

# Department of Recording Industry

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**Christian Haseleu, Chair**  
**Bragg Mass Communication 251**

**Adam, Akins, Alleyne, Barnet, Beckett, Collier, Crabtree, Dougan, Fischer, Fleming, Hill, Hull, Hutchison, Keel, Macy, McKennie, Mulraine, Newman, O'Brien, Pfeifer, Piekarski, Wald, Weese, B. Wood, M. Wood**

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.

For those in the Music Business concentration, the department offers the "fast track" B.S./M.B.A. program in cooperation with the Jennings A. Jones College of Business. This highly structured program allows students to obtain all course prerequisites for entrance into the M.B.A. program while completing the B.S. degree in Recording Industry.

Audio engineering and music production are taught in five departmental studios, a MIDI lab, a digital audio lab, mastering lab, and a postproduction lab all 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.

**Curricular listings include General Education requirements in Communication, History, Humanities and/or Fine Arts, Mathematics, Natural Sciences, and Social/Behavioral Sciences categories as outlined on pages 64–67.**

### Transfer Credit Policy

Transfer credit into the Recording Industry major may be given for the following courses only: RIM 3000, 3010, and 3600; EMC/JOUR/RIM 1020; PHYS 1600. No more than three (3) credit hours may be accepted as transfer into the major from MUHL 3670, PS 3530, ENGL 3810, JOUR 2710, or SOC 4170. A transfer evaluation test may be required before credit is accepted for RIM 1230, RIM 3000, RIM 3010, and RIM 3600. Students wishing to take a transfer evaluation test should contact the department office.

**NOTE:** Students taking or transferring MUTH 1110 Theory and Aural Skills I are exempt from RIM 1230 Musicianship for Engineers but must complete a total of 45 hours in the major.

### General Education Requirements for Recording Industry Majors

For General Education Mathematics, 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 apply for candidacy, a student must have

1. completed all developmental studies requirements;
2. completed all high school deficiencies;
3. completed 45 hours (not to include academic enrichment courses);
4. completed the math requirement (College Algebra or higher level math) with a minimum 2.0 grade;
5. completed candidacy courses (JOUR/EMC/RIM 1020; RIM 3000, 3010, 3600) with a minimum 2.0 grade in each;
6. maintained good standing (not on probation).

The department will open a limited number of candidacy slots in both concentrations each year. Candidacy will be granted three times per year, after the end of the Fall and Spring Semesters and Summer Session. Candidacy will be granted into one concentration only—Music Business or Production and Technology. Changing concentrations will require a reapplication to candidacy. Eighty-five percent of available slots in each concentration will be awarded based on the candidacy formula score. The candidacy formula will include weighted numbers for cumulative GPA, required mathematics course (College Algebra) grade, candidacy course GPA, and total hours earned.  $\text{Score} = (\text{cumulative GPA} \times 3) + (\text{College Algebra grade} \times 3) + (\text{candidacy course GPA} \times 4) + (\text{total hours} \times .05)$ .

Fifteen percent of available slots in each concentration will be awarded based on a faculty committee recommendation on an appeal application. Appeal applications will be accepted after formula slots have been announced early in the Fall and Spring

Semester and Summer Session. Appeal recommendations will be based on exceptional circumstances and/or exceptional talent and/or diversity considerations.

Applications for admission to candidacy are available at the Recording Industry Department office and should be submitted by students during the semester in which they will have completed the foregoing requirements.

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

### Grading Policy

Students majoring in Recording Industry must receive grades 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.

**NOTE:** Students who fail to attend the first class meeting of any RIM course without prior arrangement with the instructor will lose their places in class and those spaces will be made available to other students. This includes labs.

### Major in Recording Industry

In addition to 41 hours of General Education requirements, a student must take 48 hours of Recording Industry courses with a concentration in either Music Business or Production and Technology. Recording Industry majors complete one minor. See minors for Recording Industry majors below for information on the available minors.

