter Design	4	DAT360
	General Education Course	Please see General Education	3	As Required
	General Education Course	Please see General Education	3	As Required
Fourth Academic Year (Fall, Spring, and Summer)				
	DAT450 or DAT455	Audio Software Development or Game Audio Programming	3	DAT360
	DAT481	Audio Engineering Project 1	3	DAT350
	Elective	Any STEM Course	3	As Required
	General Education Course	Please see General Education	3	As Required
	General Education Course	Please see General Education	3	As Required
	DAT487	Audio Engineering Project 2	3	DAT481
	DAT483	DAT Collaborative Project	3	DAT320 or Faculty Approval
	Elective	Any STEM Course	3	As Required
	Elective	Any STEM Course	3	As Required
	General Education Course	Please see General Education	3	As Required
	General Education Course	Please see General Education	3	As Required

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