

Music Technology Minor

Music Technology is an interdisciplinary field that encompasses interrelated practices including composition for media, studio recording, audio production, music industry, interactive music systems, signal processing, machine learning, artificial intelligence, and streaming audio. The Music Technology area of study bridges two departments in the School of the Arts and Communication at TCNJ: Music and Design and Creative Technology. Course offerings in Music Technology provide core conceptual frameworks and foundational skills across a range of technical and creative topics. The integration of technical knowledge and applied skill is a key aspect of fluency in Music Tech, and is recommended for career preparation, postgraduate study, and individual creative development. Students can explore courses in this minor to compose for film, television, and video games; work in recording studios and performance venues; and write code or design algorithms for musical collaboration, recommendation, interaction, education, and expression.

Course Requirements (5 units):

1. one **Fundamentals** course:
 - a. Musicianship (MUS 261-264, level to be determined by placement test or AP test score),
or
 - b. one introductory Digital Media Production course (IMM 110 or similar, by advisement)
2. one course in **Digital Audio**:
 - a. Audio Recording & Production (IMM 251/MUS 337; cross-listed)
or
 - b. alternate options or special topic courses by advisement (COM369 Advanced Audio Production, etc.)
3. one course in **Composition or Sound Design**:
 - a. Electronic Music (IMM 250/MUS 345; cross-listed)
or
 - b. Scoring for Media (IMM 352/MUS 350; cross-listed)
or
 - c. one unit of Lessons or Independent Study in Composition (IMM 391 or MUS 391)
or
 - d. alternate options (MUS 361 Creative Composition & Advanced Analysis Seminar, etc.)
by advisement
4. one course featuring **Interactive Music Systems or Creative Coding (300-level or above)**:
 - a. Interactive Music Programming (IMM 350/MUS 336; cross-listed)
or
 - b. Audio Signal Processing (IMM 351/MUS 335; cross-listed)
or
 - c. alternate options or special topic courses or Independent Study by advisement
5. one **Advanced Option** (400-level) course in an area of the student's choosing:
 - a. IMM 460 Game Design II (with permission of instructor), focusing on Music Composition or Foley/Sound Design
or
 - b. IMM 470 Advanced Special Topics in Music Technology