### Concentration: Music Business

All majors are required to take:

EMC/JOUR/RIM	1020	American Media and Social Institutions
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	4320	Concert Promotion and Touring
RIM	4620	Marketing of Recordings

Electives - students must choose 18 hours from the following:

RIM	3020	Commercial Songwriting
RIM	3100	Music as Popular Culture
RIM	3200	History of Country Music
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	3780	Entertainment Reporting and Writing
RIM	3890	International Recording Industry
RIM	4000	Recording Industry Internship: Business*
RIM	4630	Recording Industry Research
RIM	4690	Internet for Music Business
RIM	4720	Record Retail Operations
RIM	4730	The A&R Function

RIM	4740	Studio Business Operations
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
PS	3530	Legal Writing and Research
ENGL	3810	British Popular Culture
SOC	4170	The Social Context of Southern Music
JOUR	2710	Media Writing

*\*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.

**NOTE:** All Music Business concentration students must complete one course (three hours) of accounting. This requirement may be met with ACTG 2110, 2120, or 3000. This requirement may be included within the minor requirement.

**Summary of Requirements for Music Business Concentration:**

Recording Industry core:	18
Music Business sub-core:	12
Music Business electives:	18
<b>Total hours in the major:</b>	<b>48</b>

**Music Business M.B.A. Fast Track**

This program is designed to allow students in the Music Business concentration to obtain all prerequisites for entrance into the M.B.A. program. Careful planning of undergraduate and graduate course selection is required. For details on this plan of study, consult Paul Allen, COMM 222. For M.B.A. admission requirements, consult the Graduate Catalog or Troy Festervand, M.B.A. advisor, BAS N222A.

**Concentration: Production and Technology**

**All majors are required to take:**

EMC/JOUR/RIM	1020	American Media and Social Institutions
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
RIM	4440	Critical Listening

**Electives - students must choose 15 hours from 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	4300	Digital Audio Workstation Theory and Techniques
RIM	4480	Mastering
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	4650	Advanced Technology of Analog Recording
RIM	4651	Advanced Technology of Digital Recording
RIM	4660	Advanced Music Engineering
RIM	4670	Studio Production
RIM	4680	Disk-Based Music Production
RIM	4740	Studio Business Operations
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:	18
Production and Technology sub-core:	15
Production and Technology electives:	15
<b>Total hours in the Major:</b>	<b>48</b>

**Recommended Pattern for Recording Industry Majors**

FRESHMAN		SOPHOMORE*	
ENGL 1010, 1020 (Comm)	6	HIST 2010, 2020 (Hist)	6
COMM 2200 (Comm)	3	ENGL 2020 (Hum/FA)	3
MATH 1710 (Math)	3	THEA 1030 (Hum/FA)	3
PSY 1410 (Soc/Beh Sci)	3	Computer Literacy	3
MUS 1030 (Hum/FA)	3	RIM 3000, 3010, 3600	9
PSCI 1030/1031 (Nat Sci)	4	Minor course	6
BIOL 1030/1031 (Nat Sci)	4		<b>30</b>
EMC/JOUR/RIM 1020 (Soc/Beh Sci)	3		
	<b>29</b>		

JUNIOR		SENIOR	
RIM 3700	3	RIM 4700	3
RIM sub-core	12-15	RIM electives	9-15
RIM electives	3-9	Minor courses	9-15
Minor courses	3-9	General electives	9-12
General electives	3-6		<b>30</b>
	<b>31</b>		

**\*NOTE:** Production and Technology concentration students should complete RIM 1230 Musicianship for Engineers for MUTH 1110 Theory and Aural Skills I during their freshman year.

**NOTE:** Students should see their advisors to develop their individual schedules. Certain prerequisites and sequences in particular major concentrations and minors require special attention.

**Minors for Recording Industry Majors**

All Recording Industry majors are required to complete one minor.

