MUSIC MEDIA AND INDUSTRY

Music Business and Entertainment Industries

In today’s fast changing, multi-billion dollar international music and entertainment industries, there are more record labels, publishers, media companies, distributors, retailers, and product manufacturers actively promoting the sale and use of music than ever before. As the market for music shifts away from physical products and traditional methods to digital online and mobile, a greater number of competent, highly-skilled executives and entrepreneurs will be needed to meet the specialized demands of the new music industry. Since 1964, the Music Business and Entertainment Industries program has been at the forefront of music business education. The MBEI program has been carefully designed to prepare qualified music business students for these emerging opportunities.

Our graduate program, where students earn a Master of Music, focuses primarily on music business courses, with the opportunity to pursue additional coursework in both the School of Business and School of Communications. We also offer the only joint degree Juris Doctor (J.D.) and Master of Music in Music Business and Entertainment Industries (M.M.). For more information, please visit the website for the department of Music Business (http://www.miami.edu/frost/index.php/music_business).

Music Engineering Technology

Since 1975, the Music Engineering Technology program at the University of Miami Frost School of Music has pioneered education in music and technology, setting the standard by which the National Association of Schools of Music (NASM) accredits other such programs around the United States. Alumni of the program have contributed significantly to the music and audio industries and upon graduation pursue careers ranging from recording engineer to software designer.

The Music Engineering Technology program offers a two-year Master of Science graduate degree for students who have completed an undergraduate degree in electrical engineering or computer science. These students study the software and hardware design of audio systems and perform independent research that culminates in a thesis project. Upon graduation, these students are widely placed in top corporations that span the audio industry. For more information, please visit the website for the department of Music Engineering (http://www.miami.edu/frost/index.php/music_engineering).

Arts Presenting and Live Entertainment Management

Arts Presenting (AP Live) is a Live Entertainment Management Program with an emphasis on the performing arts and commercial music industries. AP Live offers a curriculum that’s distinctly tailored to provide a thorough understanding of marketing, promotion, management, legal aspects, risks and finance of a diversity of live entertainment endeavors. AP Live students gain hands on experience producing events, marketing and promoting concerts and working with venues on all aspects of a live entertainment performance. For more information, please visit the website for the Arts Presenting Program (http://www.miami.edu/frost/index.php/arts_presenting).

Masters Programs in Music Media and Industry

- M.A. in Arts Presenting (http://bulletin.miami.edu/graduate-academic-programs/music/music-media-industry/arts-presenting-ma)
- M.M. in Music Business and Entertainment Industries (http://bulletin.miami.edu/graduate-academic-programs/music/music-media-industry/music-business-entertainment-industries-mm)
- M.M. in Media Writing and Production (http://bulletin.miami.edu/graduate-academic-programs/music/music-media-industry/mm-in-media-writing-and-production)
- M.S. in Music Engineering Technology (http://bulletin.miami.edu/graduate-academic-programs/music/music-media-industry/music-engineering-technology-ms)

Certificate Programs

- Certificate in Arts Leadership (http://bulletin.miami.edu/graduate-academic-programs/music/music-media-industry/arts-leadership-certificate)
- Certificate in Arts Management (http://bulletin.miami.edu/graduate-academic-programs/music/music-media-industry/arts-management-certificate)
- Certificate in Arts Presenting Fundamentals (http://bulletin.miami.edu/graduate-academic-programs/music/music-media-industry/arts-presenting-fundamentals-certificate)
- Certificate in Legal Aspects of Music Business (http://bulletin.miami.edu/graduate-academic-programs/music/music-media-industry/legal-aspects-of-music-business-certificate)
- Certificate in Music Business Fundamentals (http://bulletin.miami.edu/graduate-academic-programs/music/music-media-industry/music-business-fundamentals-certificate)
- Certificate in Music Entrepreneurship (http://bulletin.miami.edu/graduate-academic-programs/music/music-media-industry/music-entrepreneurship-certificate)
- Certificate in Music Rights Administration and Licensing (http://bulletin.miami.edu/graduate-academic-programs/music/music-media-industry/music-rights-administration-licensing-certificate)
- Certificate in Tour and Live Entertainment Administration (http://bulletin.miami.edu/graduate-academic-programs/music/music-media-industry/tour-and-live-entertainment-administration-certificate)

MMI 601. Transducer Theory. 3 Credit Hours.

