

ARTS, A/V TECHNOLOGY & COMMUNICATIONS

CAREER CLUSTER

PROGRAM OF STUDY:

DIGITAL AUDIO

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



CERTIFICATION OPPORTUNITIES

Students will have the opportunity to test for the Dante Level I Certification as well as the NOCTI Audio Visual Communications Certification while enrolled in our Digital Audio program.

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.



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.

8017V DUAL CREDIT DIGITAL AUDIO I - FALL SEMESTER

8019V DUAL CREDIT DIGITAL AUDIO II - SPRING SEMESTER

Grades: 11-12 1 Credit Each Course

*HCC Admission requirements,
TSI Requirement,
\$65 fee per HCC course*

Students earn six college credit hours upon successful completion of Fall semester: MUSC 1335 Commercial Music Software (3 credits) and MUSC 1331: MIDI (3 credits). Upon successful completion of Spring semester students earn another six college hours: MUSC 1323 Audio Electronics and MUSC 1327 Audio Engineering I.

CAREER POSSIBILITIES

- Audio Engineer
- Audio Forensics & Restoration
- Broadcasting
- Gaming Audio Engineer
- Installation & Design Engineer
- Live Sound Engineer
- Mixing Engineer
- Post Production for Film/TV
- Producer

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.

