

B.S. Digital Audio Technology: Audio and Music Production Concentration 120 Credits

✓	Course	Title	Credits	Prerequisites
*Remedial Courses				
	DAT050	Music Fundamentals	***3	None
	ENG050	Grammar and Composition	**3	None
	MATH003	Intermediate Algebra	**3	None
First Term				
	DAT102	Music Theory 1	3	Placement Test or DAT050 or DAT051
	DAT110	Desktop Production Fundamentals	3	None
	ENG100	English Composition	3	Placement Test or ENG050
	General Education Course	Please see General Education	3	As Required
	General Education Course	Please see General Education	3	As Required
Second Term				
	DAT107	Music Theory 2	3	DAT102
	DAT115	Desktop Audio Production	3	DAT110
	MATH115	College Algebra and Trigonometry	3	Placement Test or MATH003
	General Education Course	Please see General Education	3	As Required
	General Education Course	Please see General Education	3	As Required
Third Term				
	DAT202	Music Theory 3	3	DAT107
	DAT210	Digital Sound Synthesis 1	3	DAT115
	DAT220	Studio Production 1	3	DAT115
	SCI100	Basic Concepts of Physics	3	MATH115
	General Education Course	Please see General Education	3	As Required
Fourth Term				
	DAT150	Beginning Audio Programming	3	DAT115
	DAT207 or DAT208	Music Theory 4 or Live Sound	3	DAT202 or DAT115
	DAT212	Interactive Audio Production	3	DAT210
	DAT320	Studio Production 2	3	DAT220
	Elective	Lower Division DAT Elective	3	As Required

* Remedial classes are required when a placement test is not passed.

** Remedial class credits are not counted towards earning a degree.

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Fifth Term				
	DAT120	Introduction to the Techniques of Digital Signal Processing	3	MATH115
	DAT303	Cultural Trends and Music Style 1	3	DAT202
	SCI220	Foundations of Musical Acoustics	3	SCI100 or SCI145
	Select two: DAT324, DAT326, DAT420	Studio Production 3, Digital Sound Design, or Audio Mastering	6	DAT320
Sixth Term				
	DAT282	DAT Professional Practices Seminar	3	DAT220
	DAT338 or DAT340	Cultural Trends and Musical Style 2 or Film Scoring	3	DAT202; or DAT202 and DAT320
	DAT342 or DAT355	Interactive Game Composition or Audio for Video Games	3	DAT202 and DAT212; or DAT324 or DAT326
	General Education Course	Please see General Education	3	As Required
	General Education Course	Please see General Education	3	As Required
Seventh Term				
	DAT335	Music Perception and Cognition	3	SCI100 or SCI145
	DAT480 or DAT482	Portfolio 1 or Game Studio 1	3	DAT324 or DAT326; DAT342 or DAT355
	Elective	Upper Division DAT Elective	3	
	General Education Course	Please see General Education	3	As Required
	General Education Course	Please see General Education	3	As Required
Eighth Term				
	DAT485 or DAT488	Portfolio 2 or Game Studio 2	3	DAT480; or DAT482
	DAT483	DAT Collaborative Project	3	DAT320 or Faculty Approval
	Elective	Upper Division DAT Elective	3	DAT320
	General Education Course	Please see General Education	3	As Required
	General Education Course	Please see General Education	3	As Required

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