Course covers the fundamentals of electromagnetism and audio transducer theory including loudspeaker and microphone systems. Classical electro acoustical analysis of transducers including acoustic suspension, bass-reflex, transmission line, electrostatic and horn loudspeakers, dynamic, ribbon and condenser pressure, and pressure-gradient microphones. Students use computer-aided design programs and Thiele-Small parameterization to model loudspeakers and measure loudspeaker responses. Open to MUE and EAN Majors only.

Components: LEC.
Grading: GRD.
Typically Offered: Spring.
MMI 602. Audio Signal Processing I. 3 Credit Hours.
A study of the theory and practice of digital audio topics including discrete time sampling, quantization, dithering, PCM, A/D and D/A conversion, digital filter design, oversampling, modulation codes, timebase, error correction codes, magnetic storage, DAT, and optical storage.

Components: LEC.
Grading: GRD.
Typically Offered: Fall.

MMI 603. Audio Signal Processing II. 3 Credit Hours.
A study of the theory and practice of digital audio topics including fiber optics and networks, compact disc, interconnection, psychoacoustics, low bit-rate perceptual coding, MPEG, digital audio broadcasting, sigma-delta conversion, noise shaping, digital video, and emerging technologies.

Open to MUE and EAN Majors only.
Components: LEC.
Grading: GRD.
Typically Offered: Offered by Announcement Only.

MMI 604. Audio Signal Processing III. 3 Credit Hours.
Theory, design, and development of computer audio synthesizers and analyzers. Students implement software synthesizers including analog and physical modeling, wave-table, wave-shaping, and FM designs. Classical and modern theories of timbre and time-frequency analysis are included.

Components: LEC.
Grading: GRD.
Typically Offered: Offered by Announcement Only.

MMI 606. Current Trends In Music Engineering II. 3 Credit Hours.
MMI 506 addresses current technologies, skills, and techniques employed in a specific aspect of the audio technology and/or music technology fields.

Components: LEC.
Grading: GRD.
Typically Offered: Offered by Announcement Only.

MMI 608. Current Trends In Music Engineering III. 3 Credit Hours.
MMI 508 addresses current technologies, skills, and techniques employed in a specific aspect of the audio technology and/or music technology fields.

Components: LEC.
Grading: GRD.
Typically Offered: Offered by Announcement Only.

MMI 610. Computational Psychoacoustics. 3 Credit Hours.
This course deals with the fundamentals of audition in human biological systems, including auditory sensory transduction, cochlear processes, neural pathways, cortical organization, and auditory illusions, with specific applications to perceptual data reduction techniques and auditory displays.

Requisite: Frost School of Music.
Components: LEC.
Grading: GRD.
Typically Offered: Offered by Announcement Only.

MMI 611. Current Trends In Music Engineering IV. 3 Credit Hours.
MMI 511 addresses current technologies, skills, and techniques employed in a specific aspect of the audio technology and/or music technology fields.

Components: LEC.
Grading: GRD.
Typically Offered: Offered by Announcement Only.

MMI 620. Audio Technology for Musicians. 2-3 Credit Hours.
Introduction and overview of audio technology with emphasis on music recording, production equipment, and techniques. Topics include microphones, loudspeakers, mixing consoles, interconnection, amplifiers, digital processing, time code, and surround sound. Open to non-MUE majors.

Components: LEC.
Grading: GRD.
Typically Offered: Offered by Announcement Only.

MMI 621. Timbral Ear Training. 3 Credit Hours.
Students in this course will accomplish four primary goals: 1) instantaneous discernment of ISO frequency regions and critical bands; 2) aural identification of audio-processing techniques, artifacts, and problems; 3) development of critical thinking skills and competence in current audio listening test methodologies; and 4) successful completion of a comprehensive bank of critical listening “golden ears” tests.

Components: LEC.
Grading: GRD.
Typically Offered: Offered by Announcement Only.

