<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Title</th>
<th>Credits</th>
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<tbody>
<tr>
<td>REC 200</td>
<td>INTRODUCTION TO SOUND RECORDING TECHNOLOGY</td>
<td>2</td>
<td>Quarter hours. Introductory course to acquaint students with concepts and techniques of sound recording technology. Open to all music students and required for SRT majors. (2 quarter hours) Status as an Undergraduate Music student or as a Music Recording Minor student is a prerequisite for this class.</td>
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<tr>
<td>REC 201</td>
<td>RECORDING TECHNOLOGY I</td>
<td>4</td>
<td>Quarter hours. Basic studies in audio engineering with technological application in recording studio settings. Emphasis on acoustics, microphones, and microphone techniques. This is part of a two-year sequence of courses for sound recording technology majors. Status as a Sound Recording Technology student is a prerequisite for this class.</td>
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<tr>
<td>REC 202</td>
<td>RECORDING TECHNOLOGY II</td>
<td>4</td>
<td>Quarter hours. Basic studies in audio engineering with technological application in recording studio settings. Emphasis on principles of digital recording and editing. This is part of a two-year sequence of courses for sound recording technology majors. REC 201 and status as a Sound Recording Technology student is a prerequisite for this class.</td>
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<tr>
<td>REC 203</td>
<td>RECORDING TECHNOLOGY III</td>
<td>4</td>
<td>Quarter hours. Basic studies in audio engineering with technological application in recording studio settings. Emphasis analog recording and signal processing. This is part of a two-year sequence of courses for sound recording technology majors. REC 202 and status as a Sound Recording Technology student is a prerequisite for this class.</td>
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<tr>
<td>REC 204</td>
<td>BASICS OF LIVE SOUND</td>
<td>2</td>
<td>Quarter hours. This course is designed to provide an overview of the technology and applications of the tools used in the field of live sound reinforcement. Topics will include: basic electronics, troubleshooting and equipment repair, audio and network cables and protocols, wireless audio, small and large venue sound integration and installation, monitor and sound system tuning, as well as analog and digital consoles. This course is built on prior material such as REC 200, which covers the basics of microphones, signal flow, and sound generation. (2 quarter hours) Status as an Undergraduate Music student is a prerequisite for this class.</td>
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<tr>
<td>REC 205</td>
<td>GAME AUDIO FOR MUSICIANS</td>
<td>4</td>
<td>Quarter hours. Game Audio For Musicians is intended for sound recording majors and music students who are interested in advanced studies in audio for video games. Students will create music and sound design in the context of a video game and learn out to implement that audio in a game engine such as Wwise. COM 326 is a prerequisite for this class.</td>
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<tr>
<td>REC 209</td>
<td>ELECTRONICS FOR MUSICIANS</td>
<td>4</td>
<td>Quarter hours. This course is designed to teach practical skills in analog electronics. Some basic theory will be outlined using as little mathematics as possible. Hands-on skills to be covered include soldering, testing, and modifying solid state circuitry. Status as an Undergraduate Music student or as a Music Recording Minor student is a prerequisite for this class.</td>
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<tr>
<td>REC 216</td>
<td>PRO TOOLS AND THE DEVELOPMENT OF THE RECORDING STUDIO</td>
<td>4</td>
<td>Quarter hours. The goal of this course is to transform students from casual listeners of recorded music into educated critical analysts. Students will study the history and development of recording technology and recording studios. Lab exercises will teach the basics of recording and signal processing using Digidesign Pro Tools software. Arts and Literature.</td>
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<tr>
<td>REC 217</td>
<td>EDM AND THE ART OF ELECTRONIC MUSIC</td>
<td>4</td>
<td>Quarter hours. The course will trace the genesis of contemporary electronic dance music and explore the interrelationships between popular electronic music styles and the electroacoustic music of the twentieth and twenty-first centuries. Students will develop listening skills and key musical vocabulary to enable them to analyze, interpret and respond to historically significant works from a diverse body of relevant genres.</td>
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<tr>
<td>REC 300</td>
<td>CONTEMPORARY FILM SCORING</td>
<td>4</td>
<td>Quarter hours. Undergraduate level course designed for Music, CDM, Communication, and Theater majors who want an understanding of film music and the mechanics of scoring to picture. It will cover the basics of spotting films, writing with a click track, and utilizing synthesizers and samplers to realize film music. Status as Undergraduate Music student, Undergraduate Theatre student, Undergraduate Communication student or Undergraduate CDM student is a prerequisite for this class.</td>
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<tr>
<td>REC 301</td>
<td>RECORDING TECHNOLOGY IV</td>
<td>4</td>
<td>Quarter hours. Basic studies in audio engineering with technological application in recording studio settings. Emphasis on consoles and audio for film. This is part of a two-year sequence of courses for sound recording technology majors. COREQUISITE(S): REC 304. REC 203 and status as a Sound Recording Technology student is a prerequisite for this class.</td>
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<tr>
<td>REC 302</td>
<td>RECORDING TECHNOLOGY V</td>
<td>4</td>
<td>Quarter hours. Basic studies in audio engineering with technological application in recording studio settings. Emphasis on consoles and audio for film. This is part of a two-year sequence of courses for sound recording technology majors. COREQUISITE(S): REC 304. REC 203 and status as a Sound Recording Technology student is a prerequisite for this class.</td>
</tr>
<tr>
<td>REC 303</td>
<td>RECORDING TECHNOLOGY VI</td>
<td>4</td>
<td>Quarter hours. Basic studies in audio engineering with technological application in recording studio settings. Emphasis on music production and the capstone audio/video sound design project. This is part of a two-year sequence of courses for sound recording technology majors. COREQUISITE(S): REC 304. REC 301 and status as a Sound Recording Technology student is a prerequisite for this class.</td>
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<tr>
<td>REC 306</td>
<td>RECORDING TECHNOLOGY VII</td>
<td>4</td>
<td>Quarter hours. Basic studies in audio engineering with technological application in recording studio settings. Emphasis on music production and the capstone audio/video sound design project. This is part of a two-year sequence of courses for sound recording technology majors. COREQUISITE(S): REC 304. REC 302 and status as a Sound Recording Technology student is a prerequisite for this class.</td>
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REC 304 | SOUND PRACTICUM I | 2 quarter hours
(Undergraduate)
Practical experience with technological applications in the recording
studio. CO-REQUISITE(S): REC 301. (2 quarter hours)
REC 203 and status as a Sound Recording Technology student is a
prerequisite for this class.

