

MUSIC INDUSTRY (MIN)

MIN 101. Music Industry and Society. 3 Credit Hours.

This course provides students with an overview of the business fundamentals of the Music Industry. Topics discussed include intellectual property, music publishing, recorded music, licensing, live entertainment, musical products, and marketing in the music industry. The students will also have the opportunity to see the entertainer's business side, understanding the role of managers, agents, business managers, and attorneys.

Requisite: Must not be in BA in MIND or BM in MIND or MIND Minor.

Components: LEC.

Grading: GRD.

Typically Offered: Summer.

MIN 102. Record Label/Song Marketing Practicum. 1 Credit Hour.

The course focuses on practical techniques and procedures employed by record companies.

Components: PRA.

Grading: CNC.

Typically Offered: Fall & Spring.

MIN 103. Concert Marketing Practicum. 1 Credit Hour.

This course teaches students, through hands-on practical experience, how to market a concert. Students work closely with Frost School of Music ensembles on marketing upcoming performances.

Prerequisite: MIN 173 or MMI 173 And Requisite: Music Industry Majors Only.

Components: PRA.

Grading: CNC.

Typically Offered: Fall & Spring.

MIN 14. Music Industry Forum. 1 Credit Hour.

A weekly forum for all undergraduate Music Industry majors for the purpose of updating current teaching material with the latest developments, presentations of guest speakers from the industry, lectures, and reports from faculty on current employment opportunities.

Requisite: Music Industry Majors.

Components: FOR.

Grading: CNC.

Typically Offered: Fall & Spring.

MIN 173. Introduction to the Music Industry. 3 Credit Hours.

This course provides students with an overview of the music industry and related entrepreneurial fundamentals. Music industry topics explored include copyright, publishing, the record business, licensing, the live music industry, and arts administration. Entrepreneurial topics explored include starting a business, accounting and marketing basics, and securing funding.

Requisite: Music Industry Majors and Minors Only; Minors must have sophomore standing.

Components: LEC.

Grading: GRD.

Typically Offered: Fall & Spring.

MIN 194. Special Topics in Music 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: Offered by Announcement Only.

MIN 274. Introduction to Music Copyright Law. 3 Credit Hours.

This course provides a study of the current U.S. copyright law as it applies to musical compositions and sound recordings. This course includes analysis of the modern practices of music licensing for both digital and physical uses as well as copyright acquisition. Students will study the various rights of the copyright owner, what can be protected by copyright, and the duration of copyright. They will learn the formalities of music copyright including registration and notice. Current music copyright infringement cases are reviewed along with defenses to infringement and remedies for infringement. The course also covers international copyright protection and music copyright as it applies to digital technologies and distribution.

Prerequisite: MIN 173 or MIN 310 or MMI 173 or MMI 310 And Requisite: Music Industry Majors or Minors Only; Minors must have sophomore standing.

Components: LEC.

Grading: GRD.

Typically Offered: Fall & Spring.

MIN 310. Music Business and Entrepreneurship for Musicians. 3 Credit Hours.

This course provides students with an overview of the music business and related entrepreneurial fundamentals. Music business topics explored include copyright, publishing, the record business, licensing, the live music industry, and arts administration. Entrepreneurial topics explored include starting a business, accounting and marketing basics, and securing funding.

Requisite: Frost School of Music and Prerequisite: MDE 141 or MSJ 141 or MTC 141 or MMI 141.

Components: LEC.

Grading: GRD.

Typically Offered: Fall & Spring.

MIN 378. Music Industry Agreements. 3 Credit Hours.

This course explores the legal agreements between different parties in the music business, such as record companies, recording artists, music producers, and licensees. Emphasis is placed on the different ways of contractually addressing intellectual property ownership and usage, compensation, and exclusive services.

Prerequisite: (MIN 173 or MIN 310 or MMI 173 or MMI 310) and MIN 274 or MMI 274 And Requisite: Music Industry Majors Only.

Components: LEC.

Grading: GRD.

Typically Offered: Fall.

MIN 420. Music Industry Capstone Project. 3 Credit Hours.

Students will apply the knowledge and skills acquired in their courses to develop a Business Plan for a Music Business venture. Students will identify a segment of the industry, analyze aspects associated with a SWOT analysis, income, cost, expenses, and develop a marketing plan for the venture. The course will provide students an inside view of the business operations while enhancing their conceptual understanding of the structures and interrelationships of the diverse music ventures in the music business ecosystem.

Requisite: Music Industry Majors with senior standing only.

Components: THI.

Grading: SUS.

Typically Offered: Spring.

MIN 425. Event Operations Practicum. 1 Credit Hour.

Practical experience in concert and event management including, to varying degrees, concert hall operations, audience management, stage management, lighting operations, box office operations, and printed program preparation and distribution, in the context of Frost School of Music concerts and events, under the supervision of professional staff.

Components: PRA.

Grading: CNC.

Typically Offered: Fall & Spring.

MIN 455. Music Industry Internship. 3 Credit Hours.