Production and Technology concentration students may pick any minor available at MTSU. Recommended minors are Computer Science, Electronics, Electro-Acoustics, Entrepreneurship, Entertainment Technology, Film Studies, Mass Communication, Music Industry, and Entertainment Arts Design. Students should consult minor requirements below.

Music Business concentration students must pick one minor from four offered in the Jennings A. Jones College of Business or one (with three specialty areas) offered in the College of

Mass Communication. From the Jennings A. Jones College of Business are the following: Business Administration, Entrepreneurship, Management, and Marketing. ACTG 2110 or 3000 must be taken by all Music Business concentration students. From the College of Mass Communication, students may select Mass Communication with specialty areas in journalism, public relations, or media management.

### Minor Information

For information on the Business Administration, Entrepreneurship, and Film Studies minors see the Interdisciplinary Minors section on page 80.

For information on the Management and Marketing minors, see the Department of Management and Marketing on page 193.

For information on the Electro-Acoustics minor, see the Department of Physics and Astronomy on page 168.

For information on the Electronics minor, see the Department of Engineering Technology and Industrial Studies on page 142.

For information on the Computer Science minor, see the Department of Computer Science on page 139.

For information on the Music and Music Industry minors, see the McLean School of Music on page 275.

For information on the Entertainment Arts Design minor, see the Department of Speech and Theatre on page 303.

For information on the Mass Communication and Entertainment Technology minors, see below.

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.

### Mass Communication Minor

The minor in Mass Communication requires 18 hours of elective coursework in the College of Mass Communication not including EMC/JOUR/RIM 1020, JOUR/EMC 3580, JOUR/EMC 4000, or any RIM courses. Nine (9) hours must be upper-division elective courses.

The journalism, public relations, or media management specialty areas require an additional three (3) hours from ACTG 2110 or 3000.

#### Journalism Specialty

##### Required courses (15 hours):

ACTG 2110 Principles of Accounting I OR  
 ACTG 3000 Survey of Accounting for General Business  
 JOUR 2710 Media Writing  
 JOUR 3090 Reporting  
 JOUR 3530 Feature Writing  
 JOUR 4250 Mass Media Law

##### Elective courses in minor, choose two:

EMC 2220 Television Newswriting  
 EMC 3020 Writing for the Electronic Media  
 EMC 3060 Writing for Digital Media  
 EMC 3410 Electronic Media News Writing

EMC 3500 Electronic Media News Reporting and Production  
 EMC 3570 Broadcast Announcing/Performance  
 EMC 3740 Advanced Electronic Media News Reporting and Production  
 EMC 4020 Advanced Scriptwriting  
 JOUR/EMC 3000 Introduction to Motion Pictures  
 JOUR 3450 Editing  
 JOUR/EMC 3510 Media History and American Culture  
 JOUR 3520 Specialized Journalism  
 JOUR 3590 Magazine Writing and Editing  
 JOUR/EMC/RIM 3650 Free Expression, Mass Media, and the American Public  
 JOUR/EMC 4210 Mass Communication and Society  
 JOUR 4300 Reviewing and Criticism  
 JOUR 4440 Advanced Reporting  
 JOUR/EMC 4660 Mass Media Research  
 JOUR 4780 Media and Markets  
 JOUR/EMC 4790 Global News and World Media Cultures  
 JOUR/EMC 4850 Ethics and Mass Communication  
 PHOT 2050 Basic Black and White Photography

**Total hours: 21**

#### Public Relations Specialty

##### Required courses (15 hours):

ACTG 2110 Principles of Accounting I OR  
 ACTG 3000 Survey of Accounting for General Business  
 JOUR 2710 Media Writing  
 JOUR 4250 Mass Media Law  
 PR 3040 Public Relations Principles  
 PR 3360 Public Relations Communication

