

SUU Master of Music in Music Technology
Program Schedule - Studio and Game Audio Technology
 For course descriptions, [please click here](#)

Preliminary/Remedial Courses as needed prior to entry		2 credits
MUSC 6180	Survey of Music Technology	2

First Semester		10 credits
MUSC 6100	Intro to Music Graduate Study	2
MUSC 6300	Live Music/Concert Production I	2
MUSC 6320	Audio Recording I	2
MUSC 6350	Music Technology and Business	2
MUSC 6550	Digital Music Notation I	2

Second Semester		10 credits
MUSC 6340	Sequencing and Electronic Music	2
MUSC 6370	Music for Film, Video, and Games	2
MUSC 6590	Online Performance Ensemble	1
MUSC 6930	Studies in Music Theory	3
MUSC XXXX	<i>Choose Cluster A or B below</i>	2

Third Semester		10 credits
MUSC XXXX	Elective (may be taken during semester 2 or 3)	2
MUSC 6940	Studies in Music History	3
MUSC 6950	Special Topics: Music Studio Technology	2
MUSC 6970	Capstone Project Presentation	1
MUSC XXXX	<i>Choose Cluster A or B below</i>	2

Credit Summary

Core	18
Emphasis	10
Elective	2
*Remedial Course (if needed)	(3)
Total Credits	30 (33)

Cluster A	Studio Technology Emphasis	4 credits
MUSC 6310	Live Sound/Concert Production II	2
MUSC 6330	Audio Recording II	2

Cluster B	Interactive Entertainment Technology Emphasis	4 credits
MUSC 6610	Audio for Interactive Entertainment	2
MUSC 6630	Music for Interactive Entertainment	2

Please note that elective courses may be taken any time after the completion of the first semester of study. Electives for the Studio Technology track may be chosen from the MMT program Performance Track, or from the list of courses below:

Elective Courses		
MUSC 6600	MIDI Orchestration	2
MUSC 6980	Special Projects in Music Technology	2