

Audio Engineering, Certificate of Proficiency

The Audio Engineering, Certificate of Proficiency is a mid-level certificate intended for students who want to build on their previous knowledge of audio and expand in the directions of audio programming and electrical engineering as it applies to audio. Students will learn the basic skills necessary to design audio hardware and software such as DI boxes, preamps, software plugins and other applications. It is expected that students already be familiar with basic audio tools such as Digital Audio Workstation, compressors, EQ's, time-based effects, etc. This certificate can also be combined with the Digital Audio, AAS degree to shorten the time necessary to complete the Digital Audio, BS degree.

Program Requirements

Code	Title	Credit Hours
Total Credit Hours		28
Discipline Core Requirements		22
		Credits
MATH 1050 or MATH 1055	College Algebra QL College Algebra with Preliminaries QL	4
DAPR 2250	Audio Hardware Basics	3
DAPR 2255	Audio Hardware I	3
DAPR 3255	Audio Hardware II	3
DAPR 3230	Audio Plugin Development I	3
DAPR 3235	Audio Plugin Development II	3
DAPR 3280	Signal Processing for Audio	3
Elective Requirements		6
		Credits
Complete at least 6 credits from the following:		6
DAPR 3580	Live Sound Reinforcement (3)	
DAPR 3240	Advanced Audio Restoration and Forensics (3)	
DAPR 3345	Spatial Audio II (3)	
DAPR 2300	Sound for Games I (3)	
DAPR 3300	Sound for Games II (3)	
DAPR 2110	Production Sound for Cinema (3)	
DAPR 2345	Spatial Audio I (3)	
DAPR 2170	Sound Design for Visual Media I (3)	
DAPR 2171	Sound Design for Visual Media II (3)	
DAPR 3170	Post-Production Sound for Cinema I (3)	
DAPR 3171	Post-Production Sound for Cinema II (3)	
DAPR 3430	Recording Studio Design Principles and Practices (3)	
DAPR 3060	Producing Audio (3)	
DAPR 3030	Digital Audio Workstation Training III (3)	
DAPR 3031	Digital Audio Workstation Training IV (3)	

Graduation Requirements

1. Completion of a minimum of 28 credits.
2. Residency hours--minimum of 9 credit hours through course attendance at UVU.
3. Students must have a minimum AGGREGATE GPA of 2.0 (C letter grade) or higher.
4. Students must have an individual GPA in EACH CORE COURSE in Audio Engineering, Certificate of Proficiency of 2.5 (B minus) or higher.

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

		Credit Hours
Semester 1		
MATH 1050 or MATH 1055	College Algebra QL or College Algebra with Preliminaries QL	4
DAPR 2250	Audio Hardware Basics	3
Program Elective		3
Credit Hours		10
Semester 2		
DAPR 3230	Audio Plugin Development I	3
DAPR 2255	Audio Hardware I	3
DAPR 3280	Signal Processing for Audio	3
Credit Hours		9
Semester 3		
DAPR 3255	Audio Hardware II	3
DAPR 3235	Audio Plugin Development II	3
Program Elective		3
Credit Hours		9
Total Credit Hours		28

Program Learning Outcomes

1. Discerning - Students will develop an informed and critical judgement of quality. They will interpret how individual elements can combine to create something of superior quality and identify this quality in their own work and the work of others.
2. Outgoing – Students will organize projects and events that reach beyond themselves and involve other students, faculty, community members and industry professionals. They will find the knowledge, personnel and resources needed to accomplish goals even when they don't know how to do it themselves or when the preferred tools are unavailable.
3. Technical – Students will demonstrate an ability to use the industry-standard skills and tools associated with recording, designing, mixing and mastering audio in a proficient way and/or they will demonstrate an ability to design, build and employ professional-level audio tools and systems for analog or digital applications.
4. Creative – Students will demonstrate an ability to move beyond industry expectations. They will design, produce and build solutions to narrative, musical, game design, hardware and software problems in a singular and outstanding way.