##### Elective courses in minor, choose two:

ADV 3020 Survey of Advertising  
 ADV 3160 Advertising Copy and Layout  
 ADV 3480 Advertising Media Planning  
 ADV 4160 Advertising Copywriting  
 EMC 2220 Television Newswriting  
 EMC 3020 Writing for the Electronic Media  
 EMC 3060 Writing for Digital Media  
 EMC 3410 Electronic Media Newswriting  
 EMC 3500 Electronic Media News Reporting and Production  
 EMC 3570 Broadcast Announcing/Performance  
 EMC 3740 Advanced Electronic Media News Reporting and Production  
 EMC 4020 Advanced Scriptwriting  
 GRAF 3010 Media Design and Visual Language  
 GRAF 3910 Basic Media Design  
 GRAF 3950 Microcomputer Design for Media  
 JOUR 3510 Media History and American Culture  
 JOUR 3530 Feature Writing  
 JOUR 3590 Magazine Writing and Editing  
 JOUR/EMC/RIM 3650 Free Expression, Mass Media, and the American Public  
 JOUR/EMC 4210 Mass Communication and Society  
 JOUR/EMC 4660 Mass Media Research  
 JOUR 4780 Media and Markets  
 JOUR/EMC 4790 Global News and World Media Cultures

JOUR/EMC	
4850	Ethics and Mass Communication
PHOT 2050	Basic Black and White Photography
PR 3380	Public Relations Publications
PR 3400	Case Studies in Public Relations
PR 4740	Public Relations Campaigns

**Total hours: 21**

### Media Management Specialty

#### Required courses (9 hours):

ACTG	2110	Principles of Accounting I OR
ACTG 3000		Survey of Accounting for General Business
JOUR	4250	Mass Media Law
ADV	3020	Survey of Advertising OR
PR	3040	Public Relations Principles OR
EMC	2410	Introduction to Electronic Media

#### Elective courses in minor, choose four:

##### One must be from

EMC	3030	Electronic Media Advertising
EMC	3110	Radio Station Operations
EMC	4010	Electronic Media Sales
EMC	4140	Electronic Media Programming
EMC	4430	Electronic Media Management
JOUR	4780	Media and Markets

#### An additional three courses may be taken from those above or from the following:

JOUR/EMC	4660	Mass Media Research
JOUR/EMC	4800	Seminar in Media Issues
JOUR/EMC	4850	Ethics and Mass Communication

**Total hours: 21**

### Entertainment Technology Minor

This minor consists of 18 hours of coursework. The courses must be selected from the approved list below.

#### Select 18 hours from the list below:

CMT	1300	Drafting Fundamentals for Architecture and Construction, 4 hrs.
EMC	3040	Electronic Graphics for Television, 3 hrs.
EMC	3120	Sight, Sound, and Motion, 3 hrs.
EMC	3130	Television Production, 3 hrs.
EMC	3140	Multi-Camera Directing and Producing, 3 hrs.
EMC	3150	Single-Camera Directing and Producing, 3 hrs.
EMC	3200	Still Digital Imaging, 3 hrs.
EMC	3300	Introduction to Digital Animation, 3 hrs.
EMC	3310	Intermediate Digital Animation, 3 hrs.
EMC	3420	Corporate Video, 3 hrs.
EMC	4940	Advanced Seminar—Electronic Media Production, 3 hrs.
ET	3610	Introduction to Electricity and Electronics, 4 hrs.
ET	4640	Industrial Electricity, 3 hrs.
PHOT	2050	Basic Black and White Photography, 3 hrs.
PHOT	3200	Still Digital Imaging, 3 hrs.
PHYS	1600	Physics of Music, 3 hrs.
THEA	2110	Stagecraft, 3 hrs.
THEA	3000	Sound Design for Arts and Entertainment, 3 hrs.
THEA	3100	Make-Up Techniques for Performers, 3 hrs.
THEA	3200	Introduction to Costume for Arts and Entertainment, 3 hrs.
THEA	3300	Scenic Design, 3 hrs.
THEA	3400	Introduction to Lighting for Arts and Entertainment, 3 hrs.
THEA	4000	Advanced Sound Design for Arts and Entertainment, 3 hrs.
THEA	4100	Special Effects Make-Up, 3 hrs.
THEA	4110	Make-Up Design and Creation, 3 hrs.
THEA	4200	Costume Technology and Production, 3 hrs.

