

Digital Audio, B.S.

The BS in Digital Audio will prepare students to work at a high level in the very competitive entertainment industry. Students will have the opportunity to hone their craft in an enriching and engaging way. With a solid foundation in recording, editing, mixing, mastering and design, Digital Audio students will be well-prepared to enter any entry-level position in the audio industry from AAA game studios, film studios, recording studios, broadcast facilities and many more. Advanced students will be able to choose a more focused education in different areas of the audio world.

Program Requirements

Code	Title	Credit Hours
Total Credit Hours		122
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
MATH 1050 or MATH 1055 or MAT 1030 or MAT 1035	College Algebra QL College Algebra with Preliminaries QL Quantitative Reasoning QL Quantitative Reasoning with Integrated Algebra QL	3
Complete one of the following:		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 1000	American Heritage 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 ¹		3
Social/Behavioral Science ²		3
Discipline Core Requirements		60 Credits
MUSC 1100	Fundamentals of Music FF	3
DAPR 1000	Intro to Digital Audio	1
DAPR 1030	Digital Audio Workstation Training I	3
DAPR 1031	Digital Audio Workstation Training II	3
PHYS 1700	Descriptive Acoustics PP	3
DAPR 2000	Digital Audio Essentials	3
DAPR 200L	Digital Audio Essentials Lab	1
DAPR 2001	Audio Portfolio Prep	2
DAPR 2010	Core Recording	3
DAPR 201L	Core Recording Lab	1
DAPR 2020	Core Mixing	3
DAPR 202L	Core Mixing Lab	1
DAPR 2080	Podcast and Radio Production	3

DAPR 2240	Digital Audio Restoration	3
DAPR 301R	Digital Lecture Series	1
DAPR 3010	Advanced Recording	3
DAPR 301L	Advanced Recording Lab	1
DAPR 3020	Advanced Mixing	3
DAPR 302L	Advanced Mixing Lab	1
DGM 3110	Corporate Issues in Digital Media WE	3
DGM 312G	Digital Media for Intercultural Communication GI	3
DAPR 4085	Writing for Digital Audio WE	3
DAPR 4220	Audio Mastering	3
DAPR 490R	Senior Capstone	6
Recommended Tracks		18
		Credits
Complete at least 18 credits from the following recommended tracks		18
Sound Design Track		
DAPR 2110	Production Sound for Cinema (3)	
DAPR 2345	Spatial Audio I (3)	
DAPR 3170	Post-Production Sound for Cinema I (3)	
DAPR 3171	Post-Production Sound for Cinema II (3)	
DAPR 2170	Sound Design for Visual Media I (3)	
DAPR 2171	Sound Design for Visual Media II (3)	
Audio Engineering Track		
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 3280	Signal Processing for Audio (3)	
DAPR 3235	Audio Plugin Development II (3)	
Game Sound Track		
DAPR 2170	Sound Design for Visual Media I (3)	
DAPR 2171	Sound Design for Visual Media II (3)	
DAPR 2300	Sound for Games I (3)	
DAPR 3300	Sound for Games II (3)	
DAPR 2345	Spatial Audio I (3)	
DAPR 3345	Spatial Audio II (3)	
Elective Requirements		9
		Credits
Complete an additional 9 credits from the above Recommended Tracks or from the list below. ³		9
DAPR 3580	Live Sound Reinforcement (3)	
DAPR 3430	Recording Studio Design Principles and Practices (3)	
DAPR 3240	Advanced Audio Restoration and Forensics (3)	
DAPR 3030	Digital Audio Workstation Training III (3)	
DAPR 3031	Digital Audio Workstation Training IV (3)	
DAPR 3060	Producing Audio (3)	
DAPR 208R	Special Topics in Digital Audio (3)	
DAPR 308R	Advanced Topics in Digital Audio (3)	
DGM 1061	Digital Cinema Editing I (3)	
DGM 1510	Film Production Analysis I (3)	
DGM 3560	Digital Cinema Editing II (3)	
DGM 1520	Filmmaking I (3)	
DGM 3061	Professional NLE Certification (3)	
DGM 1645	Mixed Reality Essentials (2)	

DAGV 1400	Scripting Essentials (3)
CS 1400	Fundamentals of Programming (3)
CS 1410	Object Oriented Programming (3)

1

MUSC 1010 Introduction to Music FF recommended.

2

MGMT 1010 Introduction to Business recommended

3

7 credits must be upper division

Graduation Requirements

1. Completion of a minimum of 122 semester credits.
2. A minimum of 2.5 GPA in all discipline core courses with no grade lower than a C- required for graduation. To qualify for the portfolio review, DGM courses must be completed with a grade of B- or higher.
3. Residency hours -- minimum of 30 credit hours through course attendance at UVU, with at least 10 hours earned in the last 45 hours.
4. Completion of GE and specified departmental requirements, which includes a portfolio review and acceptance into the degree.
5. Successful completion of at least one Global/Intercultural course.
6. Successful completion of at least two Writing Enriched (WE) courses.

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
MATH 1050 or MATH 1055 or MAT 1030 or MAT 1035	College Algebra QL or College Algebra with Preliminaries QL or Quantitative Reasoning QL or Quantitative Reasoning with Integrated Algebra QL	3
DAPR 2080	Podcast and Radio Production	3
HLTH 1100 or EXSC 1097	Personal Health and Wellness TE or Fitness for Life TE	2
Fine Arts Gen Ed		3
Credit Hours		12

Semester 2

MUSC 1100	Fundamentals of Music FF	3
DAPR 2000	Digital Audio Essentials	3
DAPR 200L	Digital Audio Essentials Lab	1
ENGL 1010	Introduction to Academic Writing CC	3
American Institutions		3
Third Science		3
Credit Hours		16

Second Year

Semester 3

DAPR 2010	Core Recording	3
DAPR 201L	Core Recording Lab	1
DAPR 1030	Digital Audio Workstation Training I	3
DAPR 2240	Digital Audio Restoration	3
PHYS 1700	Descriptive Acoustics PP	3
ENGL 2010	Intermediate Academic Writing CC	3
DAPR 2001	Audio Portfolio Prep	2
Credit Hours		18

Semester 4

DAPR Elective		3
DAPR 2020	Core Mixing	3
DAPR 202L	Core Mixing Lab	1

DAPR 1031	Digital Audio Workstation Training II	3
Track Elective		3
Track Elective		3
Credit Hours		16
Third Year		
Semester 5		
DAPR 3010	Advanced Recording	3
DAPR 301L	Advanced Recording Lab	1
DAPR 301R	Digital Lecture Series	1
DGM 3110	Corporate Issues in Digital Media WE	3
Biology Gen Ed		3
Track Elective		3
Credit Hours		14
Semester 6		
DAPR 3020	Advanced Mixing	3
DAPR 302L	Advanced Mixing Lab	1
PHIL 2050	Ethics and Values IH	3
DAPR Elective		3
Track Elective		3
Track Elective		3
Credit Hours		16
Fourth Year		
Semester 7		
DAPR 490R	Senior Capstone	3
DAPR 4220	Audio Mastering	3
DAPR 4085	Writing for Digital Audio WE	3
Physical Science		3
DAPR Elective		3
Credit Hours		15
Semester 8		
DAPR 490R	Senior Capstone	3
DGM 312G	Digital Media for Intercultural Communication GI	3
Humanities		3
Social/ Behavioral Science		3
Track Elective		3
Credit Hours		15
Total Credit Hours		122

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.