

DIGITAL AUDIO

CAREER CLUSTER: ARTS, A/V TECHNOLOGY & COMMUNICATION

STATEWIDE PROGRAM OF STUDY: DIGITAL COMMUNICATION

Course	Credits	Class Periods	Grade	Location
Digital Audio I & II	2.0	2	11-12	MCTC
Practicum in Digital Audio <i>Prerequisites: Digital Audio I & II</i>	2.0	2	12	MCTC

CERTIFICATION OPPORTUNITIES

- Dante Level 1
- NOCTI Audio Visual Communications Certification



8027V DIGITAL AUDIO I - FALL SEMESTER

8028V DIGITAL AUDIO II - SPRING SEMESTER

Grades: 11-12 1 Credit Each Course

This course provides an introduction to the digital audio industry. Students explore audio careers in the areas of music production, live sound, film production, animation, game design, radio, and television. Using Digital Audio Work Stations (DAWS) such as ProTools for recording and mixing, students will develop an understanding of the industry with a technical emphasis on production and critical listening skills.

8682V PRACTICUM IN DIGITAL AUDIO

Grade: 12 2 Credits

Prerequisites: Digital Audio I & Digital Audio II

This course provides Advanced application of previously learned knowledge and skills. Students will develop a deeper understanding of the audio industry with a focus on industry pathways such as live sound, broadcast, streaming, podcasting, studio recording, and audio for film, video, and games. Students will continue to build their resumes and demo reels.

EXPECTATIONS OF STUDENTS

- Work on projects both independently and in a group setting.
- Exhibit professional behavior in both the classroom and studio.
- Show willingness to learn theory before lab time in studio.
- Motivated to learn audio equipment operation.

CAREER POSSIBILITIES

- Audio Engineer
- Audio Forensic Technician
- Broadcaster
- Gaming Audio Engineer
- Installation & Design Engineer
- Live Sound Engineer
- Mixing Engineer
- Audio Post-Production Specialist
- Producer

PROGRAM EXPERIENCES

Students develop knowledge of the audio recording process including production, tracking, mixing, and mastering. In addition to music recording, the class will also explore post production sound for film, television, and video games as well as live sound for concerts and sporting events.

Students receive hands-on experience while working on industry standard equipment and software.

