

SOUND RECORDING TECHNOLOGY, BMUS

Contact

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Faculty

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Description

The sound recording technology program provides technologically inclined musicians with the practical and theoretical background needed for success in today's music production industry. The program provides a multidisciplinary four-year Bachelor of Music degree with coursework in music, acoustics, sound production, new media design, computer science, and mathematics. Particular emphasis is placed on audio engineering as a technical-artistic field, recognizing that audio professionals often serve as the interface connecting the technical and artistic personnel in the music industry.

The program provides extensive project experience in state-of-the-art studios where students record, produce, mix, and master sound recordings. Students also develop technical and managerial skills that are essential to the profession. A high level of cross-disciplinary collaboration is encouraged, with exposure to production techniques for many musical styles and media deliverables. Students graduate with a portfolio of work that includes classical, world, popular, and jazz styles delivered on traditional formats alongside new industry standards such as web-based media and video games.

Possible careers include work as a recording engineer, producer, programmer, musician, and technical engineer. The program also provides a foundation for graduate work in engineering and computer science.

Student Learning Outcomes

1. Demonstrate skills for functional and artistic self-expression at the appropriate level and demonstrate the ability to perform a cross-section of repertoire.
2. Demonstrate functional keyboard skills to support musicianship at the appropriate level.
3. Demonstrate an understanding of the common elements and organizational patterns of music and their aural and verbal analysis and a functional understanding of musical forms, processes, and structures.
4. Demonstrate the ability to complete aural dictation at the appropriate level.
5. Demonstrate growth in artistry and technical skills in an ensemble setting and collaborative competency and knowledge of ensemble repertoire.
6. Demonstrate a functional knowledge of music history and repertoire through the present time, including the study and experience of musical languages and cultures.
7. Demonstrate knowledge and skills sufficient to work as a leader, and in collaboration, on matters of musical interpretation.
8. Demonstrate ability to solve technical and artistic problems while preparing recorded products for various purposes/settings and

fundamental knowledge of recording equipment and their proper use in applicable recording situations.

9. Demonstrate the application of acoustical knowledge, the related scientific aspects of sound, and electrical manipulation of sounds in applicable recording situations and acquired aural skills while making accurate and viable decisions associated with the proper application and use of recording equipment in applicable situations.
10. Demonstrate ability to solve technical and artistic problems while preparing recorded products for various purposes/settings.
11. Demonstrate the ability to develop professional-quality recordings from concept, to technical production and artistic process, to finished product.

Program Requirements

Code	Title	Credits
Major Requirements		
Principal Performance Area		16
Secondary Performance Area		4
(Keyboard Skills Unless Piano or Organ Student)		
MTC 145	Theory and Musicianship I	3
MTC 146	Theory and Musicianship II	3
MTC 147	Ear Training I	1
MTC 148	Ear Training II	1
MTC 245	Theory and Musicianship III	3
MTC 246	Theory and Musicianship IV	3
MTC 247	Ear Training III	1
MTC 248	Ear Training IV	1
CTG 545	Basic Conducting	2
Music History and Literature		
MHL 185	Introduction to World Music	3
MHL 267	European Music before 1800	3
MHL 268	European and American Music Since 1800	3
Large Ensembles		
One Large Ensemble Required for Each Semester in Residence		7
Final semester is taken for 0 credit		
Weekly Student Convocations		
Required for Each Semester in Residence		0
Sound Recording Technology Requirements		
MUI 010	Soyars Entertainment Leadership Lecture Series I (7 X for 0 credit)	0
MUI 209	Music Industry for Audio Engineers	3
MUI 301	Record Production	3
MUI 307	Studio Recording	3
MUI 308	Live Sound and Concert Recording	3
MUI 309	Studio Acoustics	3
MUI 321	Concert Recording I	2
MUI 322	Concert Recording II	2
MUI 331	Music Mastering	3
MUI 408	Music Industry Practicum	1
MUI 409	Advanced Digital Audio Workstation Production	3
MUI 411	Recording Studio Management I	2
MUI 412	Recording Studio Management II	2
MUI 414	Music Technology Practicum	2
MTC 560	Electronic Music Composition	3

MTC 562	Performing with Computers	3
Academic Requirements		
WRT 105	Studio 1: Practices of Academic Writing	3
WRT 205	Studio 2: Critical Research and Writing	3
CPS 196	Introduction to Computer Programming	3
MAT 295	Calculus I	4
PHY 211	General Physics I	3
PHY 221	General Physics Laboratory I	1
PSY 205	Foundations of Human Behavior	3
FYS 101	First Year Seminar	1
Academic Electives		
Select nine credits		9
Must Include at Least One 3-Credit IDEA Elective		
Total Credits		122

Degree Awarded: BM Sound Recording Technology**Undergraduate University Requirements**

The following requirements and experiences apply to all Syracuse University Undergraduate matriculated degree programs.

- IDEA Course Requirement (<https://coursecatalog.syracuse.edu/undergraduate/idea-course-requirement/>)
- First Year Seminar (<https://coursecatalog.syracuse.edu/undergraduate/courses/fys/>)