Practical experience in different areas of the music industry under the supervision of professional firms and the university.

Requisite: Music Industry Majors.

Components: PRA.

Grading: CNC.

Typically Offered: Fall, Spring, & Summer.

MIN 493. Special Projects in Music Industry. 1-3 Credit Hours.

Advanced individual instruction pertaining to faculty member's area expertise and student's area of interest. This course includes a culminating project.

Requisite: Frost School of Music only.

Components: IND.

Grading: GRD.

Typically Offered: Offered by Announcement Only.

MIN 494. Special Topics in Music 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: Offered by Announcement Only.

MIN 532. Arts Leadership. 3 Credit Hours.

Course explores critical concepts of leadership, decision-making, and teamwork in wide-ranging arts presentation settings. Through experiential learning, students practice and acquire the knowledge and skills vital for effective navigation through the dynamic arts industry.

Requisite: Frost School of Music only.

Components: LEC.

Grading: GRD.

Typically Offered: Spring.

MIN 537. 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.

Prerequisite: MIN 274 or MMI 274 And Requisite: Music Industry Majors or Minors Only; Minors must have senior standing.

Components: LEC.

Grading: GRD.

Typically Offered: Spring.

MIN 543. Marketing in the Music Industry. 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.

Prerequisite: MIN 173 or MIN 310 or MMI 173 or MMI 310 and Requisite: Music Industry or MADE majors only.

Components: LEC.

Grading: GRD.

Typically Offered: Fall.

MIN 545. 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.

Prerequisite: MIN 573 or MMI 573 And Requisite: Music Industry majors or MADE majors only.

Components: LEC.

Grading: GRD.

Typically Offered: Fall.

MIN 555. Music Industry Internship Full-Time. 12 Credit Hours.

Practical experience in different areas of the music industry under supervision of professional firms and the university.

Requisite: Senior Status and MBEI or MIND Majors only.

Components: PRA.

Grading: CNC.

Typically Offered: Fall & Spring.

MIN 573. 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 and reviewed as related to domestic music publishing.

Prerequisite: MIN 274 or MMI 274 And Requisite: Music Industry Majors or Minors Only; Minors must have senior standing.

Components: LEC.

Grading: GRD.

Typically Offered: Fall & Spring.

MIN 580. Advanced Analysis of Current Topics in the Music Industry. 3 Credit Hours.

This course provides students with in-depth study of advanced topics in the music business, including recent developments in the areas of music licensing, copyright, international markets, live music, artist development, data management, and others. Particular focus is placed on ways to meet the current challenges facing the industry.

Requisite: Music Industry Majors with senior standing only.

Components: LEC.

Grading: GRD.

Typically Offered: Fall.

MIN 593. Special Projects in Music Industry. 1-3 Credit Hours.

Advanced individual instruction pertaining to faculty member's area expertise and student's area of interest. This course includes a culminating project.

Components: DIS.

Grading: GRD.

Typically Offered: Fall, Spring, & Summer.

MIN 594. Special Topics in Music 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: Offered by Announcement Only.

MIN 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: Must have a Plan of MIND_MA OR MINDO_MA OR JDMI_MA OR MLEM_MA or MLEMO_MA or JDML_MA OR PMPDO_MA.

Components: DIL.

Grading: GRD.

Typically Offered: Fall, Spring, & Summer.

MIN 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.

Requisite: Must have a Plan of MBEI_MM OR MBEO1_MM OR MBEO2_MM OR JDMM_JD OR JDML_JD OR MPRS_MA OR MPRO1_MA OR MPRO2_MA OR MBFO_CMUB OR MIND_MA OR MINDO_MA OR JDMI_MA OR MLEM_MA or MLEMO_MA or JDML_MA AND Pre-requisite MMI 774.

Components: DIL.

Grading: GRD.

Typically Offered: Fall, Spring, & Summer.

MIN 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: Must have a Plan of MIND_MA OR MINDO_MA OR JDMI_MA OR MLEM_MA or MLEMO_MA or JDML_MA OR PMPDO_MA.

Components: DIL.

Grading: GRD.

Typically Offered: Fall, Spring, & Summer.

MIN 643. Marketing in the Music Industry. 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.

Requisite: Must have a Plan of MUEO_CMUB OR MIND_MA OR MINDO_MA OR JDML_MA OR MLEM_MA or MLEMO_MA or JDML_MA or PMPDO_MA.

Components: DIL.

Grading: GRD.

Typically Offered: Fall, Spring, & Summer.

MIN 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.

Requisite: Must have a Plan of MBEI_MM OR MBEO1_MM OR MBEO2_MM OR JDMM_JD OR JDML_JD OR MPRS_MA OR MPRO1_MA OR MPRO2_MA OR MIND_MA OR MINDO_MA OR JDMI_MA OR MLEM_MA or MLEMO_MA or JDML_MA AND Prerequisite: MIN 673 or MMI 673 and MIN 774 or MMI 774.

Components: LEC.

Grading: GRD.

