Intermedia Music Technology (MMus)

In addition to the University of Oregon Division of Graduate Studies' requirements for master's degrees, the School of Music and Dance has the following requirements. For additional information, contact the music graduate office or consult the Info for Grad Students (https://music.uoregon.edu/current-students/info-graduate-music-students/) webpage.

A minimum of 9 credits must be taken in 600- or 700-level courses and at least one-half of the required credits must be in courses intended for graduate students only. Degree candidates must complete a terminal project (e.g., recital, thesis, project), all of which must be archived in one of the following locations: Music Services in Knight Library, Scholars' Bank, ProQuest, or Cykler Music Education Library.

Program Learning Outcomes

Upon successful completion of this program, students will be able to:

- Have a basic understanding of the scope, integrative nature, and various functions of music technology as a field, including acquaintance with various applications of music technology in music, technological development, research, pedagogy, and in other fields.
- Have knowledge of and ability to use various terminologies and procedures in music technology, music, and technology, and their combinations as employed in and associated with the work of music technology. This includes, but is not limited to, their respective vocabularies of practice, ways work is conceptualized, developed, synthesized, and finalized, and phases of production, presentation, and/or distribution.
- Solve music technology problems, including (a) problem identification, information gathering, solution development, and testing, and (b) knowledge and skill to produce case-specific decisions about what is useful, usable, effective, and desirable during the course of music technology project development and production.
- Describe and respond to the needs or expectations of users, audiences, and/or contexts associated with doing professional work in two or more areas of music technology.
- Apply advanced knowledge of the properties of musical structures and processes to solving music technology problems.
- Have fundamental knowledge of current technologies and technological principles widely applicable to music technology, including but not limited to those associated with recording, manipulating, and presenting music and sound, signal flow and processing, music communication protocols, synthesis and interface technologies, sound synthesis, and interactive and generative media.
- Use industry standard technologies at a professional level to achieve goals and objectives associated with specific areas of music technology. These goals may be in terms such as mastery of production techniques, artistic expression, support for work in other fields, and relationships with other technologies and media.
- Apply knowledge of fundamental science, engineering, and math concepts and other aspects of the science of sounds and the electrical manipulations of sounds in music technology situations.
- Have a basic understanding of connections among music, technology, music technology, and culture, including the evolution of music technology, the impact of technology on music and culture, technological influences on multiple musical styles, including contemporary styles, and their cultural contexts, and information and means for projecting future possibilities in music technology; and basic understanding of these connections with regard to current and emerging Internet- and network-based programs, services, and environments related to the creation, sharing, and distribution of music.
- Have knowledge of the basic principles, laws, regulations, and ethical considerations and practices associated with music technology and intellectual property as it is both acquired and created by individuals working in the music technology program.
- Have comprehensive capabilities to use and integrate the above competencies in at least one area of music technology to produce professional-level work in at least one area, and basic-level work in a second area.

Intermedia Music Technology Requirements

Code	Title	Credits
Two 500-level seminars or courses in music outside the music technology area, approved by an advisor		6-8
MUS 550	Sensor Music	3
MUS 570	History of Electroacoustic Music	3
MUS 571	Musical Performance Networks	3
MUS 609	Terminal Project	9
MUS 611	Research Methods in Music	3
MUS 693	Oregon Electronic Device Orchestra	2
Completion of 18 credits of the following:		18
MUS 645	Advanced Electronic Composition	
Two nonmusic courses, approved in advance by the advisor		6-8
MUS 579	Data Sonification	4
Total Credits		**57-61**

Additional Requirements

- electroacoustic listening exam—a listening examination covering contemporary and classic works of electroacoustic music literature
- technical exam—a four-hour written examination on theoretical aspects of music technology
- final oral examination—reviewing the terminal project and degree course work