

Audio Engineering and Music Technology Course Structure

TRIMESTER I	TRIMESTER II
Module I	Module I
Sound Theory	PPA – SFX, Backgrounds and Design
Recording Theory	PPA – Location and Foley
Studio Design and Acoustics	PPA - Dialogue and ADR
Analog/Digital Consoles and Signal Flow	PPA – Music Editing
Digital Audio Workstation - Protocols	PPA – Surround Sound
Music Theory	
Practical Recording	
Module II	Module II
SignalProcessors and Critical Listening	Live Sound Theory and Etiquette
Mixing	Live Sound Signal Flow and Routing
Mastering	Live Sound System Design and Analysis
Digital Audio Workstation – Logic Pro X	Live Mixing
Intro to Live	Live Sound Consoles
Intro to Post-Production	
Custom Elective from performance	