

# CERTIFICATE IN MUSIC/ RECORDING INDUSTRY

The Music/Recording Industry [certificate](#) program is designed for students who want to learn more about the music business and audio recording industry through a structured program of study. Musicians, producers, engineers, lawyers, agents, promoters, managers, and entertainment writers can benefit from [this certificate focus](#). The [certificate](#) integrates technical skills in recording, [business and](#) legal aspects, along with production and distribution elements, to provide foundations in the music [business and](#) audio engineering fields.

## Program Learning Outcomes

- [Demonstrate a link between an aesthetic understanding of recorded music and the production of tangible goods for the marketplace.](#)
- [Differentiate among entertainment industry sectors and recognize the role of music recording within the larger industry.](#)
- [Differentiate between the roles of musician, producer and recording engineer in the music recording industry.](#)
- [Demonstrate preparation for entry-level employment in the music recording industry.](#)

## Music/Recording Industry, Certificate – 18-19 units

The certificate program requires completion of a minimum of 18 units. Nine of these units are to be taken from the general required courses listed below. Six units must be completed from either the Audio Engineering Pathway or the Music Business Pathway. The remaining units come from the listed Elective options.

### Core Requirements (9 units)

| Code        | Title   | Units |
|-------------|---|-------|
| BECA 231    | Audio Production Basics                                   | 3     |
| Select One: |   | 3     |
| BECA 200    | Introduction to Media                                     |       |
| MUS 137     | Survey of the History of Electronic Music                 |       |
| Select One: |   | 3     |
| BECA 576    | Internship in Broadcast and Electronic Communication Arts |       |
| MUS 600     | Music Internship  |       |

### Emphasis (6 units)

Choose Audio Engineering or Music Business

#### Audio Engineering Emphasis

Select Two:

| Code     | Title   | Units |
|----------|---|-------|
| BECA 330 | The Sound Studio I: Consoles & Signal Flow            | 3     |
| BECA 430 | The Sound Studio II: Recording & Mixing               | 3     |
| BECA 530 | The Sound Studio III: Music Production & Sound Design | 3     |

#### Music Business Emphasis

| Code     | Title  | Units |
|----------|--|-------|
| BECA 324 | Media Law  | 3     |
| BECA 423 | Media Economics: Entertainment, Platform, and Technology | 3     |

#### Elective Courses (3-4 units)

Select 3-4 units:

| Code          | Title  | Units |
|---------------|--|-------|
| BECA 276      | Entertainment Career Preparation and Development   | 3     |
| BECA 305      | KSFS Radio and Podcasting I                        | 3     |
| BECA 335      | Audio for Video                                    | 3     |
| BECA 351      | The Art of Voiceover                               | 3     |
| BECA/JOUR 427 | Media Entrepreneurship                             | 3     |
| BECA 428      | Media Management                                   | 3     |
| BECA 435      | Aesthetics of Sound                                | 3     |
| BECA 505      | KSFS Radio and Podcasting II                       | 3     |
| BECA 510      | Music Performance Recording and Production         | 3     |
| BECA 535      | Advanced Audio for Video                           | 3     |
| BECA 536      | Creativity and Design Thinking in Electronic Media | 3     |
| MUS 134       | Survey of Music for Film, TV, and Games            | 3     |
| MUS 433       | Introduction to Music Technology                   | 2     |
| MUS 451       | Scoring for Games I                                | 3     |
| MUS 453       | Scoring for Games II                               | 2     |
| MUS 455       | Scoring for Film I                                 | 3     |
| MUS 457       | Scoring for Film II                                | 2     |
| MUS 461       | Scoring for Virtual Reality                        | 2     |