

# MUSIC MEDIA AND INDUSTRY

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## Music Industry

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 Industry program has been at the forefront of music industry education. This program has been carefully designed to prepare qualified students for these emerging opportunities.

Our graduate program, where students earn a Master of Arts, focuses primarily on music industry 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 Arts in Music Industry (M.A.). For more information, please visit the website for the Music Industry program (<https://musicindustry.frost.miami.edu/>) (<https://musicindustry.frost.miami.edu/>).

## 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 Music Engineering program (<https://musicengineering.frost.miami.edu/>).

## Live Entertainment Management

The Live Entertainment Management graduate degree program is a comprehensive and intensive investigation of the essential knowledge and expertise required of professionals in live entertainment management today, that offers a diverse and abundant curriculum. Whether a seasoned professional or emerging leader in the field, we know the landscape for creating, presenting, managing, and assessing live events is quickly evolving in ways both exciting and challenging. So, throughout the curriculum, we explore the best practices of live entertainment management perfected over many decades by leading-edge arts innovators, and explore the innovative practices now transcending traditional arts and entertainment boundaries. Given the breadth of careers in the industry, students can tailor the program with the essential [skills, experiential learning experiences, and confidence to make an immediate positive, lasting difference in the fast-paced arts and entertainment industries across the globe.](https://liveentertainmentmanagement.frost.miami.edu/) For more information, please visit the [Live Entertainment Management website.](https://liveentertainmentmanagement.frost.miami.edu/) (<https://liveentertainmentmanagement.frost.miami.edu/>).

## Media Scoring and Production

In the Media Scoring and Production program, we are dedicated to not only providing the foundational skills necessary for the student to pursue a career in the media industry, but also to stimulate and encourage student awareness of their unique gifts as a creative musician. We accomplish this by promoting critical analysis and creative problem-solving skills throughout the program. Courses are designed to provide students with a cohesive program of study that incorporates both current and foreseeable trends – from the manipulation of sound through a digital audio workstation (DAW), the hybrid use of acoustic and electronic instruments, to the implementation and use of sound libraries and synthesizers that will best prepare students for competition in today's industry. For more information, please visit the website for the Media Scoring and Production (<https://mediascoring.frost.miami.edu/degrees/mm-in-media-scoring-and-production/>) (<https://mediascoring.frost.miami.edu/degrees/mm-in-media-scoring-and-production/index.html>) (<https://mediascoring.frost.miami.edu/degrees/mm-in-media-scoring-and-production/>)).

## Masters Programs in Music Media and Industry

- M.A. in Live Entertainment Management (<http://bulletin.miami.edu/graduate-academic-programs/music/music-media-industry/arts-presenting-ma/>)
- M.A. in Live Entertainment Management (Online) (<http://bulletin.miami.edu/graduate-academic-programs/music/music-media-industry/arts-presenting-online-ma/>)
- M.A. in Music Industry (<http://bulletin.miami.edu/graduate-academic-programs/music/music-media-industry/music-business-entertainment-industries-mm/>)
- M.A. in Music Industry (Online) (<http://bulletin.miami.edu/graduate-academic-programs/music/music-media-industry/music-business-entertainment-industries-online-mm/>)
- M.M. in Media Scoring 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/>)
- Certificates 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 electroacoustical 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 filtering, oversampling, modulation codes, timebase, error correction codes, magnetic storage, DAT, and optical storage.

Requisite: Frost School of Music only.

**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:** Spring.

#### **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:** Spring.

**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 only.

**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. 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:** Fall.

**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.

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 MSPD\_MM OR PMPDO\_MA OR MSPDO\_MM.

**Components:** DIL.

**Grading:** GRD.

**Typically Offered:** Fall, Spring, & Summer.

**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: Must have a Plan of 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.

**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.

Requisite: Must have a Plan of MBEI\_MM OR MBE01\_MM OR MBE02\_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 JDML\_MA OR MLEM\_MA or MLEMO\_MA or JDML\_MA AND Pre-requisite MMI 774.

**Components:** DIL.

**Grading:** GRD.

**Typically Offered:** Fall, Spring, & Summer.

**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: Must have a Plan of 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.

**MMI 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.

**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.

Requisite: Must have a Plan of MBEI\_MM OR MBE01\_MM OR MBE02\_MM OR JDMM\_JD OR JDML\_JD OR MPRS\_MA OR MPRO1\_MA OR MPRO2\_MA OR MIND\_MA OR MINDO\_MA OR JDML\_MA OR MLEM\_MA or MLEMO\_MA or JDML\_MA AND Prerequisite: MMI 673 and MMI 774.

**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.

Requisite: Must have a Plan of MBEI\_MM OR MBE01\_MM OR MBE02\_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 JDML\_MA OR MLEM\_MA or MLEMO\_MA OR JDML\_MA AND Co-Requisite MMI 673 AND Co-Requisite MMI 774.

