

DIABLO VALLEY COLLEGE
ASSOCIATE OF ARTS – TRANSFER (A.A.-T.) DEGREE
IN MUSIC

Designed to streamline transfer to a California State University Baccalaureate Program in Music.

- MAJOR REQUIREMENTS -

Applied Music: 4 times for a total of 6 units

MUSIC 100 Applied Music (1.5 units)

Theory and Musicianship: all four courses for a total of 16 units

MUSIC 122 Theory and Musicianship I (4 units)*

MUSIC 123 Theory and Musicianship II (4 units)

MUSIC 222 Theory and Musicianship III (4 units)

MUSIC 223 Theory and Musicianship IV (4 units)

Large Ensemble: a minimum of 4 units from:

MUSIC 135 Vocal Jazz Ensemble (1 unit)

MUSIC 136 Jazz Ensemble (1 unit)

MUSIC 140 Wind Ensemble (1 unit)

MUSIC 162 Concert Choir (1 unit)

MUSIC 166 Chamber Singers (1 unit)

MUSIC 240 Symphonic Band (1 unit)

MUSIC 290 DVC Philharmonic Orchestra (1 unit)

*Credit by examination is available.

Total minimum of 26 units

Students are encouraged to take at least one Music Literature course (MUSIC 110, 112, 114, 117, or 118, all of which qualify as GE for both CSU and IGETC), and Music Technology courses (MUSIC 124, 125, 172, 173, 174, 175, 177, 178) of their choice. Students should consult music faculty regarding piano courses needed to prepare for piano proficiency examinations/requirements at transfer institutions. These piano courses include MUSIC 150, 151, and 250.

Students should see a counselor before selecting general education requirements and electives. As much as possible, students should choose the general education requirements to match the requirements of the specific Music program of the college or university into which they wish to transfer.

GENERAL EDUCATION: IGETC or CSU
(please consult the DVC Catalogue
and DVC Counselors)

34-39

Total units for the major: at least 60

DIABLO VALLEY COLLEGE ASSOCIATE OF ARTS – TRANSFER (A.A.-T.) DEGREE IN MUSIC (cont.)

The Associate in Arts - Transfer Degree in Music offers students the opportunity to attain the basic skills and knowledge needed as preparation for transfer to a California State University (CSU) undergraduate program in music. This major is a two-year program of transferable courses open to all students. Required courses include applied music, theory and musicianship, and large ensemble. The choice of applied music instrument or voice, large ensemble performance, and recommended literature and technology courses enables the student to customize his/her own needs and/or special interests.

This program provides students with the foundations for a broad range of musical specializations such as instrumental performance, vocal performance, jazz performance, composition, theory, musicology, ethnomusicology, music education, and music industry. Music faculty and staff are dedicated to assisting students in exploring performance and teaching opportunities, and transfer to four-year institutions of higher learning.

Students who intend to transfer to a CSU undergraduate music program should consult with a counselor regarding specific G.E. course requirements. Students may not take a credit/no credit option for major courses. Students must select General Education Option 2 (IGETC) or Option 3 (CSU Breadth).

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

Sample Two-Year Curricular Sequence

1st Semester		Units
MUSIC 122	Theory and Musicianship I	4
MUSIC 100	Applied Music	1.5
MUSIC	Large Ensemble elective	1
General Ed.		9
Semester Total		15.5
2nd Semester		
MUSIC 123	Theory and Musicianship II	4
MUSIC 100	Applied Music	1.5
MUSIC	Large Ensemble elective	1
General Ed.		9
Semester Total		15.5
3rd Semester		
MUSIC 222	Theory and Musicianship III	4
MUSIC 100	Applied Music	1.5
MUSIC	Large Ensemble elective	1
General Ed.		9
Semester Total		15.5
4th Semester		
MUSIC 223	Theory and Musicianship IV	4
MUSIC 100	Applied Music	1.5
MUSIC	Large Ensemble elective	1
General Ed.		9
Semester Total		15.5
Two-Year Total		62