

RECORDING ARTS AND PRODUCTION (MURP)

MURP 108 Beatmaking and Music Production (1 credit)

Restriction(s): Permission from Coordinators of Recording Arts + Production needed for non-Music majors. This course offers a practical exploration of digital and sampled drum production in today's commercial music landscape. Students will develop skills for creating drum parts that enhance groove, feel, and impact across multiple genres. Areas of focus include the evolution of drum machines and sampling in popular music, study of contemporary rhythms and beat structures, use of DAWs and sequencing tools, and techniques for processing and refining drum tracks.

MURP 123 Theory for Music Production (3 credits)

This course will provide an overview of the music theory fundamentals necessary for music production. Students will use a digital audio workstation (DAW) to explore various types of music notation and will learn about the reading of clefs, key signatures and their relationship to various modes. Students will also learn about rhythm and meter and basic harmonic structures including intervals, triads, and seventh chords.

MURP 134 Introduction to Popular Music Instruments (1 credit)

Restriction(s): Restricted to Recording Arts and Production students. This course provides a basic introduction to the guitar, electric bass, drum kit, keyboard, and technologies commonly used in popular music performance. May be repeated for a maximum of two credits.

MURP 150 Physics of Sound (3 credits)

An introduction to general physics concepts for application to the audio production and music fields. Covers basic Newtonian mechanics, wave propagation, phase, simple harmonic motion, constructive and destructive interference, and other physical science topics as related to sound. Utilizes basic mathematics and algebra, but no calculus required.

MURP 250 Basic Electronics for Musicians (3 credits)

Prerequisite(s): MURP 150. Explores important concepts such as Ohm's law, Kirchoff's law, and Faraday's law as well as other related topics and their application to an audio production environment. Electronic components and simple circuits will be explored and identified in commonly observed equipment and instruments. Practical application to general audio equipment maintenance and simple repairs will be covered. Utilizes basic mathematics and algebra, but no calculus is required.

MURP 350 Live Event Audio Production (3 credits)

Prerequisite(s): MURP 150 and MURP 250. A survey covering various elements of working in the audio event industry. General topics such as theater etiquette, basic stagecraft, and simple rigging will be explored. Audio-specific topics of signal routing, feedback management, networked audio, public address system components and deployment strategies will be covered.

MURP 450 Recording Arts and Production Internship (3 credits)

Restriction(s): Seniors only (90 credits completed). The course is designed to prepare students for the transition from a student to a working professional. Students fulfill a portion of their Recording Arts Production major requirements working for a professional audio-related company and gaining field experience. This experience should enable the student to gain a working knowledge of the sound industry under the supervision of a mentor in the field and a faculty member at the college. May be repeated for a maximum of 9 credits.