Typically Offered: Fall.

MIN 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.

Requisite: Must have a Plan of MBEI_MM, MBEO1_MM, MBEO2_MM, JDMM_JD, JDML_JD, MPRS_MA, MPRO1_MA, MPRO2_MA, MBFO_CMUB, MIND_MA, MINDO_MA, JDMI_MA, MLEM_MA or MLEMO_MA, JDML_MA AND Co-Requisite MIN 673 or MMI 673 AND Co-Requisite MIN 774 or MMI 774.

Components: LEC.

Grading: GRD.

Typically Offered: Fall, Spring, & Summer.

MIN 680. Advanced Analysis of Current Topics in the Music Industry. 3 Credit Hours.

This course provides students with in-depth study of advanced topics in the music business, including recent developments in the areas of music licensing, copyright, international markets, live music, artist development, data management, and others. Particular focus is placed on ways to meet the current challenges facing the industry.

Requisite: Must have a Plan of MRAO_CMUB OR MIND_MA OR MINDO_MA OR JDMI_MA AND Co-Requisite MIN 673 or MMI 673 AND Pre-requisite MIN 774 or MMI 774.

Components: LEC.

Grading: GRD.

Typically Offered: Fall.

MIN 694. Special Topics in Music 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: Offered by Announcement Only.

MIN 726. Global Live Entertainment. 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: Frost School of Music only.

Components: DIL.

Grading: GRD.

Typically Offered: Fall, Spring, & Summer.

MIN 736. Financial Management in Live Entertainment. 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: Frost School of Music only.

Components: DIL.

Grading: GRD.

Typically Offered: Fall, Spring, & Summer.

MIN 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: Frost School of Music only.

Components: DIL.

Grading: GRD.

Typically Offered: Fall, Spring, & Summer.

MIN 741. Project in Music Industry. 3 Credit Hours.

Requisite: Graduate Plan of MIND_MA OR MINDO_MA OR JDMI_MA. However, it also should require instructor consent.

Graduate Plan of MIND_MA OR MINDO_MA OR JDMI_MA and Instructor Consent.

Components: IND.

Grading: SUS.

Typically Offered: Offered by Announcement Only.

MIN 750. Music Industry Agreements. 3 Credit Hours.

This course explores the legal agreements between different parties in the music business, such as record companies, recording artists, music producers, and licensees. Emphasis is placed on the different ways of contractually addressing intellectual property ownership and usage, compensation, and exclusive services.

Requisite: Must have a Plan of MRAO_CMUB OR MIND_MA OR MINDO_MA OR JDMI_MA AND Co-Requisite MIN 673 or MMI 673 AND Pre-requisite MIN 774 or MMI 774.

Components: LEC.

Grading: GRD.

Typically Offered: Fall, Spring, & Summer.

MIN 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: Must have a Plan of MRAO_CMUB OR MIND_MA OR MINDO_MA OR JDMI_MA AND Co-Requisite MIN 673 or MMI 673 AND Pre-requisite MIN 774 or MMI 774.

Components: DIL.

Grading: GRD.

Typically Offered: Fall, Spring, & Summer.

MIN 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: Must have a Plan of MBEI_MM, MBE01_MM, MBE02_MM, JDMM_JD, JDML_JD, MPRS_MA, MPRO1_MA, MPRO2_MA, MBFO_CMUB, MRAO_CMUB, MUEO_CMUB, MIND_MA, MINDO_MA, JDMI_MA, MLEM_MA or MLEMO_MA or JDML_MA AND Co-Requisite MIN 673 or MMI 673.

Components: DIL.

Grading: GRD.

Typically Offered: Fall, Spring, & Summer.

MIN 793. Special Projects in Music 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: Offered by Announcement Only.

MIN 794. Special Topics in Music 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: Offered by Announcement Only.

MIN 802. Music Industry Practicum. 3 Credit Hours.

Practical experience in different areas of the music business under the supervision of professional firms and the university.

Requisite: Must have a Plan of MBEI_MM OR MBE01_MM OR MBE02_MM OR JDMM_JD OR JDML_JD OR MIND_MA OR MINDO_MA OR JDMI_MA OR MLEM_MA or MLEMO_MA or JDML_MA.

Components: THI.

Grading: SUS.

Typically Offered: Fall, Spring, & Summer.

MIN 804. Live Entertainment Practicum. 3 Credit Hours.

Practical experience in different areas of arts presenting under the supervision of professional firms and the university.

Requisite: Must have a Plan of MLEM_MA or MLEMO_MA or JDML_MA.

Components: PRA.

Grading: SUS.

Typically Offered: Fall, Spring, & Summer.

MIN 840. Project in Live Entertainment. 3 Credit Hours.

Provides for learners the opportunity to engage in the exploration, creation, and assessments of wide varieties of projects found in the live entertainment industry.

Requisite: Must have a Plan of MLEM_MA or MLEMO_MA or JDML_MA.

Components: PRA.

Grading: SUS.

Typically Offered: Fall & Spring.