

Department of Recording Industry

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Bragg Mass Communication 251

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The recording industry is one of the largest of all the entertainment industries, and one of its major centers is Nashville. The purpose of this program is to prepare students to seek entry- and middle-level positions for virtually any phase of the industry from marketing of recordings to audio engineering. Internships in many phases of the industry are available for selected students. The program is designed with advice from the National Academy of Recording Arts and Sciences, the National Association of Recording Merchandisers, the Society of Professional Audio Recording Services, and numerous industry professionals and executives.

The department offers the Bachelor of Science degree with a major in Recording Industry and a concentration in either Music Business or Production and Technology.

Audio engineering and music production are taught in three departmental studios, a MIDI lab, a digital audio lab, and a post-production lab located on campus. Electronic music/MIDI courses are offered cooperatively with the School of Music.

The department offers a minor in Recording Industry for Music majors in the Music Industry concentration and other interested students. The department also offers a minor in Entertainment Technology in cooperation with the Speech and Theatre Department.

In all curricular listings, (Area __) refers to the General Studies requirements as outlined on pages 59-61.

Transfer Credit Policy

A maximum of 9 credit hours may be transferred into the Recording Industry major. Transfer credit may be given for RIM 3000, 3010, and 3600 only. Credit for RIM 3010 may be obtained by passing a Transfer Evaluation test with a grade of C or better. Transfer students wishing to take a Transfer Evaluation test for RIM 3010 should notify the departmental office.

General Studies Requirements for Recording Industry Majors

For General Studies Area I-B, Recording Industry majors must take COMM 2200 or F L 1010. JOUR/RATV 1020 will not meet this requirement. For General Studies Area IV-B, Recording Industry majors must take MATH 1710 or a higher level math. MATH 1010 will not meet this requirement.

Computer Literacy Requirements for Recording Industry Majors

To meet the computer literacy requirement, Recording Industry majors should take CSCI 1150 or INFS 2200 or minor in Computer Science. CSCI 1000 will not meet this requirement. **NOTE:** INFS 2200 is required for Business Administration minors.

Admission to Candidacy

Students are required to be admitted to candidacy to earn a degree as a Recording Industry major in the College of Mass Communication and as a prerequisite to enrollment in most upper-division courses within the college. To be admitted to candidacy, a student must have

1. completed 45 hours;
2. received a grade of C (2.00) or better in the following courses:
ENGL 1010 Expository Writing
ENGL 1020 Research and Argumentative Writing
MATH 1710 College Algebra (or higher level math, but not MATH 1010);
3. received a B or better in both ENGL 1010 Expository Writing and ENGL 1020 Research and Argumentative Writing or received a grade of C or better in JOUR 2710 Media Writing;
4. received a grade of C or better as well as a minimum 2.5 grade point average in the following courses:
JOUR/RATV 1020 Understanding Mass Media
RIM 3000 History of the Recording Industry
RIM 3010 Audio for Media
RIM 3600 Survey of the Recording Industry
4. Received a minimum overall grade point average in all coursework of 2.50.

Applications for admission to candidacy are available at the College of Mass Communication office and should be submitted by students during the semester in which they will have completed the foregoing requirements. Provisional candidacy will be granted for registration purposes and will be official pending successful completion of enrolled courses.

Students may not take other RIM courses, with the exception of RIM 1230 and RIM 3650, and will not be admitted to the Recording Industry major until they have successfully completed admission to candidacy.

Grading Policy

Students majoring in Recording Industry must receive a grade of C or better in all Recording Industry courses in order for them to count toward graduation. A minimum grade of C is required in all classes that are prerequisite to Recording Industry classes. Recording Industry majors may be required to take an exit examination in order to graduate.

Major in Recording Industry

In addition to 42 hours of General Studies requirements, a student must take 42 hours of Recording Industry courses with a concentration in either Music Business or Production and Technology. Recording Industry majors complete two minors. See required minors for Recording Industry majors below for information on the available minors.

Concentration: Music Business

All majors are required to take:

| | | |
|-----|------|--|
| RIM | 3000 | History of the Recording Industry |
| RIM | 3010 | Audio for Media |
| RIM | 3600 | Survey of the Recording Industry |
| RIM | 3700 | Copyright Law |
| RIM | 4700 | Legal Problems of the Recording Industry |

Sub-core:

| | | |
|-----|------|-------------------------|
| RIM | 3720 | Artist Management |
| RIM | 3900 | Music Publishing |
| RIM | 4620 | Marketing of Recordings |

Electives - students must choose 18 hours from among the following:

| | | |
|-----|------|--|
| RIM | 3020 | Commercial Songwriting |
| RIM | 3100 | Music as Popular Culture |
| RIM | 3500 | RIM Lecture Series |
| RIM | 3580 | RIM Practicum* |
| RIM | 3650 | Free Expression, Mass Media, and the American Public |
| RIM | 3770 | Publicity in the Recording Industry |
| RIM | 3890 | International Recording Industry |
| RIM | 4000 | Recording Industry Internship: Business* |
| RIM | 4320 | Concert Promotion |
| RIM | 4630 | Recording Industry Research |
| RIM | 4720 | Record Retail Operations |
| RIM | 4730 | The A&R Function |
| RIM | 4740 | Studio Administration |
| RIM | 4800 | Understanding the Nashville Music Business - Past and Future |
| RIM | 4810 | Topics in Recording Industry |
| RIM | 4820 | Record Label Operations |
| RIM | 4900 | Individual Problems in the Recording Industry |

