

MASTER OF MUSIC IN FILM AND GAME SCORING

Program Requirements

Code	Title	Credits
Major Area		
PY.100.100	Major Lesson 1 HR (Two (2) Semesters Required)	8
PY.320.501	Music for New Media Seminar (Two (2) Semesters Required)	2
PY.320.601	Film Scoring	3
PY.320.602	Game Scoring	3
PY.320.401	Music Technology Fundamentals: Intro to Digital Audio Workstations	3
PY.320.604	MIDI Orchestration	2
PY.320.xxx	Internship	2
PY.320.xxx	Capstone Project	3
The Breakthrough Curriculum		
PY.123.611	Building a Brand and Portfolio	2
PY.123.612	Pitching Your Creative Idea (GR)	2
Supportive Courses in Music		
PY.610.651	Foundations of Music Research	2
PY.610.6xx	Musicology Seminars	6
PY.710.6xx	Music Theory Seminars	6
Electives		
PY.xxx.xxx	Electives	9
Total Credits		53

Sample Program

Course	Title	Credits
First Year		
First Semester		
PY.123.611	Building a Brand and Portfolio	2
PY.610.651	Foundations of Music Research	2
PY.710.6xx	Music Theory Seminars	3
PY.320.501	Music for New Media Seminar	1
PY.320.601	Film Scoring	3
PY.320.401	Music Technology Fundamentals: Intro to Digital Audio Workstations	3
Credits		14
Second Semester		
PY.123.612	Pitching Your Creative Idea (GR)	2
PY.610.6xx	Musicology Seminars	3
PY.xxx.xxx	Electives	3
PY.320.501	Music for New Media Seminar	1
PY.320.502	Game Scoring	3
PY.320.604	MIDI Orchestration	2
Credits		14
Second Year		
First Semester		
PY.100.100	Major Lesson 1 HR	4
PY.710.6xx	Music Theory Seminars	3

PY.xxx.xxx	Electives	3
PY.320.xxx	Internship	2
Credits		12
Second Semester		
PY.100.100	Major Lesson 1 HR	4
PY.320.xxx	Capstone Project	3
PY.610.6xx	Musicology Seminars	3
PY.xxx.xxx	Electives	3
Credits		13
Total Credits		53