

# Music Industry (MUIN)

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## Courses

### **MUIN 20101. Contemporary Commercial Songwriting. 1 Hour.**

Introduction to the songwriting craft and profession by studying songwriting techniques, creating original songs, and exploring business aspects of the songwriting component of the music industry. No prior music courses or experience required. Instrumental, vocal, or music technology skills encouraged. (Typically offered: Fall, Spring and Summer)

### **MUIN 32103. 21st Century Music Industry. 3 Hours.**

An overview of the 21st-century music industry focusing on history, current developments, and foundational concepts. Includes an in-depth examination of the publishing, recording, and live entertainment components of the music industry as well as contemporary entrepreneurial pathways. (Typically offered: Fall and Spring)

### **MUIN 33103. The Art of Music Production. 3 Hours.**

Foundational skills used in creating, editing, mixing, producing recordings using digital production techniques. Topics include properties of sound, tools of the audio trade, philosophy and methodology of recording, and how to manipulate sound in a variety of ways once captured. (Typically offered: Fall and Spring)

### **MUIN 34003. Composing for Film and Television. 3 Hours.**

Develop the tools needed to create original music for visual media. Focuses on the aesthetics, procedures, and technical aspects of scoring for film and television. Completion of MUTH 36103 Form and 20th Century Techniques or MUTH 37203 Jazz Analysis is recommended. Prerequisite: (MUAC 21102 and MUTH 26003) or instructor consent. (Typically offered: Fall and Spring)

### **MUIN 4050V. Independent Study in Music Industry. 1-3 Hour.**

Students will complete a research project, a business or entrepreneurship project, or an artistic project working closely with faculty from multiple music industry disciplines. Prerequisite: MUIN 32103 and Instructor Consent. (Typically offered: Fall and Spring) May be repeated for up to 3 hours of degree credit.

### **MUIN 41003. Legal Aspects of the Music Industry. 3 Hours.**

Presents an in-depth look at the many types of legal agreements and concepts in the music industry commonly utilized by artists, composers, and corporations. Topics include copyright, trademark, recording contracts, management, publishing and licensing. (Typically offered: Fall and Spring)

### **MUIN 45503. Live Music Business. 3 Hours.**

The applied component of the live music business corresponding to the student-run record label services project in the department of music. Incorporates live music project cycles, digital marketing of live music, booking venues, routing tours, creating showcase events for student-run record label artists. Corequisite: Lab component. (Typically offered: Fall)

### **MUIN 45603. Artist Development. 3 Hours.**

The applied component of the artist development side of the music department's student-run label services project. Students will work on project cycles involving selecting artists, recording and producing music, organizing music releases and media campaigns, creating online promotional strategies, and mapping the development of musical artists' careers. Corequisite: Lab component. (Typically offered: Spring)

### **MUIN 51002. Production Internship. 2 Hours.**

Explores the acoustical, musical, visual, technical, and business aspects of live performance. Practical experiences in evaluating and comparing several different live and studio recording techniques. (Typically offered: Irregular)

### **MUIN 55503. Live Music Business. 3 Hours.**

The applied component of the live music business corresponding to the student-run record label services project in the department of music. Incorporates live music project cycles, digital marketing of live music, booking venues, routing tours, creating showcase events for student-run record label artists. (Typically offered: Fall)

### **MUIN 55603. Artist Development. 3 Hours.**

The applied component of the artist development side of the music department's student-run label services project. Students will work on project cycles involving selecting artists, recording and producing music, organizing music releases and media campaigns, creating online promotional strategies, and mapping the development of musical artists' careers. (Typically offered: Spring)