Of the 18 hours of electives, up to 3 credit hours may be selected from the following courses:

| | | |
|------|------|--------------------------------------|
| MUHL | 3670 | History of Popular Music in America |
| ENGL | 3530 | Legal Writing and Research |
| ENGL | 3700 | British Popular Culture |
| SOC | 4170 | The Social Context of Southern Music |

*No more than 6 hours total are allowed toward the major from any combination of RIM 3580, 4000, or 4010.

NOTE: Students electing the Music Business concentration may take up to 9 semester hours of their electives from Production and Technology.

Summary of Requirements for Music Business Concentration:

| | |
|----------------------------------|-----------|
| Recording Industry core: | 15 |
| Music Business sub-core: | 9 |
| Music Business electives: | 18 |
| Total hours in the major: | 42 |

Concentration: Production and Technology

All majors are required to take:

| | | |
|-----|------|--|
| RIM | 3000 | History of the Recording Industry |
| RIM | 3010 | Audio for Media |
| RIM | 3600 | Survey of the Recording Industry |
| RIM | 3700 | Copyright Law |
| RIM | 4700 | Legal Problems of the Recording Industry |

Sub-core:

| | | |
|-----|------|--|
| RIM | 1230 | Musicianship for Engineers |
| RIM | 4190 | Principles and Practices of Electronic Music |
| RIM | 4200 | Applied Digital Audio |
| RIM | 4400 | Techniques of Recording |

Electives - students must choose 15 hours from among the following:

| | | |
|------|------|--|
| PHYS | 1600 | Physics of Music |
| RIM | 3020 | Commercial Songwriting |
| RIM | 3450 | Advanced Musicianship for Engineers |
| RIM | 3500 | Lecture Series |
| RIM | 3580 | RIM Practicum* |
| RIM | 3650 | Free Expression, Mass Media, and the American Public |
| RIM | 4010 | Recording Industry Internship: Technology* |
| RIM | 4290 | Electronic Music II |
| RIM | 4440 | Critical Listening |
| RIM | 4560 | Concepts and Development of Multichannel Audio |
| RIM | 4570 | The Art of Soundtrack Design |
| RIM | 4580 | Disk-Based Audio Post-Production |
| RIM | 4590 | MIDI Studio Techniques |
| RIM | 4600 | Electronic Multimedia Production |
| RIM | 4650 | Advanced Technology of Recording |
| RIM | 4660 | Advanced Music Engineering |
| RIM | 4670 | Studio Production |
| RIM | 4740 | Studio Administration |
| RIM | 4810 | Topics in Recording Industry |
| RIM | 4830 | Recording Studio Maintenance |
| RIM | 4900 | Individual Problems in the Recording Industry |
| RIM | 4910 | Advanced Production Seminar |

*No more than 6 hours total are allowed toward the major from any combination of RIM 3580, 4000, or 4010.

NOTE: Students electing the Production and Technology concentration may select up to 9 semester hours of their electives from Music Business.

Summary of Requirements for Production and Technology Concentration:

| | |
|--------------------------------------|-----------|
| Recording Industry core: | 15 |
| Production and Technology sub-core: | 12 |
| Production and Technology electives: | 15 |
| Total hours in the Major: | 42 |

Recommended pattern for Recording Industry Majors

| FRESHMAN | | SOPHOMORE | |
|--|-----------|--|-----------|
| English (Area I-A) | 6 | English (Area II-A) | 6 |
| BIOL 1030, PSCI 1030 or GEOL 1030 (Area IV-A) | 8 | HIST 2010, 2020 or HIST 2030 (Area III-A) | 6 |
| JOUR/RATV 1020 | 3 | PHED (Area V) | 2 |
| MATH 1710 (Area IV-B) | 3 | RIM 3000, 3010, 3600 | 9 |
| F L 1010 or COMM 2200 (Area I-B) | 3 | General Studies (Area II-B) | 3 |
| PHED (Area V) | 2 | Minor Requirements | 6 |
| PSY 1410 or SOC 1010 (Area III-B) | 3 | | 32 |
| CSCI 1150 or INFS 2200 | 3 | | |
| Minor Requirement | 3 | | |
| | 34 | | |

NOTE: Students should see their advisors to develop their individual schedules. Certain prerequisites and sequences in particular major concentration and minors require special attention. For example, the sequence of courses such as RIM 1230 for Production and Technology concentration majors, MUTH 1110 and 1120 for Music Industry minors, and ACTG 2110 and 2120 for Business Administration minors must be considered.

