

» BACHELOR OF SCIENCE

DIGITAL AUDIO TECHNOLOGY

Degree Structure

Program Core

Course Code	Course Name	Credit Hours
BUS110	Principles of Management	3
DAT103	Music Theory	4
DAT104	Audio, Technology, and Innovation	4
DAT111	Desktop Production Fundamentals	4
DAT116	Desktop Audio Production	4
DAT204	Songwriting	4
DAT208	Live Sound	3
DAT211	Digital Sound Synthesis	4
DAT213	Introduction to Game Audio	4
DAT221	Studio Production 1	4
DAT239	Principles of Room Acoustics	4
DAT281	Audio & Music Industry Business Principles	3
DAT321	Studio Production 2	4
DAT324	Studio Production 3	3
DAT327	Digital Sound Design	4
DAT331	Programming for Audio Production	3
DAT335	Music Perception & Cognition	3
DAT340	Film Scoring	3
DAT342 or DAT355	Interactive Game Composition or Game Audio Implementation	3
DAT405	The Ultimate Electronic Music Production	4
DAT485	Portfolio	3
RWPS480	Capstone Project A	3
RWPS485	Capstone Project B	3
Total Credits		81

Recommended Elective Courses (Choose 9 Credits)

Course Code	Course Name	Credit Hours
	Elective Course	3
	Elective Course	3
	Elective Course	3
Total Credits		9

Arts & Sciences (GE)

Course Code	Course Name	Credit Hours
HUM100	Disruptive Imagination	3
MATH112	College Algebra	3
ENG100	English Composition	3
ENG250	Speech and Oral Communication	3
SCI101	Basic Physics 1	3
SCI102	Basic Physics 2	3
	Humanities/Arts Choice	3
	Written Communication 2 Choice	3
	300 Level GE Choice	3
	400 Level GE Capstone Choice	3
Total Credits		30

Program Core	81
USV Core & GE	30
Program Approved Courses	9
Total Credits	120