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.

Admission Information
Admissions requirements
The program accepts students on a rolling admissions basis, so a student is able to enter the program at any point during one of the 8-week terms that courses are offered (Fall 1 and 2, Spring 1 and 2, and Summer 1 and 2). A prospective student who has earned a baccalaureate degree from an approved institutionally accredited college or university may be admitted under one of the following classifications.

Regular Admission
- A bachelor’s degree in music, commercial music, worship, jazz studies, or recording industry studies (or equivalent)
- A minimum 3.0 (4.0 scale) cumulative grade point 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 Technology or Studio Recording/Post-Production Technology.
II. Studio Recording/Post-Production Technology—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: ........................................$25/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. 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 and the application of the student’s personal experiences, opportunities, and ambitions as related to their anticipated career and life objectives within the music industry. The course also introduces various types of computer technology and audio hardware and its application to music, MIDI sequencing, digital recording, and hardware associated with recording.

503. History of Music Technology and Industry Applications (3)
An historical overview of the development, progression, and application of music technology from the first days in the recording industry to the present. Additionally, this class provides an introduction to DAW software, music recording concepts and the most current processes of production.

510. Ear Training and Music Theory for Music Technology (3)
Instruction in theory analysis and ear training using a variety of musical styles. Students will be expected to analyze, transcribe and create charts that could be used in live performance or studio recording sessions. The focus will be on ear training analysis and theoretical transcription in order to achieve practical musicianship necessary to operate in professional situations.
520. Music Business Career Essentials (3)
A focus on music technology tools, platforms and services used by the modern music business entrepreneur. Study topics include office technology, copyright/licensing services, royalty collection services, distribution platforms, multi-user project platforms, and the impact, both positive and negative, that technology has had on the music business. Additional focus will be placed on using online tools, social media platforms, promotion, management, and various types of contracts. Students will create a one-sheet, electronic press kit, and personal business plan for careers moving forward.

525. Live Performance and MIDI Programming Technology (3)
This course covers topics related to live performance production and MIDI programming technologies. Students learn to use the most current versions of Logic for programming of high-level mockups for songs in various styles. Ableton Live will be studied for use in live performance and programming, including work with stems and real-time triggering. Students will also create and manipulate a template of sample based virtual instruments using Musical Instrument Digital Interface (MIDI). Additional topics will include the use of MIDI technology for sound reinforcement and lighting systems.

60. Audio Recording Technology (3)
This course presents DAW technologies including software platforms such as ProTools, Logic, and Ableton. Discussion also includes hardware considerations such as Front of House sound, monitor mix stations, sound system components, analog and digital mixing consoles, and virtual and outboard effects processors. All phases of project completion using audio recording technology are addressed, from initial setup to final mix-down.

630. Music Technology for TV, Gaming and Film (3)
An overview of the technology and techniques used in the creation of music and audio for use in video, film, and TV production. Concepts to be studied include video import to ProTools, synchronization and SMPTE time code, spotting, field audio recording, dialog replacement, Foley, and the use of software editing platform for final mix-down.

631. Venue Software Technology (3)
This course provides "hands-on" experience and training in venue software purchase, download, setup, system design, implementation and mixing for concert venues, tours and church venues. Students will acquire skills in ProPresenter for video projection, ProTools for mixing, Ableton Live for real-time triggering and Visi-Listen for personal in-ear monitor mixing.

632. Venue Hardware Technology (3)
This course provides "hands-on" experience and training in sound system setup, design, implementation and live "front of house" and monitor mixing for concert venues, tours and church venues. Students will apply their live production skills using the components of a typical sound system, including loudspeakers, loudspeaker management, analog and digital mixing consoles, inboard and outboard gear, microphones, monitors, general stage setup, using in-ear monitoring, virtual sound checks and recording live shows/concerts/services for "live" recording projects.

64. Studio Acoustics, Set-up and Signal Flow (3)
An in-depth study of the fundamentals of recording studio acoustics, studio design, signal flow, studio setup, patch bay design, soldering, HDX cards/chassis, session set-up and how all these things relate to any kind of audio recording and producing in function and application. Additional topics include recording console set-up, microphone application/placement, first and second engineer skill sets, signal processing, troubleshooting, and critical listening as well as fundamentals for music production and album creation.

642. Advanced Studio Recording Technology (3)
As the advanced level of Pro Tools training, upper level principles and application of DAW technologies ProTools is addressed, from setup to mix-down, including software updates, use of quick keys, and feature enhancements. Also addressed in this course are concepts related to recording live instruments, MIDI sequencing with virtual and hardware instruments, playlists, loop playback and loop recording. This course also provides advanced techniques for digital editing, including alignment, Meladyne tuning, sound replacement, time stretching, pitch shifting, and elastic-time. There will be continued implementation of MIDI and electronic music sound synthesis including sample creation and usage with virtual instruments. A thorough overview of automation, plug-in usage, and the process of postproduction concepts for mixing will also be included.

660. Digital Music Notation (3)
Students acquire an intermediate skill level in the usage of Finale music notation software. Course activities focus on the role of score preparation, part extraction, workflow, and preparation for publishing. Differing formats will also be explored such as full score, parts, lead sheets, etc.

663. Venue Acoustics and Mixing Concepts (3)
This is a survey course dealing with a wide variety of topics related to live sound and concert production, including venue acoustics, room tuning, mixing concepts for different spaces, and implementation of lighting systems. The course also discusses the components of a typical sound system, using analog and digital consoles, inboard and outboard effects, and the effect of microphones, monitors, and general stage setup on the entire mixing process. This course also touches on working with clients (promoters, stage managers, and musicians on stage) as well as technicians.
670. Mixing Concepts I (3)
Students will learn to create polished industry standard mixes with music content in stereo and 9.1 Dolby surround sound. These mixes will be completed using all available tools to achieve professional sound, a personal sonic identity and by applying all techniques acquired in the music technology program. Students will also learn to employ critical and analytical listening skills in music mixing as well as the ability to compare/contrast the attributes of differing mix processes.

671. Advanced mixing Concepts and Mastering (3)
Students will learn to create polished music content with mastered, album quality mixes in stereo and 9.1 Dolby surround sound using all available tools to achieve professional sound, a personal sonic identity and apply all techniques learned in the music technology program. Students will also learn to employ advanced critical and analytical listening skills in music mixing as well as the ability to compare/contrast the attributes of differing mix processes including the detection of clarity issues. Students will apply their production and mixing skills in a capstone studio mixing and mastering projects.

690. Capstone Project (3)
The capstone project is the culminating experience in the Master of Music degrees with specific emphasis, demonstrating mastery and synthesis of knowledge and skills learned in the program.