Required Minors for Recording Industry Majors

All Recording Industry majors are required to complete two minors. The minors must be selected from the following: American Music Studies, Business Administration, Computer Science, Electro-Acoustics, Electronics, Entertainment Technology, Entrepreneurship, Film Studies, Marketing, Mass Communication, Music, Music Industry, and Theatrical Design.

Note that the selection of minors will require diversity of coursework. Therefore:

Recording Industry majors with a Music Business concentration are required to select one of their two minors from the following: Business Administration, Marketing, or Entrepreneurship. The second minor must be from outside the Jennings A. Jones College of Business and must be chosen from among the following: Computer Science, Electro-Acoustics, Electronics, Entertainment Technology, Film Studies, Mass Communication, Music, American Music Studies, Music Industry, and Theatrical Design. Courses may not be used to satisfy requirements for more than one minor or for a minor and the major.

Recording Industry majors with a Production and Technology concentration must choose minors from among the following: Business Administration, Computer Science, Electro-Acoustics, Electronics, Entertainment Technology, Entrepreneurship, Film Studies, Marketing, Mass Communication, Music, American Music Studies, Music Industry, and Theatrical Design. Note that only one of the two can be from Entertainment Technology and Theatrical Design. Only one of the two can be from Music, American Music Studies, and Music Industry. Only one of the two can be from Business Administration, Marketing, and Entrepreneurship. Only one of the two can be from Electronics and Electro-Acoustics.

Courses may not be used to satisfy requirements for more than one minor or for a minor and the major.

All minors require a minimum 2.00 GPA in the minor coursework to graduate.

Students who intend to pursue an M.B.A. after graduation should select the Business Administration minor as one of their minors.

Requirements for the minors are listed below.

American Music Studies Minor

Required courses (12-14 hours):

MUTH 1110 Theory and Aural Skills I AND
 MUTH 1120 Theory and Aural Skills II OR
 MUTH 3160 Jazz Theory I AND
 MUTH 3170 Jazz Theory II
 AND
 ANTH 2010 Cultural Anthropology OR
 GEOG 4360 Cultural Geography
 AND
 MUHL 4660 American Music

Guided electives (9 hours) to be selected from the following:

MUHL 3150 Musics of the South
 MUHL 3670 History of Popular Music in America
 MUHL 4130 Survey of World Music
 MUHL 4530 History of Jazz
 MUHL 4650 Twentieth Century Music
 RIM 3000 History of the Recording Industry
 RIM 3100 Music as Popular Culture
 SOC 4170 The Social Context of Southern Music

Total hours in American Music Studies minor: 21/23 hours

Business Administration Minor

Required Courses in Minor:

ACTG 2110 Principles of Accounting I
 ACTG 2120 Principles of Accounting II OR
 ACTG 3000 Survey of Accounting for General Business
 INFS 2200 Introduction to Microcomputing OR
 INFS 3100 Principles of Management Information Systems
 FIN 3000 Principles of Financial Management
 BLAW 3400 Legal Environment of Business
 MGMT 3610 Principles of Management
 MKT 3820 Principles of Marketing

Total hours in Business Administration minor: 18/21

NOTES: The Business Administration minor requires a 2.00 GPA on all coursework in the minor in order to graduate. Upper-division courses in Business may not be taken until the student is a junior.

Computer Science Minor

Required Courses in Minor

CSCI 1170 Computer Science I
 CSCI 2170 Computer Science II
 CSCI 3160 Introduction to Assembly Language
 Plus 7 additional hours of elective coursework in computer science.

Total hours in Computer Science minor: 18

NOTES: Selection of upper-division Computer Science electives must be approved by the Computer Science minor advisor. Courses listed as Computer Science service courses and CSCI 3420 do not count toward a minor in Computer Science. Credit in secondary computer languages is limited to three hours for the minor in Computer Science. Recording Industry majors electing the Computer Science minor are required to maintain a 2.00 GPA on all coursework in the minor in order to graduate.

Electro-Acoustics Minor

Required Courses in Minor

MATH 1910 Calculus I
 PHYS 1600 Physics of Music*
 ET 3610 Introduction to Electricity and Electronics
 PHYS 3310 Concepts and Applications of Digital Electronics
 PHYS 3350 Concepts and Applications of Analog Electronics

Elective Courses in Minor (choose one):

PHYS 3000 Acoustics and Signal Analysis
 ET 3620 Digital Circuits Fundamentals
 ET 3660 Communication Electronics

Total hours in Electro-Acoustics minor: 21/22

*Course may not be taken to satisfy both major and minor requirements.

NOTES: Recording Industry majors electing the Electro-Acoustics minor are required to maintain a 2.00 GPA on all coursework in the minor in order to graduate.