THEA	4210	Advanced Costume Technology and Production, 3 hrs.
THEA	4220	Costume Design for Arts and Entertainment, 3 hrs.
THEA	4230	Advanced Costume Design for Arts and Entertainment, 3 hrs.
THEA	4290	Problems in Theatre, 1-3 hrs.
THEA	4300	Advanced Scenic Design, 3 hrs.
THEA	4390	Topics in Scenography, 1-3 hrs.
THEA	4400	Intermediate Lighting for Arts and Entertainment, 3 hrs.

**Total hours in Entertainment Technology minor: 18**

Information about the Entertainment Technology minor for non-majors can be found on page 84.

### Minor in Recording Industry for Nonmajors

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]

- 1020 American Media and Social Institutions.** Three credits. (Same as JOUR/RIM 1020.) The power of the mass media and its effect on social institutions and practices. Develops skills of qualitative and quantitative social science research in the area of mass communication processes; examines media as social, cultural, and economic institutions that shape the values of American society, its political dialogues, its social practices, and institutions.
- 1230 Musicianship for Engineers.** Three credits. Prerequisite: MATH 1710 or higher level math. 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 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 Audio for Media.** Three credits. Prerequisite: MATH 1710 or higher level math. 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 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 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.

- 3200 History of Country Music.** Three credits. Prerequisite: Admission to candidacy. History and culture of American country music. Explores the historical progression of the genre and analyzes topics such as race and gender relations, material culture, generational conflict, and the role of “authenticity” in the creation and commodification of the music. Reading, writing, and listening intensive.
- 3450 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 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 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 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 Free Expression, Mass Media, and the American Public.** Three credits. (Same as JOUR/EMC 3650.) A general introduction to the issues surrounding free expression and its relationship to mass media in contemporary America. A comprehensive analysis of the history, philosophies, cases, and controls associated with freedom of expression.
- 3700 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 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 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.
- 3780 Entertainment Reporting and Writing.** Three credits. Prerequisites: RI majors - admission to candidacy and JOUR 2710; others - RIM 3600 and JOUR 2710. Theory and practice of the fundamentals of entertainment journalism, including music industry writing, feature stories, and CD and concert reviews.
- 3890 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 Music Publishing.** Three credits. Prerequisites: RI majors - admission to candidacy and previous or concurrent enrollment in 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 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 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.
- 4020 Advanced Songwriting.** Three credits. Prerequisite: RIM/MUTH 3020. Builds on concepts learned in RIM 3020. Students will work closely with mentors from the songwriting and publishing community and co-write with professional staff writers. New topics include concept and assignment writing and co-writing.
- 4190 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 Applied Digital Audio.** Three credits. Prerequisites: RI majors - admission to candidacy and RIM 1230 or MUTH 1110; others - permission of instructor. An overview of digital audio technology. Emphasis on conceptual design of analog to digital and digital to analog converters and current trends in digital audio technology. Extensive hands-on experience in a digital audio workstation environment. Laboratory required.
- 4290 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.
- 4300 Digital Audio Workstation Theory and Techniques.** Three credits. Prerequisites: RI majors - admission to candidacy and RIM 4200; others - permission of instruction (POD). A detailed examination of digital audio workstation (DAW) theory in close conjunction with DAW practical techniques. Emphasis on the structure, capabilities, tools, and command-sets of the DAW. Laboratory required.
- 4320 Concert Promotion and Touring.** Three credits. Prerequisites: RI majors - admission to candidacy; others - RIM 3010 and 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.

