

Digital Audio, A.A.S.

The UVU AAS in Digital Audio is a powerful gateway into the fascinating world of music recording and mixing, sound design for film and video games, audio restoration and forensics, live sound, radio production, and audio hardware and software design. Students will use industry-leading equipment including SSL, Audient, AVID ProTools, Universal Audio, Neumann, Waves, Tube Tech, AKG, and many others. By graduation, each student will be well-prepared for an entry-level position at a professional studio.

Program Requirements

Code	Title	Credit Hours
Total Credit Hours		63
General Education Requirements		35 Credits
ENGL 1010 or ENGL 1005	Introduction to Academic Writing CC Literacies and Composition Across Contexts CC	3
ENGL 2010	Intermediate Academic Writing CC	3
Complete one of the following:		3
MATH 1050	College Algebra QL (4)	
MATH 1055	College Algebra with Preliminaries QL (5)	
MAT 1030	Quantitative Reasoning QL (3)	
MAT 1035	Quantitative Reasoning with Integrated Algebra QL (6)	
Complete one of the following:		3
POLS 1000	American Heritage AS (3)	
HIST 2700 & HIST 2710	US History to 1877 AS and US History since 1877 AS (6)	
HIST 1700	American Civilization AS (3)	
HIST 1740	US Economic History AS (3)	
POLS 1100	American National Government AS (3)	
Complete the following:		
PHIL 2050	Ethics and Values IH	3
HLTH 1100 or EXSC 1097	Personal Health and Wellness TE Fitness for Life TE	2
Distribution Courses		
Biology		3
Physical Science		3
Additional Biology or Physical Science		3
Humanities		3
Fine Arts		3
Social/Behavioral Science		3
Discipline Core Requirements		28 Credits
DAPR 1000	Intro to Digital Audio	1
DAPR 2000	Digital Audio Essentials	3
DAPR 200L	Digital Audio Essentials Lab	1
MUSC 1100	Fundamentals of Music FF	3
DAPR 2010	Core Recording	3
DAPR 201L	Core Recording Lab	1
DAPR 1030	Digital Audio Workstation Training I	3
PHYS 1700	Descriptive Acoustics PP	3
DAPR 2020	Core Mixing	3
DAPR 202L	Core Mixing Lab	1

DAPR 1031	Digital Audio Workstation Training II	3
DAPR 2080	Podcast and Radio Production	3

Graduation Requirements

1. Completion of a minimum of 63 semester credits.
2. Residency hours--minimum of 20 credit hours through course attendance at UVU.
3. Students must have a minimum AGGREGATE GPA of 2.0 (C letter grade) or higher (including core, electives, and GE).
4. Students must have an individual GPA in EACH CORE COURSE in the Audio AAS program 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

Semester 1		Credit Hours
DAPR 1000	Intro to Digital Audio	1
DAPR 2080	Podcast and Radio Production	3
MUSC 1100	Fundamentals of Music FF	3
Biology Distribution		3
Complete one of the following:		3
MATH 1050	College Algebra QL	
MATH 1055	College Algebra with Preliminaries QL	
MAT 1030	Quantitative Reasoning QL	
MAT 1035	Quantitative Reasoning with Integrated Algebra QL	
ENGL 1010	Introduction to Academic Writing CC	3
Credit Hours		16

Semester 2

DAPR 2000	Digital Audio Essentials	3
DAPR 200L	Digital Audio Essentials Lab	1
PHYS 1700	Descriptive Acoustics PP	3
Physical Science Distribution		3
Fine Arts Distribution		3
Humanities Distribution		3
HLTH 1100 or EXSC 1097	Personal Health and Wellness TE or Fitness for Life TE	2
Credit Hours		18

Second Year

Semester 3

DAPR 1030	Digital Audio Workstation Training I	3
DAPR 2010	Core Recording	3
DAPR 201L	Core Recording Lab	1
ENGL 2010	Intermediate Academic Writing CC	3
History Distribution		3
Additional Biology or Physical Science Distribution		3
Credit Hours		16

Semester 4

DAPR 2020	Core Mixing	3
DAPR 202L	Core Mixing Lab	1
DAPR 1031	Digital Audio Workstation Training II	3
Social/ Behavioral Science Distribution		3
PHIL 2050	Ethics and Values IH	3
Credit Hours		13
Total Credit Hours		63

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.