**Components:** LEC.

**Grading:** GRD.

**Typically Offered:** Fall, Spring, & Summer.

**MMI 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 JDML\_MA AND Co-Requisite MMI 673 AND Pre-requisite MMI 774.

**Components:** LEC.

**Grading:** GRD.

**Typically Offered:** Fall.

**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 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:** Fall.

**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 only.

**Components:** LEC.

**Grading:** GRD.

**Typically Offered:** Offered by Announcement Only.

**MMI 708. Popular Music Pedagogy and Administration. 3 Credit Hours.**

This foundational course will introduce fundamentals of teaching music in secondary (middle and high school) and tertiary (collegiate) levels.

Focus will be on defining core educational concepts and terminologies; developing musical curricula across a variety of 21st century musical forms; engaging students through several instructional paradigms; provide practice presenting instruction with a variety of educational strategies.

**Components:** DIL.

**Grading:** GRD.

**Typically Offered:** Fall & Summer.

**MMI 709. Popular Music Theory Pedagogy. 3 Credit Hours.**

Popular Music Theory Pedagogy focuses heavily on aural recognition of the melodic, harmonic, and rhythmic language of contemporary music using jazz and commercial theoretical analysis and aural dictation. The harmonic focus of this semester is on 7th chords, chord quality substitution and the use of non-diatonic chord tones when using the dominant chord. Progressions will become familiar (i.e. II-V-I, standard progressions and substitute harmonic options), as well as voicing structure and proper construction of basic contemporary pop/jazz chords. Melodic, harmonic and rhythmic skills will be developed through aural recognition, theoretical analysis and transcription. A keyboard lab will accompany this course where students will learn to play and understand the use of all material covered in the lecture meetings, as well as additional contemporary, jazz and traditional piano technique.

**Components:** DIL.

**Grading:** GRD.

**Typically Offered:** Spring & Summer.

**MMI 711. Popular Music Methods. 3 Credit Hours.**

This course provides a foundation for students to gain experience and exposure to areas of contemporary education including contemporary instrumentation (keyboard, guitar, drums, and bass), contemporary vocal pedagogy, considerations for ensemble direction, and essential equipment and technology. Students will gain a familiarity to common terms, concepts and methods used in contemporary/commercial education.

**Components:** DIL.

**Grading:** GRD.

**Typically Offered:** Fall & Summer.

**MMI 712. Introduction to Music Business for Artists. 3 Credit Hours.**

Artists are not only creating their own music, but are often responsible for marketing, publishing, distribution, management, promotion and contract agreements to get it out to the world. In this course you will gain a broad understanding of the ever-expanding business of music. You will learn how these various segments operate and how developments in technology are opening new opportunities for artists to create revenue. This course provides knowledge, strategy and guidance to navigate the industry and achieve your goals.

**Components:** DIL.

**Grading:** GRD.

**Typically Offered:** Spring & Summer.

**MMI 715. Contemporary Songwriting I. 3 Credit Hours.**

Explores modern songwriting techniques, song lyric theory, song form, melodic development, pop harmony and rhythm and grooves. Students will analyze a variety of recordings by top modern songwriters. Students will compose and record a number of original songs for the course.

Requisite: Must be in the School of Graduate Music.

**Components:** LEC.

**Grading:** GRD.

**Typically Offered:** Fall & Spring.

**MMI 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: Must have a Plan of 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.

**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.

Requisite: Graduate Music Students Only.

**Components:** LEC.

**Grading:** GRD.

**Typically Offered:** Fall, Spring, & Summer.

**MMI 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: Must have a Plan of 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.

**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: Must have a Plan of 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.

**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 only.

**Components:** THI.

**Grading:** GRD.

**Typically Offered:** Fall, Spring, & Summer.

**MMI 741. Project in Music Industry. 3 Credit Hours.**

Requisite: Graduate Plan of MIND\_MA OR MINDO\_MA OR JDML\_MA. However, it also should require instructor consent.

Graduate Plan of MIND\_MA OR MINDO\_MA OR JDML\_MA and Instructor Consent.

**Components:** IND.

**Grading:** SUS.

**Typically Offered:** Offered by Announcement Only.

**MMI 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 MMI 673 AND Pre-requisite MMI 774.

**Components:** LEC.

**Grading:** GRD.

**Typically Offered:** Fall, Spring, & Summer.

**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: Must have a Plan of MRAO\_CMUB OR MIND\_MA OR MINDO\_MA OR JDMI\_MA AND Co-Requisite MMI 673 AND Pre-requisite MMI 774.

**Components:** DIL.

**Grading:** GRD.

**Typically Offered:** Fall, Spring, & Summer.

**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 only.

**Components:** LEC.

**Grading:** GRD.

**Typically Offered:** Offered by Announcement Only.

**MMI 759. Digital Audio and MIDI Production. 3 Credit Hours.**

Weekly lab focused on Pro Tools proficiency and the intricacies of audio technology relating to a modern producer/film composer. Topics include Digital Audio definitions and uses, Pro Tools understanding, shortcuts and proficiency, and MIDI.

