

AUDIO PRODUCTION TECHNOLOGY AREA OF CONCENTRATION WITHIN STEM TECHNOLOGY A.A.S. (CAREER)

Program website ([https://www.frederick.edu/programs/science-technology-engineering-and-math-\(stem\)/audio-production.aspx](https://www.frederick.edu/programs/science-technology-engineering-and-math-(stem)/audio-production.aspx))

Program Manager: Dr. Todd Campbell
Email: tocampbell@frederick.edu
Phone: 301.624.2844

Program Description

Provides the core skills needed to function in and prepare students for entry into the growing audio production profession. Audio production requires creative problem-solving rooted in a strong conceptual and practical foundation. In hands-on classes, students explore the concepts, tools, and techniques of the audio industry using hardware and software they will encounter in the workplace.

Program Learning Outcomes

- Demonstrate command in the operation of industry standard hardware and software.
- Assimilate the responsibilities and standards associated with the professional audio industry by participating in an internship or by working with professional recording artists and technicians.
- Research and execute music productions in a variety of genres.
- Develop effective problem solving and critical thinking through the application of fundamental acoustic principles.
- Plan and execute music productions that reflect an awareness of current industry aesthetic values and quality standards.
- Evaluate music productions using the fundamental principles of aural and written music theory.

Program Requirements

- Students must complete their credit **English and Mathematics** within the first 24 credits.
- One course must meet the cultural competence graduation requirement (<https://frederick-public.courseleaf.com/general-education-core/#cultural>).
- **CORE: The General Education CORE** is that foundation of the higher education curriculum providing a coherent intellectual experience for all students. Students should check with an advisor or the transfer institution (ARTSYS) before selecting General Education CORE requirements. <http://artsys.usmd.edu/>
- In some General Education categories (Mathematics, Biological & Physical Sciences), a 4-credit course selected from the GenEd course list will satisfy the requirement in place of a 3-credit course. Students should check with an advisor before selecting these courses.
- For the Physical Education, Health, or Nutrition requirement, a 3-credit PHED, HLTH, or NUTR course may satisfy the requirement in place

of a 1-credit course. Students should check with an advisor before selecting this course.

- Students must earn a grade of "C" or better in ENGL 101 English Composition.
- Students must complete a minimum of nine credits at the 200-level.

Code	Title	Credits
English		
ENGL 101	English Composition	3
Mathematics		
Mathematics Elective (Gen Ed course list) (https://frederick-public.courseleaf.com/general-education-core/#mathematics)		3
Social & Behavioral Sciences		
Social & Behavioral Sciences Elective (Gen Ed course list) (https://frederick-public.courseleaf.com/general-education-core/#social-behavioral) - Recommended course(s) below:		3
PSYC 202	Social Psychology	
Arts & Humanities		
Art Elective (Gen Ed course list) - Recommended course(s) below:		3
MUSC 109	American Popular Music	
Humanities Elective (Gen Ed course list) (https://frederick-public.courseleaf.com/general-education-core/#humanities)		3
Communication Elective (Gen Ed course list) (https://frederick-public.courseleaf.com/general-education-core/#communication) - Recommended course(s) below:		3
COMM 105	Small Group Communication (satisfies cultural competence requirement)	
Biological & Physical Sciences		
Biological & Physical Sciences Elective (Gen Ed course list) (https://frederick-public.courseleaf.com/general-education-core/#biological-physical)		3
Physical Education, Health, or Nutrition Requirement		
Select one PHED, HLTH, or NUTR course		1
Concentration Courses		
MUSC 103	Fundamentals of Music	3
MUSC 106	Ear Training and Musicianship I ¹	1
BMGT 109	Entrepreneurship and Small Business Enterprise	3
MUSC 130	Foundations of Audio Technology	3
MUSC 135	Audio Recording Techniques (Spring)	3
MUSC 145	Publishing, Licensing, and Copyrighting	3
MUSC 230	Studio Recording Techniques (Fall)	3
MUSC 235	Advanced Audio Production (Spring)	3
MUSC 240	MIDI Music Production Techniques (Fall)	3
INTR 101	Internship	1
or MUSC 250	Music Industry Practicum and Seminar (Fall)	
Electives		
Courses may include (but are not limited to): ²		12
Applied Music Lessons (Instrumental Lessons up to 4 semesters)		
CMIS 105	Introduction to Programming	
CMIS 106	Object Design and Programming	
CMIS 226	Game Scripting	
CMIS 227	Game Programming	
FILM 101	Introduction to Film	
FILM 144	Digital Video Production	
FILM 244	Digital Film Production	
FILM 254	Postproduction: The Art of Editing	
FILM 255	Advanced Postproduction & Motion Graphics	
GRPH 111	Graphic Design I	
GRPH 114	Web Design I	
MUSC 107	Ear Training and Musicianship II (Spring)	
MUSC 111	Music Theory I	
MUSC 112	Music Theory II (Spring)	
MUSC 151	Class Piano I	