Electronics Minor

Required Courses in Minor

| | |
|----------|---|
| ET 3610* | Introduction to Electricity and Electronics |
| ET 3620 | Digital Circuits Fundamentals |
| ET 3630 | Electronics I |

Elective Courses in Minor (choose two):

| | |
|---------|--|
| ET 3640 | Digital Circuits Design |
| ET 3650 | Introduction to Microprocessors |
| ET 3660 | Communication Electronics |
| ET 3670 | Computer-Assisted Printed Circuit Board Design |
| ET 4600 | Programmable Logic Controllers |
| ET 4610 | Instrumentation and Controls |
| ET 4630 | Local Area Networks |
| ET 4640 | Industrial Electricity |
| ET 4660 | Microprocessor Interfacing |
| ET 4670 | Microprocessor Design |

Total hours in Electronics minor: 18/20

*Or ET 3600 - Prerequisite: MATH 1910

NOTES: Recording Industry majors electing the Electronics minor are required to maintain a 2.00 GPA on all coursework in the minor in order to graduate.

Minors in Electronics are urged to be aware of course prerequisites and co-requisites.

The prerequisite for ET 3610 is MATH 1710 or MATH 1730.

As a prerequisite, ET 3610 replaces ET 3600 for students minoring in Electronics.

Entertainment Technology Minor

This minor is to consist of 18 hours of coursework. The courses must be selected from the approved list below. Courses taken to meet major field of study requirements or electives or other minor requirements or electives can not be counted toward this minor.

Select 18 hours from the list below:

| | |
|-----------|--|
| ETIS 1310 | Basic Technical Drawing and Sketching |
| ET 3610 | Introduction to Electricity and Electronics |
| ET 4640 | Industrial Electricity |
| THEA 2110 | Stagecraft |
| THEA 3000 | Sound Design for Arts and Entertainment |
| THEA 3100 | Make-Up Techniques for Performers |
| THEA 3200 | Introduction to Costume for Arts and Entertainment |
| THEA 3400 | Introduction to Lighting for Arts and Entertainment |
| THEA 4000 | Advanced Sound Design for Arts and Entertainment |
| THEA 4100 | Special Effects Make-up |
| THEA 4200 | Costume Technology and Production |
| THEA 4220 | Costume Design for Arts and Entertainment |
| THEA 4390 | Topics in Scenography |
| THEA 4400 | Intermediate Lighting for Arts and Entertainment |
| RIM 1230 | Musicianship for Engineers |
| RIM 3010 | Audio for Media (not for RI majors) |
| RIM 3450 | Advanced Musicianship for Engineers |
| RIM 4190 | Principles and Practices of Electronic Music (not for RI Production and Technology majors) |
| RIM 4200 | Applied Digital Audio |
| RIM 4290 | Electronic Music II |
| RIM 4320 | Concert Promotion |
| RIM 4400 | Techniques of Recording |
| RIM 4440 | Critical Listening |
| RIM 4560 | Concepts and Development of Multichannel Audio |
| RIM 4570 | The Art of Soundtrack Design |
| RIM/ | |
| RATV 4580 | Disk-Based Audio Post-Production |
| RIM 4590 | MIDI Studio Techniques |
| RIM/ | |
| RATV 4600 | Electronic Multimedia Production |

| | |
|-----------|--|
| RIM 4650 | Advanced Technology of Recording |
| RIM 4660 | Advanced Music Engineering |
| RIM 4670 | Studio Production |
| RIM 4910 | Advanced Production Seminar |
| RATV 3040 | Electronic Graphics for Television |
| RATV 3120 | Sight, Sound, and Motion |
| RATV 3130 | Television Production |
| RATV 3140 | Multi-Camera Directing and Producing |
| RATV 3150 | Single-Camera Directing and Producing |
| RATV 3300 | Introduction to Digital Animation |
| RATV 3310 | Intermediate Digital Animation |
| RATV 3420 | Corporate Video |
| RATV 4940 | Advanced Seminar - Electronic Media Production |
| PHOT 2050 | Basic Black and White Photography |
| PHOT 3200 | Digital Imaging in Photography |
| PHYS 1600 | Physics of Music |

Total hours in Entertainment Technology minor: 18

NOTES: Recording Industry majors electing the Entertainment Technology minor are required to maintain a 2.00 GPA on all coursework in the minor in order to graduate.

Minors in Entertainment Technology are urged to be aware of course prerequisites and co-requisites.

Entrepreneurship Minor

Required Courses in Minor:

| | |
|-----------|---|
| BMOM 1400 | Introduction to Business |
| BMOM 2900 | Entrepreneurship |
| ACTG 3000 | Survey of Accounting for General Business |
| FIN 3000 | Principles of Financial Management |
| MGMT 3610 | Principles of Management |
| MKT 3820 | Principles of Marketing |
| MGMT 4920 | Small Business Management |

Total Hours in Entrepreneurship minor: 21

Note: Recording Industry majors electing the Entrepreneurship minor are required to maintain a 2.00 GPA on all coursework in the minor in order to graduate.

Upper-division courses in Entrepreneurship may not be taken until the student is a junior.

