

# Audio Production

Area of Concentration within the A.A.S. in STEM Technology  
Frederick Community College Pathway

## Guided Pathway to Success (GPS)

Suggested schedules map your path to degree completion.

**Full-time student:** Follow the green semester blocks in order.

**Part-time student:** Follow the blue course sequence at your own pace.

**Students should meet with an advisor each semester** to carefully select and sequence courses based on their specific academic goals and interests. Visit Jefferson Hall or call 301.846.2471 (301.846.2625 TDD) for advising.

Students who take fewer than 15 credits each semester or who require developmental English or Math coursework will need additional semesters to complete their degrees. Summer and January term classes may help students to make faster progress.

General Education CORE courses can often be taken in any semester. One course must be designated as a Cultural Competence course. Refer to the college catalog for course details and the list of General Education and Cultural Competence classes.

<http://www.frederick.edu/class-schedules.aspx#catalog>

Students are strongly recommended to consult an FCC advisor to select elective courses. Students planning to transfer may also reference ARTSYS, the Maryland Articulation System, [www.artsys.usmd.edu](http://www.artsys.usmd.edu).



Take this course within the first 24 credits.



Milestone course – take within recommend credit range to stay on track for completion.



This course is offered in the fall semester only.



This course is offered in the spring semester only.

## 1 Recommended First Semester

1	Gen Ed CORE	EN 101 English Composition		3 credits
2	Gen Ed CORE	Mathematics Gen Ed		3/4 credits
3	Concentration	MU 130 Foundations of Audio Technology		3 credits
4	Concentration	MU 103 Fundamentals of Music		3 credits
5	Concentration	Elective*		3 credits

## 2 Recommended Second Semester

6	Concentration	MU 135 Audio Recording Techniques		3 credits
7	Gen Ed CORE	Communication Gen Ed		3 credits
8	Concentration	Choose an Arts & Humanities Elective (see list below)*		3 credits
9	Concentration	MU 145 Publishing, Licensing, & Copyrighting		3 credits
10	Concentration	MU 106 Aural & Keyboard Skills I		1 credit
11	Concentration	Elective*		3 credits

## 3 Recommended Third Semester

12	Gen Ed CORE	Biological & Physical Sciences Gen Ed		3/4 credits
13	Gen Ed CORE	Social & Behavioral Science Gen Ed		3 credits
14	Concentration	MU 230 Studio Recording Techniques		3 credits
15	Concentration	MU 240 MIDI Music Production Techniques		3 credits
16	Concentration	Elective*		3 credits

## 4 Recommended Fourth Semester

17	Gen Ed CORE	Humanities Gen Ed		3 credits
18	PE/Health	PE/Health Requirement		1/3 credits
19	Concentration	MU 235 Advanced Audio Production Techniques		3 credits
20	Concentration	BU 109 Entrepreneurship and Small Business Enterprise		3 credits
21	Concentration	INT 120 Internship		2 credits
22	Concentration	Elective (credits may vary; to fulfill 60 credits for degree)*		2 credits

\* Choose an elective in consultation with the program manager. Courses may include (but are not limited to): Applied Instrumental Music Lessons (up to four semesters), CIS 106 – Introduction to Object Design & Programming, CIS 226 – Game Scripting, CIS 227 – Game Programming, CIS 228 – Game Simulation & Game Development, CIS 208 – C++ Programming, CIS 225C – Mobile App Development

# Audio Production

The course rotation lists FCC's planned offerings by semester, as well as the format in which the course is available (day, evening, and/or online). This is an advising tool to help students anticipate when and how classes are offered. Please reference this document alongside the program pathway, and in consultation with a faculty or staff advisor. Be aware that while FCC will adhere to the rotation as closely as possible, the college cannot guarantee that all classes will be offered in the predicted times and formats. The schedule of courses in a given semester supersedes the rotation in the event of discrepancies.

Course #	Course Name	Summer 2018	Fall 2018	Jan Session 2019	Spring 2019	Summer 2019	Fall 2019	Jan Session 2020	Spring 2020
MU 130	Foundations of Audio Technology								
MU 135	Audio Recording Techniques								
MU 145	Publishing, Licensing, & Copyrighting								
MU230	Studio Recording Techniques								
MU 235	Advanced Audio Production Techniques								
MU 240	MIDI Music Production								