

Bachelor of Science Computational Media 2019-2020 Degree Requirements

M-MT 20-21

Media and Music Technology Threads

Student Name: _____
 GT ID: _____
 EMAIL: _____

Date _____
 IP, Co-op, RO _____
 Minor or Certificate _____
 Tentative Graduation Term _____

Core Required Classes: 46 hours	Hours	Semester	Grade
ENGL 1101	3		
ENGL 1102	3		
HUMANITIES ELECTIVE	3		
LMC HUMANITIES ELECTIVE	3		
MATH 1551	2		
MATH 1552	4		
MATH 1554	4		
MATH 2550	2		
HIST 2111 or 2112 or INTA 1200 or POL 1101 or PUBP 3000	3		
SOCIAL SCIENCE ELECTIVE	3		
SOCIAL SCIENCE ELECTIVE	3		
SOCIAL SCIENCE ELECTIVE	3		
LAB SCIENCE	4		
LAB SCIENCE	4		
APPH 1040/APPH 1050	2		

CS Media Required Classes: 31 hours	Hours	Semester	Grade
CS 1301	3		
CS 1331	3		
CS 1332	3		
CS 2050	3		
CS 2261	4		
CS 2340	3		
CS 4001	3		
CS 3451	3		
Pick 2 of the following Media Technology courses			
CS 4455, 4460, 4464, 4475, 4480, 4496, or 4590	3		
CS 4455, 4460, 4464, 4475, 4480, 4496, or 4590	3		

Music Technology Required Classes: 31 hours	Hours	Semester	Grade
LMC 2700-Introduction to Computational Media	3		
MUSI 2010-Fundamentals of Musicianship I	3		
MUSI 2011-Fundamentals of Musicianship II	3		
MUSI 2525-Intro to Audio Technology I	3		
MUSI 2526-Intro to Audio Technology II	3		
MUSI 3770-Project Studio: Technology	4		
Pick 12 hours of the following Music Thread Electives			
MUSI 445X, 4630, 4650, 4670, 4677, Ensemble (4 Hr Max)	3		
MUSI 445X, 4630, 4650, 4670, 4677, Ensemble (4 Hr Max)	3		
MUSI 445X, 4630, 4650, 4670, 4677, Ensemble (4 Hr Max)	3		
MUSI 445X, 4630, 4650, 4670, 4677, Ensemble (4 Hr Max)	3		

**See advisor for requirements to substitute Research Option OR VIP Option for Junior Design OR Create X OR MUSI 4705/4706*

Required Capstone*: 6 Hours	Hours	Semester	Grade
Junior Design Sequence 1: CS 3311 (1 Hour) & LMC 3432 (2 Hours)	3		
Junior Design Sequence 2: CS 3312 (2 Hours) & LMC 3431 (1 Hour)	3		
Free Electives: 8 Hours	Hours	Semester	Grade
FREE ELECTIVE			
FREE ELECTIVE			
FREE ELECTIVE			

Total Hours Required for Graduation: 122 hours