Film Studies Minor

Select 18 hours from the list below:

| | |
|-----------|---|
| ART 4940 | Special Studies in Art History: Film as Art |
| ENGL 3080 | Women and Film |
| ENGL 3650 | Literature and Film |
| ENGL 3660 | Film Genre |
| ENGL 3670 | Film History |
| ENGL 4650 | Film Theory and Criticism |
| ENGL 4860 | Special Topics in Film Studies |
| FREN 4020 | Topics in French Film |
| JOUR/ | |
| RATV 3000 | Introduction to Motion Pictures |
| P S 3100 | Politics and Film |
| RIM 4570 | The Art of Soundtrack Design |
| SOC 4200 | African-American Film, Theatre, and Television Images |
| PHIL 3600 | Philosophy and Film |

Total hours in Film Studies minor: 18

NOTES: No more than 9 hours may be taken in any single department. Minors in Film Studies must take courses from at least three of the nine participating departments.

Recording Industry majors electing the Film Studies minor are required to maintain a 2.00 GPA on all coursework in the minor in order to graduate.

Marketing Minor

Required Courses in Minor:

MKT 3820 Principles of Marketing
 ACTG 2110 Principles of Accounting I OR
 ACTG 3000 Survey of Accounting for General Business
 BLAW 3400 Legal Environment of Business OR
 BLAW 3450 Unfair Trade Practices and Consumer Protection
 Plus 12 hours of marketing electives

Total hours in Marketing minor: 21

NOTES: Recording Industry majors electing the Marketing minor are required to maintain a 2.00 GPA on all coursework in the minor in order to graduate.

Transfer students minoring in Marketing must complete a minimum of 9 of the 15 hours of coursework in marketing at Middle Tennessee State University.

Upper-division courses in Marketing may not be taken until the student is a junior.

Mass Communication Minor

Required Courses in Minor

JOUR/
 RATV 1020 Understanding Mass Media
 Plus 15 additional hours of elective coursework in the College of Mass Communication.

Total hours in Mass Communication minor: 18

NOTES: Recording Industry majors electing the Mass Communication minor must take 9 hours of upper-division mass communication electives.

Applied credit in this minor for Recording Industry majors must be from courses in the College of Mass Communication outside of Recording Industry.

Recording Industry majors electing the Mass Communication minor may not apply JOUR/RATV 3580 or JOUR/RATV 4000 in the Mass Communication minor.

Recording Industry majors electing the Mass Communication minor are required to maintain a 2.00 GPA on all coursework in the minor in order to graduate.

Music Minor

Required Courses in Minor

MUTH 1110 Theory and Aural Skills I
 MUTH 1120 Theory and Aural Skills II
 4 semesters of private instruction in one field
 2 semesters of ensemble participation

Required Courses in Minor (choose one option):

Option #1

MUS 1030 Introduction to Music

And one course chosen from:

MUHL 3120 Masterworks of Classical Music
 MUHL 3670 History of Popular Music in America
 MUHL 4130 Survey of World Music
 MUHL 4530 History of Jazz

Option #2

MUHL 1610 Music History I
 MUHL 1620 Music History II
 MUHL 2610 Music History III

Total hours in Music minor: 20-23

NOTES: The minor in Music does not lead to teacher licensure. Recording Industry majors electing the Music minor are required to maintain a 2.00 GPA on all coursework in the minor in order to graduate.

Music Industry Minor

Required Courses in Minor:

MUTH 1110 Theory and Aural Skills I
 MUTH 1120 Theory and Aural Skills II

Plus 12 hours chosen from:

MUS 1030 Introduction to Music
 MUHL 1610 Music History I
 MUHL 3670 History of Popular Music in America*
 MUTH 4290 Electronic Music II*
 MUTH 2110 Theory and Aural Skills III
 MUTH 2120 Theory and Aural Skills IV
 MUTH 3020 Commercial Songwriting
 MUTH 4130 Instrumentation
 MUTH 4170 Jazz Arranging
 (requires all theory courses or permission of instructor)
 MUTH 4180 Improvisation I
 (requires MUTH 1110 or permission of instructor)
 MUTH 4190 Principles and Practices of Electronic Music*
 MUTH 4590 MIDI Studio Techniques*
 A maximum of 4 hours of private instruction or ensemble may be counted toward the Music Industry Minor

Total hours in Music Industry minor: 20

*Indicates course may not be counted toward both major and minor requirements.

NOTES: Recording Industry majors electing the Music Industry minor are required to maintain a 2.00 GPA on all coursework in the minor in order to graduate.

Theatrical Design Minor

Select 21 hours from the list below:

THEA 2110 Stagecraft
 THEA 3100 Make-up Techniques for Performers
 THEA 3200 Introduction to Costumes for Arts and Entertainment
 THEA 4200 Costume Technology and Production
 THEA 4220 Costume Design for Arts and Entertainment
 THEA 3300 Scene Design
 THEA 3400 Introduction to Lighting for Arts and Entertainment
 THEA 4300 Advanced Scenic Design
 THEA 4390 Topics in Scenography
 THEA 4100 Special Effects Make-Up
 THEA 4230 Advanced Costume Design for Arts and Entertainment

Total hours in Theatrical Design minor: 21

NOTES: Courses taken to meet major field of study requirements or other minor requirements may not be counted toward this minor. Recording Industry majors electing the Theatrical Design minor are required to maintain a 2.00 GPA on all coursework in the minor in order to graduate.

