Commercial Music Technology and Production 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. Create, arrange, and produce advanced recorded music projects utilizing a digital audio workstation that is MIDI capable.

Careers in
- AV technician
- Music engineer, Music producer
- Music editor
- Film composer
- Media Venues
- Major and independent record labels
- Motion picture studios
- Music production companies
- Music publishing companies
- Music libraries

Complete 60 degree applicable units along with completion of all required general education requirements. It is highly recommended that you see a counselor for specific courses that will best meet your educational plan/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

Entry

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 117: History of Rock and R&B
- MUS 151: Beginning Piano I
- MUSIC 150: Beginning Piano II
- MUSX 175: Advanced Pro Tools
- MUSX 176: Introduction to Ableton Live
- MUSX 177: Introduction to Reason
- MUSX 110: History of Electronic Music

Recommended GE Elective
- MUSX 175: Advanced Pro Tools

EXIT