MMI 630. Entrepreneurship for Musicians. 3 Credit Hours.
Course explores a wide range of options for musicians who want to pursue music business careers in their regional music markets. Students examine opportunities in performance, recording, composition, education, and more. Emphasis is placed on the packaging of musical skills in the marketplace and on the financial management of a small proprietary music business. As a result, the student musician will be prepared to make career decisions with foresight and planning.

Requisites: Graduate Music Students Only.
Components: DIL.
Grading: GRD.
Typically Offered: Spring.

MMI 631. Recording Engineering Seminar. 3 Credit Hours.
Students in MMI 531 will accomplish three primary goals: 1) understanding historical trends in the audio recording industry, particularly those involving key technological advances; 2) understanding and appreciating recent advances in sound recording technologies and methods; and 3) development of critical thinking, research, writing, and presentation skills.

Components: LEC.
Grading: GRD.
Typically Offered: Offered by Announcement Only.

MMI 632. Arts Leadership. 3 Credit Hours.
Course explores critical concepts of leadership, decision-making, and teamwork in wide-ranging arts presentation setting. Through experiential learning, students practice and acquire the knowledge and skills vital for effective navigation through the dynamic arts industry.

Requisite: MBE Or MPRS Or JDMM Or JDMA.
Components: DIL.
Grading: GRD.
Typically Offered: Fall & Spring.

MMI 637. Recorded Music Operations. 3 Credit Hours.
This course provides a study of the activities involved in commercially exploiting recorded music. The course includes an analysis of activities involved in the production, manufacturing, distribution, and marketing of a recorded music product; as well as related royalty accounting, mechanical licensing and master-use licensing activities.

Components: DIL.
Grading: GRD.
Typically Offered: Spring.
MMI 641. Tour Management And Production. 3 Credit Hours.
Students will become familiar with the responsibilities of a tour planner. Individual tour planning projects are assigned which will give the students insight into the management and production of a tour. Requisite: Frost School of Music.
Components: DIL.
Grading: GRD.
Typically Offered: Fall & Spring.

MMI 643. Music Marketing. 3 Credit Hours.
Students learn how to fulfill demand and influence consumer behavior through effective marketing techniques. The course provides the students with information on the latest technologies being employed to reach and communicate with target consumers.
Components: DIL.
Grading: GRD.
Typically Offered: Fall & Spring.

MMI 645. Music Placement and Exploitation. 3 Credit Hours.
This course provides an in-depth study of the creative and business aspects involved with the discovery, placement and exploitation of music in the current entertainment business. Students explore the processes of how music is placed in television, film, commercials, video games, with new media and recording artists. This course covers the roles of the various players in the music placement business and studies creative approaches, negotiation techniques and licensing practices. The DIY music creator, both the songwriter and recording artist, and their music representative will learn how to prepare, package, present, place and exploit their music as well as how to build a fan base. Students will learn how to locate resources for licensable music, offer creative options, select and license appropriate music, combine music with a variety of media, negotiate with a variety of rights holders, and generate license requests, agreements, and cue sheets.
Components: LEC.
Grading: GRD.
Typically Offered: Fall.

MMI 673. Music Publishing. 3 Credit Hours.
This course provides an in-depth study of the creative and business aspects, concepts and practices of the music publishing industry. The course covers the acquisition, exploitation, administration and protection of songs in the contemporary music publishing business. Students will also study the income sources, royalty rates and payment procedures currently used in the music industry as they apply to musical compositions. Music publishing agreements currently used for the acquisition and administration of songs are reviewed in-depth. Foreign music publishing issues are explored as related to domestic music publishing. Students will also learn how to create and operate their own music publishing company.
Components: LEC.
Grading: GRD.
Typically Offered: Fall, Spring, & Summer.

MMI 693. Special Projects In Music Media and Industry. 1-3 Credit Hours.
Advanced individual instruction pertaining to faculty member's area of expertise and student's area of interest. This course includes a culminating project.
Components: DIS.
Grading: GRD.
Typically Offered: Fall, Spring, & Summer.

