

## **ACM Upper Division Contemporary Music Electives**

**Performance Music Business** (3 credit hours) - This course teaches performance students advanced music business concepts as they apply to their own revenue generation and career goals.

**Production for the Performer** (3 credit hours) - This course teaches students who are primarily performers the necessary skills to be an active participant in the contemporary music recording studio.

**Songwriting in a Collaborative Environment** (3 credit hours) - This course focuses on songwriting as part of a collaborative team of one or more people.

**Technology and Equipment, Performance** (3 credit hours) - This course is a comprehensive study of contemporary music instruments, pa, and amplification requirements including functionality, maintenance, and specification.

**Touring and Show Design** (3 credit hours) - This course will focus on all aspects of touring and show design for contemporary music performance.

**Advanced Logic Pro I** (3 credit hours) - An advanced study of Logic with a focus on utilization for sound design projects and advanced audio recording and mixing.

**Advanced Logic Pro II** (3 credit hours) - This course is an advanced study of Logic with a focus on use of time and pitch tools, varispeed, Es2, and modulation.

**Orchestration Project** (3 credit hours) - This course is designed to teach students to evaluate orchestration pieces and create orchestration projects to meet a particular specification.

**Creating Studio Libraries** (3 credit hours) - This course will focus on how to design and create studio libraries to meet specific requirements.

**Freelance World, Sound Design** (3 credit hours) - This is an advanced course in the financial, contractual, promotional, and marketing related aspects of self-employment in the contemporary music industry focused on contemporary music sound design professionals.

**Movie Music of the 21<sup>st</sup> Century, a Technical Approach** (3 credit hours) - This course will highlight the sound design aspects of significant films from the 20th century from a technical perspective.

**Audio Pre-Production for Film and TV** (3 credit hours) - This course exposes students to the audio pre-production activities associated with film and tv projects.

**Audio Post-Production for Film and TV** (3 credit hours) - This course exposes students to the audio post-production activities associated with film and tv projects.

**Film Scoring** (3 credit hours) - This course exposes students to an advanced understanding of the concepts and methodologies related to film scoring.

**Synthesis Techniques** (3 credit hours) - This course exposes students to an advanced understanding of the concepts and techniques related to audio synthesis and simulation.

**Music Business Project III** (3 credit hours) - This course gives students the opportunity to apply their music business knowledge to a music business project consistent with their career goals.

**Advanced Music Business Studies** (3 credit hours) - This course presents students with advanced music business concepts with a particular focus on digital media and electronic music delivery.

**Media Techniques for Business** (3 credit hours) - This course will include instruction in graphic, music video, and print media design as it applies to marketing and promotion in the contemporary music environment.

**Current Events in the Music Industry** (3 credit hours) - This course will focus on current event analysis and speculation as it relates to the changing contemporary music industry.

**Computer Music Technology and Archiving** (3 credit hours) - This course will focus on electronic audio sound creation for the electronic musician or producer.