

# MUSIC INDUSTRY CONCENTRATION

## Music, Bachelor of Arts in Music - Concentration in Music Industry Requirements

Code	Title	Credits
<b>GENERAL EDUCATION REQUIREMENTS - 34 Hours Required</b>		
Minimum of "C-" required		
<b>Fundamental Skills</b>		<b>15</b>
<b>Writing – 6 hrs.</b>		
ENGL 1150	ENGLISH COMPOSITION I	
ENGL 1160	COLLEGE RESEARCH AND INFORMATION LITERACY	
<b>Oral Communication – 3 hrs.</b>		
CMST 1110	PUBLIC SPEAKING FUNDS	
or CMST 2120	ARGUMENTATION AND DEBATE	
<b>Quantitative Literacy – 3 hrs.</b>		
MATH 1120	INTRODUCTION TO MATHEMATICAL AND COMPUTATIONAL THINKING	
or MATH 1130	QUANTITATIVE LITERACY	
or MATH 1140	QUANTITATIVE REASONING FOR HEALTHCARE PROFESSIONALS	
or MATH 1300	COLLEGE ALGEBRA WITH SUPPORT	
<b>Data Literacy – 3 hrs.</b>		
Select one from the following:		
STAT 1100	DATA LITERACY AND VISUALIZATION	
STAT 1530	ELEMENTARY STATISTICS	
Until Fall 2028, students can satisfy this requirement with an approved data literacy course, or any approved natural or social science general education course.		
<b>Breadth of Knowledge</b>		<b>13</b>
Social Science – 3 hrs.		
Humanities – 3 hrs.		
Natural & Physical Science (must complete a lab) – 4 hrs.		
Arts – 3 hrs.		
<b>Individual and Social Responsibility</b>		<b>6</b>
Cultural Knowledge – 3 hrs.		
Civic Knowledge and Engagement – 3 hrs.		
<b>MAJOR REQUIREMENTS - 47 Hours Required</b>		
**Course will satisfy UNO's General Education requirement		
^Course requires pre-requisite(s)		
<b>All of the following:</b>		<b>40</b>
MUS 1390	BASIC MUSICIANSHIP (^)	
MUS 1400	MUSIC FUNDAMENTALS (^)	
MUS 1430	COMMERCIAL MUSIC THEORY I (^)	
MUS 2430	COMMERCIAL MUSIC THEORY 2 (^)	
MUS 1070	MUSIC OF THE PEOPLE: ROCK AND POP (**)	
MUS 1170	FOUNDATIONS OF MUSIC TECHNOLOGY	
MUS 4300	BUSINESS OF MUSIC (^)	
MUS 4590	AFRICAN-AMERICAN POPULAR MUSIC FROM BEBOP TO HIP-HOP	

MUS 115	APPLIED MUSIC - 2 semesters at 1 credit
MUS 215	APPLIED MUSIC - 2 semesters at 1 credit
MUS 2200	AUDIO RECORDING TECHNIQUES I (^)
MUS 1010	MUSIC TECHNOLOGY NOW <sup>8 semesters</sup>
MUS 3650	INTERNSHIPS IN MUSIC (^)
ENTR 3710	ENTREPRENEURIAL FOUNDATIONS (^)
MUS 4290	MUSIC CAPSTONE PROJECT (^)
MUS 28XX	Introduction to Music Industry
ACCT 2000	ACCOUNTING BASICS FOR NON-BUSINESS MAJORS (** ^)

**ENSEMBLES: 4 courses at 1 credit hour** **4**

**Advisor Approved Music/Entrepreneurship Course** **3**

### ELECTIVES

Elective hours as required to reach a total of 120 hours

## Music, Bachelor of Arts in Music - Concentration in Music Industry Four Year Plan

### Freshman

Fall		Credits
MUS 115	Applied Lessons	1
MUS 1010	MUSIC TECHNOLOGY NOW	0
Ensemble		1
MUS 1170	FOUNDATIONS OF MUSIC TECHNOLOGY	3
ENGL 1150	ENGLISH COMPOSITION I	3
MUS 28XX	Introduction to Music Industry	3
CMST 1110	PUBLIC SPEAKING FUNDS	3
<b>Credits</b>		<b>14</b>

### Spring

MUS 115	Applied Lessons	1
MUS 1010	MUSIC TECHNOLOGY NOW	0
Ensemble		1
MUS 2200	AUDIO RECORDING TECHNIQUES I	3
MUS 1390	BASIC MUSICIANSHIP	3
ENGL 1160	COLLEGE RESEARCH AND INFORMATION LITERACY	3
DATA LITERACY		3
MATH		3
<b>Credits</b>		<b>17</b>

### Sophomore

Fall		
MUS 215	Applied Lessons	1
MUS 1010	MUSIC TECHNOLOGY NOW	0
Ensemble		1
MUS 1400	MUSIC FUNDAMENTALS	3
MUS 1070	MUSIC OF THE PEOPLE: ROCK AND POP	3
General Education		4
Elective		3
<b>Credits</b>		<b>15</b>

### Spring

MUS 215	Applied Lesson	1
MUS 1010	MUSIC TECHNOLOGY NOW	0
Ensemble		1
MUS 1430	COMMERCIAL MUSIC THEORY I	3
Electives		6

ACCT 2000	ACCOUNTING BASICS FOR NON-BUSINESS MAJORS	3
<b>Credits</b>		<b>14</b>
<b>Junior</b>		
<b>Fall</b>		
MUS 2430	COMMERCIAL MUSIC THEORY 2	3
MUS 1010	MUSIC TECHNOLOGY NOW	0
MUS 3180	ELECTRONIC MUSIC PRODUCTION	3
MUS 4590	AFRICAN-AMERICAN POPULAR MUSIC FROM BEBOP TO HIP-HOP	3
Elective		3
General Education		3
<b>Credits</b>		<b>15</b>
<b>Spring</b>		
MUS 1010	MUSIC TECHNOLOGY NOW	0
MUS 2300	SOUND DESIGN FOR VIDEO GAMES, FILM, AND SOUND ART	3
ENTR 3710	ENTREPRENEURIAL FOUNDATIONS	3
Electives		3
General Education		3
General Education		3
<b>Credits</b>		<b>15</b>
<b>Senior</b>		
<b>Fall</b>		
MUS 3650	INTERNSHIPS IN MUSIC	3
MUS 1010	MUSIC TECHNOLOGY NOW	0
Elective		3
Elective		3
Elective		3
General Education		3
<b>Credits</b>		<b>15</b>
<b>Spring</b>		
MUS 4290	MUSIC CAPSTONE PROJECT	1
MUS 1010	MUSIC TECHNOLOGY NOW	0
General Education		3
Elective		3
Elective		3
Elective		3
Elective		2
<b>Credits</b>		<b>15</b>
<b>Total Credits</b>		<b>120</b>

**Placement Exams:** For Math, English, Foreign Language, a placement exam may be required. More information on these exams can be found at <https://www.unomaha.edu/enrollment-management/testing-center/placement-exams/information.php>

\*\*Transfer credit or placement exam scores may change suggested plan of study

This roadmap is a suggested plan of study and does not replace meeting with an advisor. Please note that students may need to adjust the actual sequence of courses based on course availability. Please consult an advisor in your major program for further guidance.

This plan is not a contract and curriculum is subject to change

#### Additional Information About this Plan:

**University Degree Requirements:** The minimum number of hours for a UNO undergraduate degree is 120 credit hours. Please review the requirements for your specific program to determine all requirements for the program. In order to graduate on-time (four years for an undergraduate degree), you need to take 30 hours each year.