MMI 694. Special Topics In Music Media and Industry. 1-3 Credit Hours.
Advanced group/classroom instruction pertaining to faculty member's expertise and students areas of interest.
Components: SEM.
Grading: GRD.
Typically Offered: Fall, Spring, & Summer.

MMI 701. Advanced Digital Audio Electronics. 3 Credit Hours.
Topics in digital audio including discrete time signals, digital filters, error digital audio processors, FFT, CIRC, and digital recorders are discussed. Requisite: Frost School of Music.
Components: LEC.
Grading: GRD.
Typically Offered: Fall.

MMI 705. Current Trends In Music Engineering I. 3 Credit Hours.
Theory, design and development of audio signal processing techniques. Topics include DSP architectures, systems design, algorithm development, and applications. DSP development tools used to write, debug, and test programs including time-domain based effects such as reverb, chorus, flanging, and digital delay as well as frequency-domain projects such as FIR, IIR, and FFT filters and vocoders.
Components: LEC.
Grading: GRD.
Typically Offered: Spring.

MMI 706. Current Topics in Audio Analysis and Signal Processing. 3 Credit Hours.
MMI 606 surveys recent topics related to audio analysis, synthesis, and signal processing with an emphasis in software programming and practical applications. Course material is drawn from several topics: current audio APIs and plug-in architectures, computational theories of musical timbre, machine listening, spatial audio, digital audio effects, new digital audio synthesis techniques, and machine-musician interaction modalities.
Requisite: Frost School of Music.
Components: LEC.
Grading: GRD.
Typically Offered: Spring.

MMI 715. Contemporary Songwriting I. 3 Credit Hours.
Requisite: Must be in the School of Graduate Music.
Components: LEC.
Grading: GRD.
Typically Offered: Spring.

MMI 726. Performing Arts Center and Facility Management. 3 Credit Hours.
Students learn the many aspects of managing a live entertainment and performing arts center facility. Logistics, management, budgeting, marketing and programming within a live entertainment and performing arts facility are addressed. Requisite: Graduate Plan of MBEI or MPR or JDMM or JDML.
Components: DIL.
Grading: GRD.
Typically Offered: Fall.
MMI 735. World of the Working Musician. 3 Credit Hours.
Building a career in the twenty-first century and beyond creates challenges both exciting and daunting. The purpose of this course is to provide grounding, critical information, as well as planning and vision for shaping the key components of launching and sustaining a career in the arts.
Components: LEC.
Grading: GRD.
Typically Offered: Fall.

MMI 736. Sponsorship, Development And Financial Management In The Live Entertainment Industry. 3 Credit Hours.
Students learn how to write and present a line-item budget for an arts presentation event, arts presenting organization, and an arts facility. Specific techniques and methods that are used to reduce event risk and safety are discussed.
Requisite: Graduate Plan of MBEI or MPR or JDMM or JDML.
Components: DIL.
Grading: GRD.
Typically Offered: Fall.

MMI 738. Legal Aspects of the Live Entertainment Industry. 3 Credit Hours.
Students become familiar with various Artist, Client, Production, Vendor and Facility Contracts and Agreements commonly used in the industry.
Requisite: Graduate Plan of MBEI or MPR or JDMM or JDML.
Components: DIL.
Grading: GRD.
Typically Offered: Fall.

MMI 739. Small Contemporary Ensemble. 1 Credit Hour.
A performing ensemble of student-generated contemporary musical repertoire.
Requisite: Must be in the School of Graduate Music.
Components: ENS.
Grading: GRD.
Typically Offered: Fall & Spring.

MMI 740. Arts Presenting Project. 3 Credit Hours.
Students develop and produce an Arts Presenting event. Students will be responsible for all aspects of budgeting, marketing, promotion and production of the event. This will be a semester long project requiring the knowledge and skills learned throughout the Arts Presenting Program.
Requisite: Frost School of Music.
Components: THI.
Grading: GRD.
Typically Offered: Offered by Announcement Only.