REC 305 | SOUND PRACTICUM II | 2 quarter hours
(Undergraduate)
Practical experience with technological applications in the recording
studio. COREQUISITE(S): REC 302. (2 quarter hours)
REC 304 and status as a Sound Recording Technology student is a
prerequisite and REC 302 is a corequisite for this class.

REC 306 | SOUND PRACTICUM III | 2 quarter hours
(Undergraduate)
Practical experience with technological applications in the recording
studio. COREQUISITE(S): REC 303. (2 quarter hours)
REC 305 and status as a Sound Recording Technology student is a
prerequisite and REC 303 is a corequisite for this class.

REC 307 | COMMERCIAL MUSIC PRODUCTION | 4 quarter hours
(Undergraduate)
For students with a music theory background who want to learn how to
realize music using digital sequencing and sampling. This course will
focus on creating tracks in pop genres for film, soundtracks, video games,
and commercials.
Status as an Undergraduate Music student or as a Music Recording
Minor student is a prerequisite for this class.

REC 308 | AUDIO FOR BROADCAST | 4 quarter hours
(Undergraduate)
This course is designed to teach production audio, which encompasses
studio and remote broadcast scenarios including broadcast roles, facility
setups and audio signal flows, as well as ENG and field audio techniques.
This course will also teach post-production audio, where students will
learn the tools and techniques involved in finishing audio for a television
interview show, a documentary film, as well as spatial audio for 360-
degree video and VR.
Status as an Undergraduate Music student or as a Music Recording
Minor student is a prerequisite for this class.

REC 360 | TOPICS IN SOUND RECORDING TECHNOLOGY | 2-4 quarter
hours
(Undergraduate)
In-depth investigation of a topic in sound recording technology.
Status as an Undergraduate Music student or as a Music Recording
Minor student is a prerequisite for this class.

REC 398 | INDEPENDENT STUDY | 1-4 quarter hours
(Undergraduate)
Independent Study (2 quarter hours)
Status as a Sound Recording Technology student is a prerequisite for this
class.