

Game Design and Music with concentration in Music Technology, BS

The Game Design and Music combined major with a concentration in Music Technology prepares students to manage all aspects of music and sound design integral to the creative process in Game Design. Students focus on the digital sound technologies, audiovisual integration techniques and collaborative skills, grounded in real-world experience, that are necessary to apply one's musical imagination effectively in a game design environment. Also emphasized are the aesthetic, expressive, psychological and social perspectives essential to meaningful engagement across a broad range of applications in the game industry.

Program Requirements

Complete all courses listed below unless otherwise indicated. Also complete any corequisite labs, recitations, clinicals, or tools courses where specified and complete any additional courses needed beyond specific college and major requirements to satisfy graduation credit requirements.

Universitywide Requirements

All undergraduate students are required to complete the Universitywide Requirements (<http://catalog.northeastern.edu/undergraduate/university-academics/university-wide-requirements/>).

NUPath Requirements

All undergraduate students are required to complete the NUPath Requirements (<http://catalog.northeastern.edu/undergraduate/university-academics/nupath/>).

NUPath requirements Creative Expression/Innovation (EI), and Analyzing/Using Data (AD), Interpreting Culture (IC), Natural/Designed World (ND), Difference/Diversity (DD), Writing Intensive (WI), and Capstone Experience(CE) are met through the major course requirements. All other NUPath requirements must be met through electives.

Game Design Courses

Code	Title	Hours
ARTF 1000	Art and Design at Northeastern	1
Game Design Required		
GAME 1110	Games and Society	4
GAME 2500	Foundations of Game Design	4
GAME 2950	Game Studio	4
GAME 3400	Level Design and Game Architecture	4
GAME 3700	Rapid Idea Prototyping for Games	4
GAME 3800	Game Concept Development	4

Art + Design Electives

Complete four courses from the following. 16

Any course in ARTD, ARTE, ARTF, ARTG, ARTH, and GAME subject areas as long as prerequisites have been met.

If GAME 4000 Topics in Game Design or ARTD 3000 Topics in Media Arts (or any other topics course in the subjects listed above) is completed more than once, multiple completions may be allowed toward the electives.

Music Requirements

Code	Title	Hours
Music Theory and Composition		
MUSC 1201	Music Theory 1	4
MUSC 1202	Music Theory 2	4
Complete two of the following:		8
MUSC 2111	Algebra and Geometry of Music	
MUSC 2320	Sound Design	
MUSC 3300	Music Perception and Cognition	
MUSC 3541	Music Analysis Seminar	
Music in Context		
MUSC 1002 and MUSC 1003	Music in Everyday Life and Lab for MUSC 1002	4
Contemporary / Popular Music		
Complete one from the following:		4
MUSC 2101	Black Popular Music	

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MUSC 2310	Popular Music Since 1945
MUSC 2311	Topics in American Music
MUSC 2320	40,000 Years of Music Technology
MUSC 2380	The World of Choral Music
MUSC 3352	Sounding Human
MUSC 3353	Music and the Racial Imagination
MUSC 3354	Sound and the Sacred
MUSC 3560	Topics in Music since 1900
MUSI 3360	Global Music Industries in Context
MUSI 3401	Hip Hop in the Music Industry

Music Technology Requirements

MUSC 2350	Acoustics and Psychoacoustics of Music	4
MUST 1220	Introduction to Music Technology	4
MUST 2102	Composing with Digital Technologies	4
MUST 2431	Computer Music Fundamentals	4

Music Technology Electives

Complete two of the following:		8
MUSC 4510	Music and the Brain Research	
MUST 3540	Special Topics in Music Technology	
MUST 3601	Digital Audio Signal Processing	
MUST 3602	Electronics for Music	
MUST 3603	Embedded Audio Programming	
MUST 4610	Composition for Electronic Instruments	

Integrative Requirement

Code	Title	Hours
Note: MUST 1220 is already required in the Music Technology Requirements section		
MUST 1220	Introduction to Music Technology	

Capstone

MUST 4611	Music Technology Capstone/Senior Recital	4
GAME 4700	Game Design Capstone	4

Combined-Major Credit Requirement

Complete 96 semester hours in the major.

Music Grade Requirement

Students must maintain at least a 2.667 GPA (B- average) in the requirements of the music half of the combined major and also complete all required music courses with grades of at least C. Students who fail to meet the above standards will be placed on departmental probation; those who remain on probation for two consecutive semesters will be dropped from the major.

Program Requirement

128 total semester hours required

Plan of Study

Sample Pattern, Four Years, Two Co-ops in Spring/Summer 1

Year 1									
Fall	Hours	Spring	Hours	Summer 1	Hours	Summer 2	Hours	Hours	
ARTF 1000 or MUSC 1000		1 GAME 2500		4 Art + Design elective		4 Vacation		0	
GAME 1110		4 MUST 1220		4 Art + Design elective		4			
ENGW 1111		4 MUSC 1202		4					
MUSC 1201		4 MUSC 2350		4					
Elective		4							
		17			16			8	0

Year 2							
Fall	Hours	Spring	Hours	Summer 1	Hours	Summer 2	Hours
GAME 2950		4 Co-op		Co-op		ENGW 3302	4
GAME 3400		4 Elective (online)		4		Art + Design elective	4
MUSC 1002 and MUSC 1003		4					
EEAM 2000		1					
MUST 2102		4					
		17		4		0	8
Year 3							
Fall	Hours	Spring	Hours	Summer 1	Hours	Summer 2	Hours
GAME 3700		4 Co-op		Co-op		Elective	4
MUSC 3541, 2111, or 3300		4 Elective (online)		4		Elective	4
MUST 2431		4					
Contemporary music requirement		4					
		16		4		0	8
Year 4							
Fall	Hours	Spring	Hours				
GAME 3800		4 GAME 4700		4			
MUSC 3541, 2111, or 3300		4 Computing and social issues		4			
Art + Design elective		4 Music technology elective		4			
Music technology elective		4 Elective		4			
		16		16			

Total Hours: 130