

Student:		<b>Minimum 124 semester hours required for graduation</b> <b>18 of the last 24 hours must be at Houghton</b> <b>Must have 30 hours at Houghton</b> <b>One half of major must be at Houghton</b> <i>Must have C- or above in each course to meet Major, Concentration, or Minor credit</i> <i>Must have 62 liberal arts credits for BS degree</i>	
Major: <b>Music Industry</b>			
Minor:			
<b>BS</b>	Advisor:		
<b>Music Industry Major (80 hrs)</b>			
<b>Integrative Studies</b> (see IS Audit Sheet – several requirements may be met by required major courses)			
<b>Half of credits listed below must be taken at Houghton</b>			
<b>Pre-Requisites (if needed)</b>			<b>6 hrs</b>
(3) Music Fundamentals I		(3) Music Fundamentals II	
<b>Music Core Requirements</b>			<b>32 hrs</b>
(2) Music & Christian Perspective	LA	(3) Music & Listening: An Intro. <small>(meets IS Culture: Music)</small>	LA
(3) Music Theory I	LA	(1) Musicianship I	LA
(3) Music Theory II	LA	(1) Musicianship II	LA
(3) Music Theory III	LA	(1) Musicianship III	LA
(3) Music History & Literature I	LA	(3) Music History & Literature II	LA
		(3) Music History & Literature III	LA
(6) Applied Music (6 hours at or above <b>INST 201</b> )			
(0) Ensembles (required each semester of residence, with or without credit)			
<b>Music Industry Core Requirements</b>			<b>25 hrs</b>
(3) Intro to Music Technology & Recording Arts		(3) Introduction to Music Business	
(3) Survey of Music Industry		(3) Introduction to Music Publishing and Marketing	
(3) History of Commercial Music in the US	LA	(3) Artist Management and Development	
(3) Web Based Tools for Music Industry & Worship Arts		(3) Senior Capstone: Music Industry Internship	
(1) Practicum in Music Industry (required each semester, with or without credit, <b>must take at least 1 semester for credit</b> )			
<b>Music Industry Electives</b> (must complete 12 hours from the following electives – other options may develop)			<b>12 hrs</b>
(2) Music Industry Seminar	(3) Introduction to Pro Tools	(3) Pro Tools Production I	
(3) Music Production Analysis	(3) Critical Listening & Art of Mixing	(3) Advanced Music Production	
(3) Introduction to Lighting & Design	(3) Recording and Studio Technique	(3) Introduction to Film Music	LA
(3) Sound Design & Processing for TV, Film, Video Games	(2) Physics of Music	<small>(meets non-lab IS Creation if Q Lis met)</small>	
			LA
<b>Business Core Requirements</b>			<b>11 hrs</b>
(3) Principles of Microeconomics <small>Meets IS Community</small>	LA	(2) Accounting & Finance for Non-Financial Managers	
(3) Business Law I		(3) Business Communication <small>Meets IS Community</small>	
<b>Optional Business Focus – work with advisor</b> (elective and <b>not required</b> for the major)			