Minor in Recording Industry for Non-majors

The minor in Recording Industry consists of 18 semester hours including RIM 3000 and 3600 and 12 hours of Recording Industry electives as approved by the minor advisor. MUHL 3670 may not be used to meet both major and minor requirements. Students must maintain a 2.00 average in the Recording Industry minor.

Courses in Recording Industry [RIM]

- 1230 (123) Musicianship for Engineers.** Three credits. A variety of music subjects explored within the context of commercial music as related to audio recording and production. Specific topics include music fundamentals, commercial music theory, commercial form and styles, and basic aural and keyboard skills. Students who have passed MUTH 1110 with a grade of C or better may not enroll in RIM 1230 for credit. Laboratory required.
- 3000 (300) History of the Recording Industry.** Three credits. Traces the development of the technology, business, major record labels, and the music recorded as well as significant individuals in these areas.
- 3010 (301) Audio for Media.** Three credits. Examines theories and technology used in audio production for music, radio, TV, and film. Provides the management-oriented student with a useful vocabulary covering the area of audio production and provides the production-oriented student with the basic theory upon which production skills can be built.
- 3020 (302) Commercial Songwriting.** Three credits. (Same as MUTH 3020.) Prerequisites: RI majors - admission to candidacy and RIM 1230 or MUTH 1110 or permission of instructor; others - permission of instructor. Organization of ideas, words, and music into the writing of popular songs. Analysis of songwriting trends. Students expected to play guitar or piano and sing.
- 3100 (310) Music as Popular Culture.** Three credits. (Same as JOUR 3100.) Prerequisites: RI majors - admission to candidacy; others - permission of instructor. Introduces range of scholarly approaches to the study of popular music. Encourages perspectives other than those of "producer" or "consumer." Requires application of analytic and critical methods in research paper assignments. Writing intensive.
- 3450 (345) Advanced Musicianship for Engineers.** Three credits. Prerequisites: Admission to candidacy; RIM 1230 or MUTH 1110. (Not available to students enrolled in or who have completed MUTH 1120.) Continuation of RIM 1230. Furthering the application of musical concepts previously learned to popular music. Topics include syncopation, modulation, two-handed accompaniment patterns, and selected secondary chords. Introduction to music notation software and the preparation of a lead sheet. Laboratory required.
- 3500 (350) Lecture Series.** One credit. Prerequisite: RI majors - admission to candidacy. Major executives, producers, and others in the recording industry speak to students about contemporary topics in the music business. May be taken only once for credit toward the major. Pass/Fail.
- 3580 (358) RIM Practicum.** One to three credits. Prerequisites: RI majors - admission to candidacy, approval of instructor prior to enrollment, and approved application. On-campus experiences in and related to the recording industry. Course may be repeated up to three times, but no more than six total credits toward the major allowed for RIM 3580, 4000, and 4010. Pass/Fail.
- 3600 (360) Survey of the Recording Industry.** Three credits. Examination of the industry including, but not limited to, artist development, songwriting, publishing, record companies, record marketing and promotion, copyright, performance rights, and careers.
- 3650 (365) Free Expression, Mass Media, and the American Public.** Three credits. (Same as JOUR/RATV 3650.) A general introduction to the issues surrounding free expression and its relationship with mass media in contemporary America. A comprehensive analysis of the history, philosophies, cases, and controls associated with freedom of expression.
- 3700 (370) Copyright Law.** Three credits. Prerequisite: RI majors - admission to candidacy; others - RIM 3600. Examination of copyright law with particular reference to the music industry. Emphasis on understanding and applying the law to work in the industry.
- 3720 (372) Artist Management.** Three credits. Prerequisite: RI majors - admission to candidacy; others - RIM 3600. Examination of the role of recording artists' representatives. Topics include personal appearances, touring, unions, and contractual considerations.
- 3770 (377) Publicity in the Recording Industry.** Three credits. Prerequisites: RI majors - admission to candidacy and JOUR 2710; others - RIM 3600 and JOUR 2710. Experience in creating publicity materials and developing media relations, press releases, press kits, and publicity campaigns.
- 3890 (389) International Recording Industry.** Three credits. Prerequisites: RI majors - admission to candidacy; others - RIM 3600. Cultural, media, business, and legal aspects of making and selling records on a worldwide basis. Specific studies in foreign record company operations, i.e., production, distribution, marketing, promotion, and licensing. Immigration, union, and tax implications of artists recording abroad.
- 3900 (390) Music Publishing.** Three credits. Prerequisites: RI majors - admission to candidacy and RIM 3700; others - RIM 3600 and 3700. Operations and functions of music publishing industry including songwriter-publisher relations. Primary thrust is popular music publishing, but art, religious, and educational music also discussed.
- 4000 (400) Recording Industry Internship: Business.** One to six credits. Prerequisites: Admission to candidacy; senior standing (90 hours), Music Business sub-core, and approved internship application. Practical experience for advanced students in a professional recording industry setting. This course may be repeated for additional credit. No more than six hours toward the major are allowed for RIM 3580, 4000, and 4010. Pass/Fail.
- 4010 (401) Recording Industry Internship: Technology.** One to six credits. Prerequisites: Admission to candidacy; senior standing (90 hours), Production and Technology sub-core, and approved internship application. Practical experience for advanced students in a professional recording industry setting. This course may be repeated for additional credit. No more than six hours toward the major are allowed for RIM 3580, 4000, and 4010. Pass/Fail.
- 4190 (419) Principles and Practices of Electronic Music.** Three credits. (Same as MUTH 4190.) Three credits. Prerequisites: RI majors - admission to candidacy and RIM 1230 or MUTH 1110; others - RIM 3010, RIM 1230, or MUTH 1110 or permission of instructor. History and techniques of electronic music including analog and digital sound generation and manipulation, control systems, MIDI, Macintosh basics, and an introduction to sequencer and editor/librarian software. Laboratory required.
- 4200 (420) Applied Digital Audio.** Three credits. Prerequisites: RI majors - admission to candidacy; others - permission of instructor. An overview of digital audio technology. Emphasis on conceptual design of analog to digital and digital to analog convert-

