

MASTER OF MUSIC IN MUSIC TECHNOLOGY

COLLEGE OF ARTS AND SCIENCES

Available online

Mission

Union University's Master of Music in Music Technology degree is a 36-credit hour program delivered entirely online and designed to prepare graduates to work in the music profession.

average in undergraduate work

- Three acceptable letters of recommendation
- No GRE or other standardized tests are required.

Provisional Admission

- Students may be admitted on a provisional basis if one or more of the requirements listed above are judged to be marginal. Specific provisions for exiting provisional status will be set in each case by the admissions committee and must be satisfied before proceeding past the first 12 semester hours of course work.

Program Features

Students may select one of the following program emphases: Live Performance or Studio Recording/Post-Production.

I. Live Performance—36 hours: MUT 501, 503, 510, 520, 525, 620, 630, 690, 631, 632, 660, and 663.

II. Studio Recording/Post-Production—36 hours: MUT 501, 503, 510, 520, 525, 620, 630, 690, 641, 642, 670, and 671.

Graduation Requirements

- Successful completion of 36 credit hours in music technology at the graduate level, maintaining a 3.0 GPA in the program.
- Successful completion of all required courses
- Degree audit verifying the completion of the courses.

Financial Information

Application Fee:..... \$50

General Student Fee:..... \$24/hour

Tuition/semester hour:..... \$590

All financial information is subject to change without notice.

Financial Assistance

Financial aid information for graduate students is available on our website at www.uu.edu/financialaid/graduate/. Generally, graduate students may be eligible for Federal Direct student loans or private alternative student loans, depending on the program of study and the eligibility of the borrower. Union University is also approved by the Department for Veterans Affairs to offer educational benefits to veterans, reservists, and dependents of veterans who qualify for Veterans Benefits. Any person who qualifies for VA Benefits should check with the Office of Student Financial Planning as soon as possible after acceptance into a graduate program.

Course Offerings in Music Technology (MUT)

All courses offered during Fall 1 and 2, Spring 1 and 2, and Summer 1 and 2

501. Introduction to Music Graduate Study (3)

An orientation and introduction to graduate study in music at Union University, focusing on program technology requirements, current readings and trends in music technology, techniques of scholarly writing, research in music technology

media used in the new age. From understanding the math of recording with bit depth and sample rate to acknowledging the ever-changing methods of music production. Within the course, students will trace how the industry has changed dramatically over the past 85 years and continues to evolve.

510. Ear Training and Music Theory for Audio Engineers (3)

MUT 510 is essential ear training and theory needed for audio engineers from a musician's perspective. Audio engineers need to understand the theory behind charts that they use in sessions and be able to hear mistakes in order to make corrections in the studio as they are recording. Many engineers just understand how to do the technical side, operate the equipment. Union engineers will be able to hear like a musician, talk like a musician, and also be able to do all things technical.

520. Music Business Career Essentials (3)

An overview of all the components that are needed for someone to succeed in the music business, from publishing to artist management, artist development, concert promotion, publicity, venue/studio administration/management, branding, streaming, business plans, merchandising, product distribution, and social-media platforms.

525. Midi Programming with Logic and Ableton Live (3)

An in-depth course regarding the skills that are required to be adept at midi programming in the most current Logic and Ableton Live software platforms.

620. ProTools I (3)

A "level one" understanding of ProTools, the digital audio workstation software and recording industry standard for audio recording.

630. Post-Production for TV, Gaming and Film (3)