Music Technology, Certificate of Proficiency

The Music Technology Certificate of Proficiency prepares students for work in the commercial music industry. Coursework includes completion of the Avid Pro Tools User Certification and Sibelius Certification.

Matriculation Requirements

Interview with commercial music faculty.

Program Requirements

Code	Title	Credit Hours
Total Credit Hours		**21**
Discipline Core Requirements		**21**
		Credits
MUSC 1105	Fundamentals for Music Majors/Minors	3
MUSC 1400	Music Technology I	2
MUSC 1402	Music Technology II	2
MUSC 1410	Survey of Commercial Music Careers	1
MUSC 1810	Contemporary Theory and Improvisation I	3
MUSC 2210	Contemporary Theory and Improvisation II	2
MUSC 2400	Music Technology III	2
MUSC 2420	Music Technology IV	2
MUSC 360R	Commercial Music Private Lessons ((Repeat twice))	2
MUSC 379R	Studio Recording Workshop ((Repeat twice))	2

Graduation Requirements

1. Overall grade point average of 2.0 (C) or above.
2. Residency hours-- minimum of 5 credit hours through course attendance at UVU.

Graduation Plan

This graduation plan is a sample plan and is intended to be a guide. Your specific plan may differ based on your Math and English placement and/ or transfer credits applied. You are encouraged to meet with an advisor and set up an individualized graduation plan in Wolverine Track (http:// www.uvu.edu/wolverinetrack/).

First Year		
Semester 1		**Credit Hours**
MUSC 1105	Fundamentals for Music Majors/Minors	3
MUSC 1400	Music Technology I	2
MUSC 1410	Survey of Commercial Music Careers	1
MUSC 1810	Contemporary Theory and Improvisation I	3
MUSC 2400	Music Technology III	2
MUSC 360R	Commercial Music Private Lessons	1
MUSC 379R	Studio Recording Workshop	1
	Credit Hours	**13**
Semester 2		
MUSC 1402	Music Technology II	2
MUSC 2210	Contemporary Theory and Improvisation II	2
MUSC 2420	Music Technology IV	2
MUSC 360R	Commercial Music Private Lessons	1
MUSC 379R	Studio Recording Workshop	1
	Credit Hours	**8**
	Total Credit Hours	**21**

Program Learning Outcomes

1. Produce audio for live performance, streaming media, and fixed media distribution.
2. Create real-time and sequenced digital music data; i.e., Musical Instrument Digital Interface and Open Sound Control.

3. Manipulate real-time and sequenced digital music data; i.e., Musical Instrument Digital Interface and Open Sound Control.
4. Create electro-acoustic music with technical facility and expressive musicianship.
5. Perform electro-acoustic music with technical facility and expressive musicianship.