

Note: Course Dates indicate Beginning and Ending Dates

M=Monday, T=Tuesday, W=Wednesday, R=Thursday, F=Friday, S=

CRN	Instructor	Days	Time	Room	D	CRN	Instructor	Days	Time	Room	D
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Recording Technology

REC 100 Survey of Entertainment Technology 4 Units

Strongly recommended: ENGL 099 or READ 099 if required by English placement or if required by English level.

This course is an introduction to conventional and online entertainment technology. Includes exploring the content and creation of recorded music, television, radio, live theatre, film, video and electronic gaming: lecture, demonstration, field trips and guest professionals; media creation. 72 lecture hours.

30690 O'Hara, S. MW 09:15 AM-11:20 AM VT 117 02/22-06/16

REC 103 Introduction to Audio Engineering 4 Units

Strongly recommended: ENGL 099 or READ 099 if required by English placement or if required by English level.

This course is an introduction to the current technology, terminology and techniques used in audio engineering for recorded music, video and online media. Includes the history of audio, basic audio electronics, microphones, consoles, computer-based production systems and related signal processors. 54 lecture hours, 72 lab hours.

30691 O'Hara, S. MW 11:30 AM-12:55 PM VT 117 02/22-06/16

O'Hara, S. TR 02:35 PM-04:00 PM PA 192 02/22-06/16

REC 140 Music Theory for Engineers 3 Units

Strongly recommended: ENGL 099 or READ 099 if required by English placement or if required by English level.

An introductory course in music theory for the Recording Technology major. A study of the elements of music including melody, rhythm, chords, musical forms, and related concepts. Music notation, terminology, rehearsal techniques and score reading is emphasized. 54 lecture hours.

30696 Alverson, D. MW 03:15 PM-04:40 PM VT 117 02/22-06/16

REC 255 Advanced Live Sound Reinforcement 4 Units

Prerequisite: REC 135.

Strongly recommended: ENGL 099 or READ 099 if required by English placement or if required by English level.

This course focuses on advanced concepts in sound reinforcement; advanced mixing skills, system maintenance and troubleshooting, sound system design for different types of venues, audio editing for live applications and live recording. 54 lecture hours, 72 lab hours arranged.

30703 Deatrick, S. MWF 01:25 PM-02:25 PM RA 111 02/22-06/16

+ 72 TOTAL HRS ARR