

**BS in Digital Audio Technology (DAT) Curriculum****Audio and Music Production Concentration****Digital Audio Technology Core Courses - 21 Credits**

<b>Course Number</b>	<b>Course Name</b>	<b>Credits</b>
DAT110	Desktop Production Fundamentals	3
DAT115	Desktop Audio Production	3
DAT210	Digital Sound Synthesis	3
DAT212	Introduction to Game Audio	3
DAT220	Studio Production 1	3
DAT320	Studio Production 2	3
DAT335	Music Perception and Cognition	3

**Audio and Music Production Concentration Courses - 55 credits**

<b>Course Number</b>	<b>Course Name</b>	<b>Credits</b>
BUS110 or BUS270	Principles of Management or Project Management	3
DAT102	Music Theory 1	3
DAT107	Music Theory 2	3
DAT238	Principles of Room Acoustics	3
DAT281	Audio & Music Industry Business Principles	3
DAT203	Songwriting	3
DAT209 or DAT208	Music Composition or Live Sound	3
DAT285	Second Year Portfolio	3
DAT303 or DAT404	Cultural Trends and Musical Style or The Ultimate Electronic Music Production	3
DAT325	Audio Production Project	4
DAT331	Programming for Audio Production	3
<b>(Select Two)</b>		
DAT324, DAT326, or DAT420	Studio Production 3, Digital Sound Design or Audio Mastering	6
DAT340	Film Scoring	3
DAT342 or DAT355	Interactive Game Composition or Game Audio Implementation	3
DAT483	Media Works 1	3
<b>(Select One)</b>		
DAT480, GAM485, or DAT489	Portfolio 1, Game Studio 2, or Media Works 2	3

DAT485	Portfolio 2	3
<b>Electives - 9 credits</b>		
<b>Course Number</b>	<b>Course Name</b>	<b>Credits</b>
Elective	Elective or Internship	3
Elective	Elective or Internship	3
Elective	Elective	3
<b>General Education Courses for Non-Engineering Majors - 45 credits</b>		
<b>Total 130 Credits</b>		

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

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