MMI 751. Recording Studio Workshop. 1 Credit Hour.
Introduction to the multi track recording studio environment. Hands-on lectures and labs including tracking, overdub and mixdown session management, techniques, and philosophies are included. Topics also include audio routing, equalization, effects, and microphone technique.
Requisite: Frost School of Music.
Components: LEC.
Grading: GRD.
Typically Offered: Fall.

MMI 752. Music Licensing. 3 Credit Hours.
This course provides an in-depth exploration of an extensive variety of music licenses and international licensing concepts. Students acquire practical experience utilizing licensing parameters. Students will also be able to identify, explain, and apply music licensing terms and procedures.
The licensing of music in print, sound recordings, the Internet, commercial productions, electrical transcriptions, synchronization for theatrical films and television programs, public performances and theatrical music productions are among the areas covered in this course. Students will also be able to identify and explain the various revenue streams and collection procedures of the international music business.
Requisite: Frost School of Music.
Components: DIL.
Grading: GRD.
Typically Offered: Fall & Spring.

MMI 753. Transducer Workshop. 1 Credit Hour.
Fundamentals of electromagnetism and audio transducer theory including loudspeaker and microphone systems. Classical electro-acoustical analysis of transducers including acoustic suspensions, bass-reflex, transmission line, electrostatic and horn loudspeakers, dynamic, ribbon and condenser pressure, and pressure-gradient microphones.
Students use computer-aided design programs and Thiele-Small parameterization to model loudspeakers and measure loudspeaker responses.
Requisite: Frost School of Music.
Components: LEC.
Grading: GRD.
Typically Offered: Spring.

MMI 755. Music Indus Intmship. 3 Credit Hours.
Requisite: Frost School of Music.
Components: THI.
Grading: GRD.

MMI 756. Entertainment Industry Practices. 3 Credit Hours.
An overview of entertainment industry practices. Concentration on the legal, marketing and financial aspects of different areas of the industry focusing primarily on film, television, and book publishing, while also broadly exploring additional areas such as video games, sports, and performing arts.
Requisite: Graduate Plan of MBEI or MPR or JDMM or JDML.
Components: LEC.
Grading: GRD.
Typically Offered: Fall.

MMI 774. Music Copyright Law. 3 Credit Hours.
This course provides an in-depth study of the essential provisions of the U.S. copyright law as they are related to music.
Requisite: Graduate Plan of MBEI or MPR or JDMM or JDML.
Components: DIL.
Grading: GRD.
Typically Offered: Fall.
MMI 780. Advanced Analysis Of Current Topics In The Music Business. 3 Credit Hours.
Requisite: Graduate Plan of MBEI or MPR or JDMM or JDML.
Components: LEC.
Grading: GRD.
Typically Offered: Fall.

MMI 793. Special Projects In Music Media and Industry. 1-3 Credit Hours.
Advanced individual instruction pertaining to faculty member’s area of expertise and student’s area of interest. This course includes a culminating project.
Components: IND.
Grading: GRD.
Typically Offered: Fall, Spring, & Summer.

MMI 794. Special Topics In Music Media and Industry. 1-3 Credit Hours.
Advanced group/classroom instruction pertaining to faculty member’s expertise and students’ areas of interest.
Components: SEM.
Grading: GRD.
Typically Offered: Fall, Spring, & Summer.

MMI 802. Music Business Internship. 3 Credit Hours.
Practical experience in different areas of the music business under the supervision of professional firms and the university.
Components: THI.
Grading: SUS.
Typically Offered: Fall, Spring, & Summer.

MMI 804. Internship In Arts Presenting. 3 Credit Hours.
Components: LEC.
Grading: SUS.
Typically Offered: Fall, Spring, & Summer.

MMI 813. Master’s Research Project. 1-3 Credit Hours.
The student working on his/her master’s research project enrolls for credit as determined by his/her advisor. Credit is not awarded until the project paper is accepted.
Components: THI.
Grading: SUS.
Typically Offered: Fall, Spring, & Summer.

MMI 820. Research in Residence. 1 Credit Hour.
Used to establish research in residence and maintain full-time enrollment for the master’s degree after the student has completed the required hours of thesis or project credit.
Components: THI.
Grading: SUS.
Typically Offered: Fall, Spring, & Summer.