**Components:** LAB.

**Grading:** GRD.

**Typically Offered:** Fall.

**MMI 760. Virtual Orchestration. 3 Credit Hours.**

This project-based seminar/lab is designed to expose students to the basics of MIDI orchestration with particular emphasis on the creation of fully-realized mock-ups.

**Components:** LEC.

**Grading:** GRD.

**Typically Offered:** Fall.

**MMI 761. Media Scoring 1: Film Scoring Foundations. 3 Credit Hours.**

Seminar in the aesthetics and psychology of mood music, sound-film synchronization, timing techniques, and scoring procedures. Analysis and performance of student projects is included.

**Components:** LEC.

**Grading:** GRD.

**Typically Offered:** Fall.

**MMI 762. Media Scoring 2: Film Scoring Extensions. 3 Credit Hours.**

Adaptation of previous semester's techniques to television scripts and performed music. Pre-recording, direct recording, and dubbing procedures are included as well as preparation and performance of complete film cues. Each student is required to conduct his/her project.

**Components:** LEC.

**Grading:** GRD.

**Typically Offered:** Spring.

**MMI 763. Media Scoring 3: Video Game Scoring. 3 Credit Hours.**

Project based seminar/workshop designed to provide students the opportunity to gain the skills, knowledge and experience necessary to produce a variety of musical works for use in visual media.

**Components:** LEC.

**Grading:** GRD.

**Typically Offered:** Fall.



**MMI 770. Synthesization. 3 Credit Hours.**

Weekly lab focused on Sound Design/synthesis as it applies to the modern producer. Topics include different synthesis techniques, different waves, modulation controls, signal flow as it applies to modular synths, hardware synths vs “softsynths,” and FX processing common to synth instruments.

**Components:** LAB.

**Grading:** GRD.

**Typically Offered:** Fall & Spring.

**MMI 771. Production 1: Recording and Production Techniques. 3 Credit Hours.**

Recording studio production procedures. Topics include artist and material selection, session planning, and analysis of the producer's role.

**Components:** LAB.

**Grading:** GRD.

**Typically Offered:** Fall.

**MMI 772. Production 2: Audio FX Processing and Multitrack Mixing. 3 Credit Hours.**

Project-based course designed to provide students with a clear understanding of most Audio effects used in Mixing and Music Production. Students are expected to complete one multitrack mix a week, and present to the class their work for critique and review. Additional emphasis is placed on psychoacoustics, room acoustics, and loudness.

**Components:** LAB.

**Grading:** GRD.

**Typically Offered:** Spring.

**MMI 773. Production 3: Advanced Production Seminar. 3 Credit Hours.**

Project-based course designed to provide the opportunity to record, produce, mix, and commercially release an EP. Students are expected to use their music production skills to produce a studio-quality commercial recording of a fellow student, including recording, sound design, and mixing. Additional emphasis will be placed on budget management, studio and musician booking, mastering in preparation for release, and extras including meta-data and artwork.

**Components:** LAB.

**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:** 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 MRAO\_CMUB OR MUEO\_CMUB OR MIND\_MA OR MINDO\_MA OR JDML\_MA OR MLEM\_MA or MLEMO\_MA or JDML\_MA AND Co-Requisite MMI 673.

**Components:** DIL.

**Grading:** GRD.

**Typically Offered:** Fall, Spring, & Summer.

**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 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 MBEO1\_MM OR MBEO2\_MM OR JDMM\_JD OR JDML\_JD OR MIND\_MA OR MINDO\_MA OR JDML\_MA OR MLEM\_MA or MLEMO\_MA or JDML\_MA.

**Components:** THI.

**Grading:** SUS.

**Typically Offered:** Fall, Spring, & Summer.

**MMI 804. Live Entertainment Practicum. 3 Credit Hours.**

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

**Components:** PRA.

**Grading:** SUS.

**Typically Offered:** Fall, Spring, & Summer.



**MMI 805. Master's Media Scoring and Production Project. 1-3 Credit Hours.**

This project will require supervised completion of a proposal, business plan, project completion and presentation, reflective journal, and media writing and production electronic press kit.

Requisite: MSPD\_MM Or MWPD\_MM.

**Components:** THI.

**Grading:** SUS.

**Typically Offered:** Fall & Spring.

**MMI 810. Capstone Project in Popular Music Pedagogy. 3 Credit Hours.**

This final capstone project will be designed by the student in consultation with their instructor at the end of the successful completion, and passing, of all appropriate courses within the Popular Music Pedagogy degree. This project should further develop previously studied course materials and be appropriate toward the student's intended professional goals. Examples of Capstone Projects may include, but are not limited to, creating curricula for popular music programs, classes, or ensembles, making a plan for specific outreach programs (extra-curricular, specialized populations, etc.), developing a web presence and marketing plan for one's own artistic endeavors, or creating a business plan or education materials for private business ventures or studio lessons.

Requisite: Students must be enrolled in program plan: PMPDO\_MA, and this must be their final course in the program.

**Components:** DIL.

**Grading:** GRD.

**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.

**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.

**MMI 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 and Full-time Status.

**Components:** PRA.

**Grading:** SUS.

**Typically Offered:** Fall & Spring.