B.S. AUDIO ENGINEERING - LIVE SOUND PRODUCTION

In the Live Sound Production concentration, students build the technical and creative skills required to provide audio for concerts, theatrical productions, live television, and sporting events. Merging academic instruction in audio, electronics, music, and system design, with hands-on training in equipment operation and show management, the concentration prepares students to begin their careers with both knowledge and experience. Specialized courses provide the knowledge and technical skills required to understand the principles of sound, electricity and signal flow, use Pro Tools and other software, design and install touring-level sound systems, operate mixing and monitoring consoles, manage wireless microphone systems, operate lighting systems, troubleshoot technical issues, and manage fast-paced events. On and off campus concerts, television variety shows, and sporting events provide students with experiential learning opportunities that take the classroom into the real world. To prepare for careers in the diverse audio industry, Live Sound Production students participate in a variety of additional activities, including the recording and mixing of music, and audio post-production.

Upon completing the Live Sound Production degree program students will be able to:

PO 1 - Professionalism - Meet the social contract and professionalism expectations of employers and team members in a workplace environment.

PO 2 - Aural Knowledge - Evaluate sound and its aesthetic and technical characteristics.

PO 3 - Technical Knowledge - Demonstrate and apply knowledge of audio theory.

PO 4 - Delivering a Product - Produce audio as expected in an entry-level position.

PO 5 - Technical Skills - Evaluate and employ audio technology.

PO 6 - Knowledge of the Industry, Career Options, History - Demonstrate knowledge of the breadth, culture, and history of the audio industry.

PO 7 - Music Knowledge & Skills - Apply knowledge of music fundamentals, music industry culture, history, and style in professional practice.

PO 8 - Literacy - Demonstrate ability to research, organize, and present, and defend information.

GENERAL EDUCATION

CM 100	Speech	3
EH 105	College Writing	3
HE 111	The Husson Experience ***	1
MC 101	Introduction to Mass Communications	3
MC 400	Ethics in Media	3
VF 245	Photography I	3
Foreign Culture and Conversation Elective		3
Historical Elective		3
Lab Science Elective		3-4
Literature Elective		3
Math I Elective		4
Math II Elective		3
Philosophical Elective		3
Psychological or Sociological Elective		3
NESCom Core		
GV 245	Graphic Design I	3
or MK 220	Marketing Fundamentals	
MC 301	Career Preparation	1
VF 100	Intro to Video Production	3
NESCom Concentration		
AE 100	Audio Engineering I *	3
AE 101	Applied Audio Engineering I *	3
AE 102	Music Structure and Style for Audio *	2
AE 103	Intro To Live Sound Production *	3
AE 104	Pro Tools 1 *	3
AE 200	Audio Engineering II *	3
AE 201	Applied Audio Engineering II *	3
AE 203	Sound Reinforcement Techniques I *	3
AE 221	Intro to Post Production *	3
AE 253	Live Entertainment Technology *	3
AE 300	Technical Foundations of Audio Systems *	3
AE 303	Sound Reinforcement Techniques II *	3
AE 311	Applications of Effective Recording *	3
AE 330	Audio Engineering Internship (or Open Elective)	3
AE 351	Audio Electronics *	3
AE 352	Speaker Systems: Design & Optimization *	3
AE 353	Broadcast Audio Engineering *	3
AE 354	Broadcast Audio Engineering Event Practicum *	1
AE 403	Live Sound Production *	3
AE 404	Live Sound Production Practicum *	1
AE 453	Advanced Live Sound Production *	3
AE 454	Advanced Live Sound Production Practicum *	1
VF 263	A/V Engineering & Networking *	3
Open Elective		12
Total Hours		**122-123**

First Year

Fall	Hours	Spring	Hours
AE 100*	3	AE 103*	3
AE 101*	3	AE 104*	3
AE 102*	2	MC 101	3
EH 105	3	VF 100	3
HE 111***	1	Math I Elective	4
Historical Elective	3		
	15		**16**

Second Year

Fall	Hours	Spring	Hours
AE 200*	3	AE 221*	3

AE 201*	3	AE 300*	3
AE 203*	3	AE 303*	3
AE 253	3	AE 311	3
Math II Elective	3	CM 100	3
	15		**15**

Third Year

Fall	**Hours**	**Spring**	**Hours**
AE 352*	1	AE 351*	3
AE 353*	3	GV 245 or MK 220	3
AE 354*	3	VF 245	3
VF 263*	3	Lab Science Elective	3-4
Literature Elective	3	Philosophical Elective	3
Open Elective	3		
	16		**15-16**

Fourth Year

Fall	**Hours**	**Spring**	**Hours**
AE 403*	3	AE 330 (or Open Elective)	3
AE 404*	1	AE 453	3
MC 301	1	AE 454*	1
MC 400	3	Open Elective	3
Foreign Culture and Conversation Elective^	3	Psychological/Sociological Elective	3
Open Elective	3	Open Elective	3
	14		**16**

Total Hours: 122-123

* A minimum of C+ must be earned for all required Audio Engineering courses in the Music Production, Post Production, and Live Sound concentrations. Any required AE course can only be repeated once. Failure to successfully achieve the required C+ upon two attempts will result in removal from the AE program.

***May not be required for degree completion.