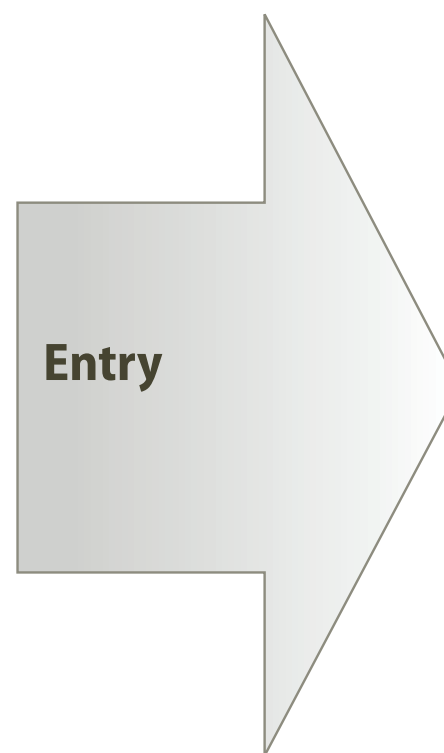


# Commercial Music Performance AA

## PROGRAM LEARNING OUTCOMES

1. Produce recorded music projects.
2. Demonstrate professional behaviors required in the music industry.
3. Apply vocabulary and demonstrate processes used in the protection of intellectual property rights.
4. Demonstrate practical musical literacy, both theoretical and historical.
5. Mix live performances in a variety of genres.
6. Utilize basic ensemble skills by performing in an ensemble.



### REQUIRED

- MUSIC 122**  
Theory and Musicianship I
- MUSX 120**  
Live Sound
- MUSX 124**  
Introduction to Music Production and Multi-Track Recording
- MUSX 172**  
Introduction to Electronic Music and MIDI
- MUSX 174**  
Introduction to Music Technology and Pro Tools
- MUSX 181**  
Introduction to the Music Industry
- MUSX 182**  
Songwriting I

### PLUS at least 14 units from

- MUSIC 100** Applied Music
- MUSIC 101** Beginning Guitar
- MUSIC 103** Guitar Ensemble
- MUSIC 108** Rock Theory and Improvisation I
- MUSIC 109** Live Music Production and Stagecraft I
- MUSIC 127** Jazz Theory and Improvisation I
- MUSIC 128** Jazz Theory and Improvisation II
- MUSIC 135** Vocal Jazz Ensemble
- MUSIC 136** Jazz Ensemble
- MUSIC 137** Jazz Combos
- MUSIC 150** Beginning Piano I
- MUSIC 151** Beginning Piano II
- MUSIC 152** Jazz Piano
- MUSIC 162** Concert Choir
- MUSIC 166** Chamber Singers
- MUSIC 168** Percussion Ensemble
- MUSIC 170** Applied Voice Training
- MUSIC 171** Jazz and Popular Voice
- MUSIC 179** Intermediate Applied Voice
- MUSIC 208** Rock Theory and Improvisation II
- MUSIC 209** Live Music Production and Stagecraft II
- MUSIC 250** Intermediate Piano I
- MUSIC 251** Intermediate Piano II
- MUSIC 256** Pedagogy for Studio Music Teachers
- MUSX 183** Artist Development in the Music Industry
- MUSX 282** Songwriting II

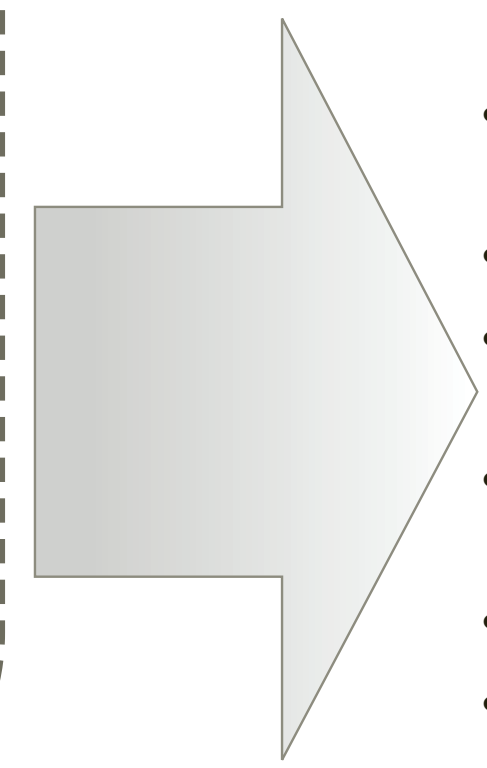
### Recommended GE Elective

- MUSIC 114** World Music  
DVC III  
IGETC 3
- MUSIC 117** History of Rock and R&B  
DVC III  
IGETC 3
- MUSIC 118** History of Jazz  
DVC III  
IGETC 3
- MUSIC 119** The History and Culture of Hip Hop Music  
DVC III  
IGETC 3
- MUSX 110** History of Electronic Music  
DVC III  
IGETC 3

- Required
- Elective
- DVC GE category
- IGETC category

## Careers in

- All facets of the music and entertainment industries
- Major and independent record labels
- Motion picture studios
- Music production companies
- Music publishing companies
- Music libraries
- Artist management companies
- Music promotion companies
- Performing artists



You need to see a Counselor for specific recommendations about courses that will best meet your educational goals. Not all courses on the map are offered every term. Consult the Catalog and the Schedule of Classes for more details.

For information about transferring, see: <https://www.dvc.edu/enrollment/transfer/index.html>

For information on careers in this field see: <https://www.dvc.edu/enrollment/career-employment/index.html>