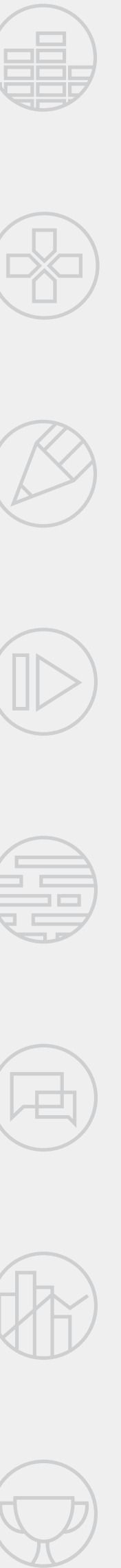




Degree PROGRAMS



Recording Arts

Undergraduate Degree Program - Campus

OVERVIEW

Full Sail University began in 1979 as a recording school. Since then, developments in the recording industry have created new opportunities to build upon the university's foundational recording curriculum. Beyond just teaching you how to capture an artist's sound in the studio, Full Sail University's Recording Arts curriculum encompasses analog and digital recording, live music production, and audio postproduction for film, television, and video games.

From acoustic principles, amplification technology, and signal flow to interactive audio, sequencing techniques, and sound-effect design, this program covers the many different procedures, formats, and applications found in the recording arts world. By working with the same gear found in some of the finest professional studios, you will gain the confidence and skills needed to succeed in these environments after graduation.

ASSOCIATE'S OBJECTIVE

The goal of the Recording Arts Associate of Science degree program is to provide you with the focused skills and knowledge of audio engineering needed to qualify for entry-level industry positions as recording engineers, audio editors, assistant mix engineers, music supervisors, audio tools developers, presentation media assistants, technical consultants, and a variety of other positions in the audio industry.

In addition to technical proficiency and creative development, your education will help you develop critical-thinking, problem-solving, and analytical skills that contribute to lifelong learning, providing you with tools to help sustain a long and productive professional career in the entertainment and media industries.

BACHELOR'S OBJECTIVE

The goal of the Recording Arts Bachelor of Science degree program is to provide you with the focused skills and knowledge of audio engineering needed to qualify for entry-level industry positions as recording engineers, mix engineers, postproduction and game audio engineers, digital audio workstation operators and programmers, music/effects/dialogue editors, live-production engineers, and a variety of other positions in the audio industry.

In addition to technical proficiency and creative development, your education will help you develop critical-thinking, problem-solving, and analytical skills that contribute to lifelong learning, providing you with tools to help sustain a long and productive professional career in the entertainment and media industries.

In addition to music production skills and techniques, you will also learn physical science, professional writing, critical listening, art history, and how to prepare yourself for the music industry.

Recording Arts

Undergraduate Degree Program - Campus

Campus

Chronological Course Schedule by Months

	MONTH	CODE	COURSES	CREDIT HOURS
Bachelor's Program	1	GEN1011	Creative Presentation	3.0
		DEP1013	Psychology of Play	3.0
	2	AEM1001	Audio Arts in the Entertainment and Media Industries	4.0
		ENC1101	English Composition I*	4.0
	3	AUD1923	Recording Principles	4.0
	4	AUD2001	Principles of Music	3.0
	5	REC1732	Sequencing Technology	4.0
	6	REC3414	Audio Workstations	4.0
		AUD119	Project and Portfolio I: Audio Arts	3.0
	7	SHP2033	Introduction to Show Production Systems	4.0
		MGF1213	College Mathematics*	4.0
	8	REC2132	Principles of Electronics	4.0
		AUD229	Project and Portfolio II: Audio Arts	3.0
		RARC111	Professional Development Seminar I: Recording Arts*	1.0
	9	HUM1505	Popular Culture in Media*	4.0
		APR3466	Mixing Techniques	4.0
	10	RAB239	Project and Portfolio III: Recording Arts	3.0
		RARC222	Professional Development Seminar II: Recording Arts*	1.0
	11	REC3514	Critical Listening	3.0
		AUD3311	History of Recorded Music	3.0
12	REC3901	Session Recording	4.0	
	13	AUD3011	Fundamentals of Music Business	3.0
REC3125		Vocal Production	3.0	
14	PHY1020	Fundamentals of Physical Science*	4.0	
	RAB349	Project and Portfolio IV: Recording Arts	3.0	
15	ENC326	Professional Writing*	4.0	
	REC3805	Audio Postproduction	4.0	
16	REC4414	Advanced Audio Workstations	4.0	
	RAB358	Project and Portfolio V: Recording Arts	3.0	
17	ART2006	Art History*	4.0	
	AUD3425	Sound Design for Games	4.0	
18	RAB468	Project and Portfolio VI: Recording Arts	3.0	
19	REC4735	Advanced Session Recording	4.0	
20	RAB479	Project and Portfolio VII: Recording Arts	3.0	
	RARC444	Career Readiness: Recording Arts*	4.0	

BACHELOR'S TOTAL CREDIT HOURS: 120

BACHELOR'S TOTAL WEEKS: 80

ASSOCIATE'S TOTAL CREDIT HOURS: 60

ASSOCIATE'S TOTAL WEEKS: 40