ers and current trends in digital audio technology. Extensive hands-on experience in a digital audio workstation environment. Laboratory required.

- 4290 (429) Electronic Music II.** Three credits. (Same as MUTH 4290.) Prerequisites: RI majors - admission to candidacy and RIM/MUTH 4190; others - RIM/MUTH 4190. Advanced techniques of sound manipulation and introduction to digital sampling, alternate controllers, and MIDI control of effects devices. Advanced sequencing including modular composition, remote controls, and MIDI automation. Laboratory required.
- 4320 (432) Concert Promotion.** Three credits. Prerequisites: RI majors - admission to candidacy; others - RIM 3600. An in-depth study of the theoretical and practical aspects of presenting contemporary arts and entertainment performances. Topics include talent acquisition, contracts and riders, production, venues, budgeting, ticket services, and promotion.
- 4400 (440) Techniques of Recording.** Three credits. Prerequisites: RI majors - admission to candidacy and RIM 1230; others - permission of instructor. Develops an understanding of the techniques and technology involved in modern multi-track recording and mixing. Extensive hands-on experience. Laboratory required.
- 4440 (444) Critical Listening.** Three credits. Prerequisites: RI majors - admission to candidacy, RIM 4400, and permission of instructor; others - permission of instructor. Ear-training and aesthetics for recording engineers. Class activities involve listening and analysis of master tape and disc formats. Sources include a wide variety of music genres as well as specialized technical ear-training materials. Development of a vocabulary for communication of aural impressions. Introduction to "high-end" audio.
- 4560 (456) Concepts and Development of Multichannel Audio.** Three credits. Prerequisites: RI majors - admission to candidacy; others - permission of instructor. Overview of multichannel audio technology. History and development of multichannel audio systems for film soundtracks and music production. Mathematical conceptualizations of these systems and current trends in multichannel digital audio technology presented.
- 4570 (457) The Art of Soundtrack Design.** Three credits. Prerequisite: RI majors - admission to candidacy; others - permission of instructor. Examines the creative use of sound in film and theatre through critical listening to various soundtracks. The theory and practice of sound design analyzed and discussed in a lecture-oriented class.
- 4580 (458) Disk-Based Audio Post-Production.** Three credits. (Same as RATV 4580.) Prerequisites: RI majors - admission to candidacy, RIM/MUTH 4190, RIM 4200 and 4400; RATV majors - RIM 3010, RATV 3120 and 3130; all others - permission of instructor. An advanced, hands-on approach to the principles of tapeless digital recording on a variety of digital workstate platforms. In-depth discussions of disk-based digital audio, synchronization, audio for video and film, and multichannel sound mixing techniques. Focuses on use of digital audio workstations in an audio post-production environment. Laboratory required.
- 4590 (459) MIDI Studio Techniques.** Three credits. (Same as MUTH 4590.) Prerequisites: RI majors - admission to candidacy, RIM/MUTH 4290, and RIM 4400; others - RIM/MUTH 4290 and RIM 4400 or permission of instructor. MIDI systems design and the total integration of all MIDI-controllable devices. SMPTE and MIDI Time Code and their application to tape synchronization.
- A continuation of advanced techniques for digital sampling, sequencing, sound manipulation, and use of alternate controllers. Other topics include sound effects and music scoring for film and video, and the MIDI Machine Control and MIDI Show Control specifications. Laboratory required.
- 4600 (460) Electronic Multimedia Production.** Three credits. (Same as RATV 4600.) Prerequisites: RI majors - admission to candidacy, CSCI 1150 or INFS 2200, PHOT 3200, and RIM/MUTH 4190; RATV majors - CSCI 1000, PHOT 3200, and RATV 3300; all others - permission of instructor. An advanced, hands-on approach to the principles of electronic multimedia production. A systems integration approach utilized to effectively combine text, graphics, digital video, digital audio, two- and three-dimensional animation, and digital images. Students use a variety of authoring software packages and scripting languages and are trained in the use and operation of various hardware and software systems to produce interactive electronic multimedia presentation projects. Laboratory required.
- 4620 (462) Marketing of Recordings.** Three credits. Prerequisite: RI majors - admission to candidacy; others - RIM 3600. Special emphasis on the particular structures and problems involved in the movement of recordings from manufacturer to the buying public. Topics include product marketing, promotion, and distribution.
- 4630 (463) Recording Industry Research.** Three credits. Prerequisites: RI majors - admission to candidacy, RIM 4620 or MKT 3820, computer literacy, and permission of instructor. Provides hands-on experiences in research in the recording industry. Involvement in group projects to provide music and consumer research services to various clients in the industry. Class is workshop oriented.
- 4650 (465) Advanced Technology of Recording.** Three credits. Prerequisites: RI majors - admission to candidacy, RIM 4400; others - permission of instructor. Further study of technology, equipment, and techniques of contemporary multitrack recording. Lecture and lab sessions focus upon specific studio hardware and software as well as preparation for professional work as an assistant (second) engineer. Laboratory required.
- 4660 (466) Advanced Music Engineering.** Three credits. Prerequisites: RI majors - admission to candidacy, RIM 4650; all others - permission of instructor. Project-based class emphasizing creative and aesthetic aspects of multitrack music recording. Topics include microphone techniques, session protocols, incorporation of MIDI elements, sample replacement and augmentation, rough mixing, console automation techniques, signal processing and ear-training for recording engineers. Laboratory required.
- 4670 (467) Studio Production.** Three credits. Prerequisites: RI majors - admission to candidacy and RIM 4650; others - permission of instructor. Laboratory experience and lectures in commercial music, recording techniques, and business designed to develop the abilities needed in becoming an independent producer of contemporary commercial recordings. Laboratory required.
- 4700 (470) Legal Problems of the Recording Industry.** Three credits. Prerequisites: RI majors - admission to candidacy and RIM 3700; others - RIM 3600 and 3700. An overview of legal problems encountered in the recording industry with specific attention to contractual considerations in recording and producing.