MUSC 152	Class Piano II	
Total Credits		60

1

MUSC 103 Fundamentals of Music may be taken concurrently with MUSC 106 Ear Training and Musicianship I with the permission of the program manager.

2

Choose an elective in consultation with the program manager.

Transfer Note

For more information on careers and transfer, contact the Career and Academic Planning Services office at 301.846.2471 or visit Transfer Services (<https://www.frederick.edu/student-resources/counseling-advising/transfer-services.aspx>).

Guided Pathway to Success (GPS)

Suggested schedules map your path to degree completion.

Students should meet with an advisor each semester to carefully select and sequence courses based on their specific academic goals and interests. Visit Jefferson Hall or call 301.846.2471 for advising.

Recommended First Semester		Credits
ENGL 101	English Composition ¹	3
Mathematics Elective (Gen Ed course list) (https://frederick-public.courseleaf.com/general-education-core/#mathematics) ¹		3
MUSC 130	Foundations of Audio Technology (Milestone)	3
MUSC 103	Fundamentals of Music	3
Elective ²		3
Credits		15

Recommended Second Semester		Credits
MUSC 135	Audio Recording Techniques (Spring) (Milestone)	3
Communication Elective (Gen Ed course list) (https://frederick-public.courseleaf.com/general-education-core/#communication) - Recommended course(s) below:		3
COMM 105	Small Group Communication (satisfies Cultural Competence requirement (https://frederick-public.courseleaf.com/general-education-core/#cultural))	
Art Elective (Gen Ed course list) - Recommended course(s) below:		3
MUSC 109	American Popular Music	
Biological & Physical Sciences Elective (Gen Ed course list) (https://frederick-public.courseleaf.com/general-education-core/#biological-physical)		3
MUSC 106	Ear Training and Musicianship I	1
Elective ²		3
Credits		16

Recommended Third Semester		Credits
MUSC 230	Studio Recording Techniques (Fall) (Milestone)	3
Social & Behavioral Sciences Elective (Gen Ed course list) (https://frederick-public.courseleaf.com/general-education-core/#social-behavioral)		3
MUSC 240	MIDI Music Production Techniques (Fall)	3
Elective ²		3
MUSC 145	Publishing, Licensing, and Copyrighting	3
Credits		15

Recommended Fourth Semester		Credits
MUSC 235	Advanced Audio Production (Spring)	3
BMGT 109	Entrepreneurship and Small Business Enterprise	3
Humanities Elective (Gen Ed course list) (https://frederick-public.courseleaf.com/general-education-core/#humanities)		3
Physical Education, Health, or Nutrition Requirement		1
Elective ²		3
Select one of the following:		1

INTR 101	Internship	
MUSC 250	Music Industry Practicum and Seminar (Fall)	
Credits		14
Total Credits		60

1

Take this course within the first 24 credits.

2

Choose an elective in consultation with the program manager. Courses may include (but are not limited to): Applied Instrumental Music Lessons (up to four semesters), CMIS 105 Introduction to Programming, CMIS 106 Object Design and Programming, CMIS 226 Game Scripting, CMIS 227 Game Programming, CMIS 228 Simulation and Game Development, CMIS 208 C++ Programming, CMIS 225C Computer Programming Language: Mobile Applet Programming

Part-time Students

Part-time students should complete courses in the order listed on the pathway. Please contact program manager for questions about part-time status.

Students who take fewer than 15 credits each semester or who require developmental English or Math coursework will need additional semesters to complete their degrees. Summer term and January session classes may help students to make faster progress.

Pathway Legend

Milestone - courses with the Milestone notation should be taken within the recommend credit range to stay on track for program completion.

Fall, Spring, Summer - courses with a Fall, Spring, or Summer notation indicate the course is offered in the specified semester only.