- 4330 Sound Reinforcement.** Three credits. RI majors - admission to candidacy; others - RIM 3010. Current technologies and techniques involved in modern sound reinforcement. Topics include club venue and large concert systems. Field work required.
- 4400 Techniques of Recording.** Three credits. Prerequisites: RI majors - admission to candidacy and RIM 1230 or MUTH 1110; others - permission of instructor. Develops an understanding of the techniques and technology involved in modern multitrack recording and mixing. Extensive hands-on experience. Laboratory required.
- 4440 Critical Listening.** Three credits. Prerequisites: RI majors - admission to candidacy and previous or concurrent enrollment in RIM 4400; 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.
- 4480 Mastering.** Three credits. Prerequisites: RI majors - admission to candidacy and RIM 4200 and 4400; others - permission of instructor. An advanced hands-on approach to the principles and practices of mastering. Focuses on the use of digital audio workstations specially designed for audio mastering and related outboard equipment. Additional focus on surround mastering and DVD authoring. Laboratory required.
- 4510 Study Abroad.** One to three credits. Prerequisite: Permission of department. Topics related to the recording industry in the country in course delivered. May be taken two times.
- 4560 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 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 Disk-Based Audio Post Production.** Three credits. (Same as EMC 4580.) Prerequisites: RI majors - admission to candidacy, RIM/MUTH 4190, RIM 4200 and 4400; EMC majors - RIM 3010, EMC 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 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 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.
- 4620 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 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 Advanced Technology of Analog Recording.** Three credits. Prerequisites: RI majors - admission to candidacy, RIM 4400; others - permission of instructor. In-depth study of technology, equipment, and techniques of contemporary multitrack recording. Lecture and lab sessions focus on analog audio hardware and software, the systemic aspects of recording studios, and preparation for professional work in the studio environment. Laboratory required.
- 4651 Advanced Technology of Digital Recording.** Three credits. Prerequisites: RI majors - admission to candidacy, RIM 4200, RIM 4400; others - permission of instructor. In-depth study of technology, equipment, and techniques of contemporary multitrack recording. Lecture and lab sessions focus on digital audio hardware and software, the systemic aspects of recording studios, and preparation for professional work in the studio environment. Laboratory required.
- 4660 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 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 to become an independent producer of contemporary commercial recordings. Laboratory required.
- 4680 Disk-Based Music Production.** Three credits. Prerequisite: RI majors - admission to candidacy and RIM 4200 and 4400; others - permission of instructor. An advanced, project-oriented, hands-on approach to multitrack music recording focusing on the use of digital audio workstation technology and techniques. Topics include system configurations and concepts and techniques specific to music recording, editing, and manipulation. Also focuses on advantages and problems associated with hard-disk music recording. Laboratory required.
- 4690 Internet for the Music Business.** Three credits. Prerequisite: RIM 4620 or permission of the instructor. Applied theory on promoting the services and products of the recording industry through the Internet. Students will create interactive Web sites for companies associated with the recording industry.

- 4700 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 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 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 Studio Business Operations.** 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 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 Topics in Recording Industry.** One to 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: RI majors - admission to candidacy and RIM 4620 or MKT 3820; 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 Recording Studio Maintenance.** Three credits. Prerequisites: RI majors - admission to candidacy, MATH 1710 or higher level math (MATH 1010 will not fulfill this requirement), 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.
- 4840 Music Publishing Administration.** Three credits. Prerequisites: RIM 3600, 3900, or permission of instructor. Common relationships between music publishers and the community of the music industry as it relates to the licensing and protection of copyrighted materials.
- 4900 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 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 EMC/RIM courses. Sports, music, and drama are probable topics. Topics will vary by semester offering.

### Graduate Study

The department offers the Master of Arts degree in Recording Arts and Technology. Requirements for this degree and a list of the courses offered for graduate credit are published in the Graduate Catalog.