- 4720 (472) Record Retail Operation.** Three credits. Prerequisites: RI majors - admission to candidacy and MKT 3820 or RIM 4620; others - RIM 3600 and MKT 3820. Problems and practices of recording industry retailers, including pricing, inventory control, advertising, operations, and retail locations for audio and video recordings and printed music.
- 4730 (473) The A&R Function.** Three credits. Prerequisites: RI majors - completion of Music Business or Production and Technology sub-core. Role and responsibilities of a record company's artist and repertoire department. Emphasis on finding and guiding an artist as well as the administration of the production and marketing of a project.
- 4740 (474) Studio Administration.** Three credits. Prerequisite: RI majors - admission to candidacy; others - permission of instructor. Applications course involving the administrative functions of recording studio operations, including accounting, marketing, personnel, planning, and computer applications.
- 4800 (480) Understanding the Nashville Music Business—Past and Future.** Three credits. Prerequisites: Concurrent with or subsequent to RIM 4000 or RIM 4010. Acquaints interns and students working in the Nashville music industry with industry practices through a historic perspective and through conducting a research project.
- 4810 (481) Topics in Recording Industry.** Three credits. Prerequisite: RI majors - admission to candidacy. Examination and critical evaluation of current issues related to the operation and function of various aspects of the recording industry. Subject matter varies. Course may be repeated one time for additional credit.
- 4820 Record Label Operations.** Three credits. Prerequisites: RIM 4620. Day-to-day marketing tasks conducted onsite for a record label offer students training on the practical application of the latest marketing software. Must be able to travel to Music Row and commit to 10 hours per week at a record label.
- 4830 (483) Recording Studio Maintenance.** Three credits. Prerequisites: RI majors - admission to candidacy, RIM 4400, MATH 1710 or higher level math (MATH 1010 will not fulfill this requirement), ET 3600 or ET 3610, or permission of instructor; others - permission of instructor. Focuses on studio maintenance and troubleshooting techniques. Includes soldering, wiring standards, machine alignment, and system architecture. Laboratory required.
- 4900 (490) Individual Problems in the Recording Industry.** One to three credits. Prerequisites: RI majors - admission to candidacy, approved application, and permission of department. Advanced project in production or music business. Students submit applications to production and technology or music business faculty committees. Once approved, a determination is made as to credit to be awarded. Project is reviewed by a panel of three faculty members to determine grade. No more than three credits toward the major are allowed.
- 4910 (491) Advanced Production Seminar.** Three credits. Prerequisites: RI majors - admission to candidacy and permission of instructor only. The conceptualization, management, and production of a specific program format integrating theory and skills from other RATV/RIM courses. Sports, music, and drama are probable topics. Topics will vary by semester offering.

