

B.S. Digital Audio Technology Audio & Music Production 130 Credits

Remedial Courses * **				
✓	Course number	Course Name	Credits	Prerequisite
	DAT050	Music Fundamentals	***3	None
	ENG050	Grammar and Composition	***3	None
	MATH050	Basic Algebra	***3	None
Trimester 1 & 2				
✓	Course number	Course Name	Credits	Prerequisite
	DAT102	Music Theory 1 ◊	3	Placement Test or DAT050
	DAT110	Desktop Production Fundamentals ◊	3	None
	HUM100	Disruptive Imagination ◊	3	None
	ENG100	English Composition ◊	3	Placement Test or ENG050
	GE Course	Please see General Education Requirements ◊	3	As Required
	BUS110 or BUS270	Principles of Management or Project Management	3	None ENG100
	DAT107	Music Theory 2	3	DAT102
	DAT115	Desktop Audio Production	3	DAT110
	MATH112	College Algebra	3	Placement Test or MATH003
	GE Course	Please see General Education Requirements	3	As Required
		◊ Recommended first term courses		
Trimester 3 & 4				
✓	Course number	Course Name	Credits	Prerequisite
	DAT203	Songwriting	3	DAT107
	DAT209 or DAT208	Music Composition or Live Sound	3	DAT107 or DAT115
	DAT220	Studio Production 1	3	DAT115
	SCI102	Basic Physics 2	3	MATH112 or MATH115 or MATH116 or MATH143
	DAT212	Introduction to Game Audio	3	DAT115
	DAT281	Audio & Music Industry Business Principles	3	DAT115
	DAT210	Digital Sound Synthesis	3	DAT115
	DAT238	Principles of Room Acoustics	3	SCI100 or SCI101 or SCI102 or SCI145
	DAT320	Studio Production 2	3	DAT220
	GE Course	Please see General Education Requirements	3	As Required
	GE Course	Please see General Education Requirements	3	As Required

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

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

Trimester 5 & 6				
✓	Course number	Course Name	Credits	Prerequisite
	DAT285	Second Year Portfolio	3	Permission of Instructor
	DAT303 or DAT404	Cultural Trends and Musical Style or The Ultimate Electronic Music Production	3	DAT202 or DAT203 DAT210
	DAT335	Music Perception & Cognition	3	SCI100 or SCI101 or SCI102 or SCI145
	GE Course	Please see General Education Requirements	3	As Required
	SCI101	Basic Physics 1	3	MATH112 or MATH115 or MATH116 or SCI145
	(Select Two) DAT324 DAT326 DAT420	Studio Production 3 Digital Sound Design Audio Mastering	6	DAT320
	DAT331	Programming for Audio Production	3	DAT210
	Elective	Elective or Internship	3	As Required
	GE Course	Please see General Education Requirements	3	As Required
	DAT340	Film Scoring	3	DAT202 or DAT203 and DAT320
Trimester 7 & 8				
✓	Course number	Course Name	Credits	Prerequisite
	DAT342 or DAT355	Interactive Game Composition or Game Audio Implementation	3	DAT202 or DAT203 and DAT212 DAT212 or DAT324 or DAT326
	DAT483	MediaWorks 1	3	DAT320
	GE Course	Please see General Education Requirements	3	As Required
	GE Course	Please see General Education Requirements	3	As Required
	DAT325	Audio Production Project	4	DAT220
	DAT480 or DAT489 or GAM485	Portfolio 1 or MediaWorks 2 or Game Studio 2	3	Permission of Instructor DAT483 None
	Elective	Elective or Internship	3	As Required
	GE Course	Please see General Education Requirements	3	As Required
	DAT485	Portfolio 2	3	DAT480 or DAT489 or GAM485
	Elective	Elective or Internship	3	As Required
	GE Course	Please see General Education Requirements	3	As Required

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