

Music industry studies

**MUSIC INDUSTRY STUDIES – MUSX**

Michael Almaguer, Dean  
 Applied and Fine Arts Division  
 Business and Foreign Language Building, Room 204

**Possible career opportunities**

Career options include: conductor, arranger, film scorer/composer, music business/manager, music editor, music supervisor/director, songwriter, transcriber, editor (print music publishing), choir director, midi engineering, recording engineer, studio director or manager, sound designer, sound technician, and tour coordinator. Many careers require more than two years of study.

**Program learning outcomes**

Program learning outcomes have been developed for each of the three options for General Education and all college degree and certificate programs. A complete list of current program learning outcomes for each program is also available on the DVC website at [www.dvc.edu/slo](http://www.dvc.edu/slo).

**Associate in arts degree**

Music industry studies

**Certificate of achievement**

Music industry studies

**Associate in arts degree - Music industry studies**

This associate in arts program prepares students for a career in the music industry. The program has an entrepreneurial focus emphasizing an industry trend requiring artists to be responsible for complete project development. The program is designed to produce well-rounded music industry professionals capable of all aspects of the music production process including recording, marketing, and distribution. The same skill-set also prepares students for careers in specialized areas of the music industry such as digital audio workstation operator, recording engineer, producer, composer, arranger, songwriter, sound designer, artist manager, distributor, and marketing representative.

The DVC music industry studies major is not intended for transfer. Option 1 (DVC General Education) is advised for students who do not intend to transfer. Students may not take a pass/no pass option for major courses. Students who intend to transfer to a four-year baccalaureate program should consult with a counselor regarding specific major preparation requirements at the transfer institution of their choice. Students who intend to transfer are advised to select General Education Option 2 (IGETC) or Option 3 (CSU GE).

Students must complete each of the courses required for the major with a “C” grade or higher. Certain courses may satisfy both major and general education requirements; however, the units are only counted once.

*major requirements*

MUSX-172	Introduction to Electronic Music and MIDI.....	3
MUSX-173	Advanced Electronic Music .....	3
MUSX-174	Introduction to Pro Tools.....	3
MUSX-175	Advanced Pro Tools .....	3
MUSX-181	Introduction to the Music Industry.....	3

*plus at least 9 units from:*

COOP-170	Occupational Work Experience Education .....	1-4
MUSX-124	Introduction to Music Production and Multi-Track Recording.....	3
MUSX-125	Advanced Music Production and Multi-Track Recording.....	3
MUSX-177	Introduction to Reason .....	3
MUSX-178	Sound for Picture .....	3
MUSX-182	Songwriting .....	3
MUSX-270	Applied Projects in Music Industry Studies .....	3

**total minimum units required 24**

**Certificate of achievement - Music industry studies**

This certificate program prepares students for a career in the music industry. The program has an entrepreneurial focus emphasizing an industry trend requiring artists to be responsible for complete project development. The program is designed to produce well-rounded music industry professionals capable of all aspects of the music production process including recording, marketing, and distribution. The same skill-set also prepares students for careers in specialized areas of the music industry such as digital audio workstation operator, recording engineer, producer, composer, arranger, songwriter, sound designer, artist manager, distributor, and marketing representative.

To earn a certificate of achievement, students must complete the required courses with a “C” grade or higher. Required courses are available in the evening and during the day.

*required courses*

MUSX-172	Introduction to Electronic Music and MIDI.....	3
MUSX-173	Advanced Electronic Music .....	3
MUSX-174	Introduction to Pro Tools.....	3
MUSX-175	Advanced Pro Tools .....	3
MUSX-181	Introduction to the Music Industry.....	3

*plus at least 9 units from:*

COOP-170	Occupational Work Experience Education....	1-4
MUSX-124	Introduction to Music Production and Multi-Track Recording.....	3
MUSX-125	Advanced Music Production and Multi-Track Recording.....	3
MUSX-177	Introduction to Reason .....	3
MUSX-178	Sound for Picture .....	3
MUSX-182	Songwriting .....	3
MUSX-270	Applied Projects in Music Industry Studies .....	3

**total minimum required units 24**

## Music industry studies

---

### MUSX-124 Introduction to Music Production and Multi-Track Recording

- 3 units SC
- 54 hours lecture per term
  - Formerly MUSIC-124

This course is designed to give the music student a working knowledge of the principles and techniques of multi-track recording. This course will explore, analyze and evaluate contemporary music production techniques and apply these techniques to real production and recording situations. Emphasis will be on student involvement with various interrelated roles, including that of studio musician, writer/arranger, producer and sound engineer. CSU

### MUSX-125 Advanced Music Production and Multi-Track Recording

- 3 units SC
- 54 hours lecture per term
  - Recommended: MUSX-124 or equivalent
  - Formerly MUSIC-125

This course extends basic practical music production and multi-track recording skills to include complex projects, integration of acoustic and digital recording elements, and use of current computer software in the mixing process. CSU

### MUSX-172 Introduction to Electronic Music and MIDI

- 3 units SC
- 36 hours lecture/18 hours laboratory/36 hours laboratory by arrangement per term
  - Note: Students may petition to repeat this course when software or hardware is changed.
  - Formerly MUSIC-172

