

AUDIO ENGINEERING

The field of audio engineering exists at the intersection of art, physics and technology and is a growing and valuable contributor in all areas of live and recorded media and entertainment. Students may declare an interdisciplinary minor in audio engineering that focuses on contemporary audio and music production and provides an opportunity to learn from faculty in the Departments of Theatre Arts, Music and Digital Media & Journalism. Topics of study include acoustics, electricity, sound design, music theory, composition, live sound reinforcement, studio sound, recording, mixing and mastering, post-production, and music technology. The Audio Engineering minor will enhance students' education with knowledge and skills that directly support their artistic work and/or career goals in theatre, music, and media production.

For more information about the minor, please see the plan of study and speak with your major advisor.

Student Learning Outcomes

Upon successful completion of the minor in audio engineering students will be able to:

- Comprehend the principles of the physics of sound and basic music theory and composition for theatre, music and film audio productions;
 - Apply sound engineering techniques to live performances, field recording, mixing, mastering in the recording studios, and post-production for video productions;
 - Analyze the design of content and systems of sound for different production needs;
 - Synthesize artistic and technical ideas of aural storytelling.
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- [Minor in Audio Engineering](#)