This is an introductory course that provides the foundational skills necessary for the creation of electronic music on a digital audio workstation capable of utilizing MIDI (Musical Instrument Digital Interface). Students will gain direct hands-on experience with MIDI-capable synthesizers, tone generators and samplers, digital signal processors, and computer-based music sequencing software. CSU

### MUSX-173 Advanced Electronic Music

- 3 units SC
- 36 hours lecture/18 hours laboratory/36 hours laboratory by arrangement per term
  - Recommended: MUSX-172 or equivalent
  - Note: Students may petition to repeat this course when software or hardware is changed.
  - Formerly MUSIC-173

This advanced course builds upon the knowledge and technical skills developed in MUSX-172 Introduction to Electronic Music and MIDI. Students will learn to integrate the MIDI and digital audio recording environments and also develop the advanced post-production skills needed for employment in the music recording industry. Topics will include digital audio recording & editing, effects processing, mixing, and digital audio file management and conversion, sampling, synthesis, and advanced MIDI sequencing. CSU

### MUSX-174 Introduction to Pro Tools

- 3 units SC
- 36 hours lecture/18 hours laboratory/36 hours laboratory by arrangement per term
  - Note: Students may petition to repeat this course when software or hardware is changed.
  - Formerly MUSIC-174

This is an introductory course that will provide the foundational skills to learn and function within the Pro Tools audio production environment. Pro Tools represents a new generation of digital audio workstations that uses the power of personal computers and digital signal processing to record multitrack digital audio directly to hard disk. Topics will include digital multitrack recording, effects processing and digital audio mixing techniques. CSU

### MUSX-175 Advanced Pro Tools

- 3 units SC
- 36 hours lecture/18 hours laboratory/36 hours laboratory by arrangement per term
  - Recommended: MUSX-174 or equivalent
  - Note: Students may petition to repeat this course when software or hardware is changed.
  - Formerly MUSIC-175

This advanced course is designed for students who are preparing for employment in the music recording industry. Students will work on special production-oriented projects utilizing a Pro Tools capable digital audio workstation (DAW). Working independently and in teams, students will use the recording production tools that they have developed in prior terms. Topics include acoustic recording, field recording, sound design, sound for picture, control surfaces, use of external signal processors, surround sound, and advanced mixing techniques. CSU

### MUSX-177 Introduction to Reason

- 3 units SC
- 36 hours lecture/18 hours laboratory/36 hours laboratory by arrangement per term
  - Note: Students may petition to repeat this course when software or hardware is changed.
  - Formerly MUSIC-177

This course will provide the foundational skills needed to learn and function within the music production environment of Reason. This software application represents a new generation of the stand-alone virtual recording studio. Topics will include music sequencing, digital audio recording, software synthesis and sampling, virtual effects, automation, signal flow, and drum machines. CSU

## Music industry studies

---

### MUSX-178 Sound for Picture

3 units SC

- 36 hours lecture/18 hours laboratory/36 hours laboratory by arrangement per term
- Recommended: MUSX-174 or equivalent
- Note: Students may petition to repeat this course when software or hardware is changed.
- Formerly MUSIC-178

This class examines the topic of sound for picture through a combination of lecture and hands-on experience with a Digital Audio Workstation that is video capable. Students will develop the skill set needed to create soundtracks for film, television, commercials, and video games. Students will learn the three layers of sound for picture: dialog, music, and sound effects including Foley and ambiance. Each of these layers will be discussed and worked on in depth through lab projects. CSU

### MUSX-181 Introduction to the Music Industry

3 units SC

- 54 hours lecture per term
- Recommended: Eligibility for ENGL-122 or equivalent
- Formerly MUSIC-181

An introduction to the music industry, including its evolution, corporate structure, and legal practices such as contracts, copyrights, licenses, management teams, and royalties. Other topics include record production; music publishing; marketing; use of music in film, television, and advertising; touring; development and implementation of business plans; and career strategies. CSU

### MUSX-182 Songwriting

3 units SC

- 54 hours lecture per term
- Formerly MUSIC-182

This course is an introduction to modern song writing techniques. Students will learn to create their own musical compositions. Approaches to contemporary issues in song writing including development of melodic, lyrical, and rhythmic ideas will be studied. In addition, students will learn strategies for promoting their songs in the contemporary music marketplace as well as basic concepts of intellectual property right protection. CSU

### MUSX-270 Applied Projects in Music Industry Studies

3 units SC

- 36 hours lecture/18 hours laboratory/36 hours laboratory by arrangement per term
- Recommended: MUSX-124, 172, 174, 181 or equivalents
- Formerly MUSIC-270

This course is designed for students who are preparing for a career in the music industry and will emphasize the entrepreneurial skill-set needed for professional music production, marketing and distribution. Students will work on special production-oriented projects utilizing the college's Internet radio station and record label as a laboratory. Working independently and in teams, students will practice and apply the music production tools and business skills they have developed in prior terms of the music industry studies program. Projects will vary from term to term. CSU

*Addiction studies*

---