

MUSIC AND SONIC ARTS

pcc.edu/programs/music-and-sonic-arts/

CAREER AND PROGRAM DESCRIPTION

The Music & Sonic Arts program at PCC's Cascade Campus seeks students interested in contemporary, commercial music and students excited to explore the limits of what is technologically and artistically possible through the creation of new sounds, new instruments, and new methods of performance and composition.

In an environment that combines music, art, science, coding, and design, students develop tools that prepare them for leadership in artistic, technical, educational, entrepreneurial and research efforts.

In addition, students learn to value the contributions of people of diverse backgrounds and to imagine the important roles of music and technology in the advancement of equity and the creation of economically and culturally vibrant communities.

The Music and Sonic Arts program is located at the Cascade Campus. PCC offers stackable degree options in Music & Sonic Arts: a less than one-year Music & Sonic Arts Career Pathway Certificate as well as a two-year AAS Degree in Music & Sonic Arts. Additionally, PCC offers a certificate in Creative Coding & Immersive Technologies.

DEGREES AND CERTIFICATES OFFERED

ASSOCIATE OF APPLIED SCIENCE DEGREE

Creative Coding & Immersive Technologies
Music & Sonic Arts

LESS THAN ONE-YEAR: CAREER PATHWAY CERTIFICATE

Creative Coding & Immersive Technologies
Music & Sonic Arts

Academic Prerequisites

- None

Academic Requirements

- The following professional music courses will be required of all program students. All sequential courses must be taken and passed in sequence.

Non-Academic Prerequisites

- None

Non-Academic Requirements

- None

ASSOCIATE OF APPLIED SCIENCE DEGREE

Creative Coding & Immersive Technologies
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CREATIVE CODING & IMMERSIVE TECHNOLOGIES AAS DEGREE

Minimum 92 credits. Students must also meet Associate Degree Comprehensive Requirements and Associate of Applied Science Requirements. Students must complete a total of four courses of General Education. Some courses specified within the program may be used as General Education. Math/computation competency is met through the courses in the program of study indicated with a § symbol. Students should consult with program advisors for course planning. Students should consult with program advisors for course planning.

Course of Study

The coursework listed below is required. The following is an example of a term-by-term breakdown.

First Term		Credits
MUC 218	Digital Arts & Equity	4
MUC 270	Audio Programming I: Introduction to Max/MSP	4
MUC 272	Creative Coding I	4
MUC 274	Microcontrollers for Artists	4
Second Term		
MUC 219	Sonic Constructions of Identity	4
MUC 271	Audio Programming II: Intermediate Max/MSP	4
MUC 277	Microcontrollers II	4
MUC 282	Creative Coding II	4
Third Term		
MUC 233	Math in the Arts §	4
MUC 252 or CS 161	Computer Vision or Computer Science I	4
MUC 275	Creative Coding Capstone	4
General Education: 1 course		
Fourth Term		
MM 242	Immersive Technologies: Introduction to Unity	4
MUC 240 or CS 140U	Interactive Portfolio Studio or Introduction to UNIX	4
MUC 261	Data Visualization & Sonification	4
MUC 263	Experience Design with TouchDesigner	4
Fifth Term		
MUC 250	AI & Machine Learning in the Arts I	4
MUC 262	Interface Design	4
General Education: 2 courses		
Sixth Term		
MM 271	Interactive Storytelling	4
MUC 206	Body Interface Design	4
MUC 251 or CS 160	Natural Language Processing or Exploring Computer Science	4
General Education: 1 course		
Total Credits		92

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Could be used for General Education.

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Course cannot be substituted with another course.

MUSIC & SONIC ARTS AAS DEGREE

Minimum 90 credits. Students must also meet Associate Degree Comprehensive Requirements and Associate of Applied Science Requirements. Students must complete a total of four courses of General Education. Some courses specified within the program may be used as General Education. Math/computation competency is met through the courses in the program of study indicated with a § symbol. Students should consult with program advisors for course planning. Students should consult with program advisors for course planning.

Course of Study

The coursework listed below is required. The following is an example of a term-by-term breakdown.

First Term		Credits
MUC 101	Contemporary Music Theory I	3
MUC 120A	Sight Singing and Ear Training I	1
MUC 130A	Rhythm Training I	1
MUC 140A	Group Piano I	2
MUC 223	Recording Technology I: Analog Fundamentals	3
MUS 170	Music Technology: Beats and Basics *	3
Second Term		
MUC 102	Contemporary Music Theory II	3
MUC 120B	Sight Singing and Ear Training II	1
MUC 130B	Rhythm Training II	1
MUC 140B	Group Piano II	2
MUC 224	Recording Technology II: Signal Processing & Tracking	3
MUS 171	Music Technology: Record and Mix	3
Third Term		
MUC 103	Contemporary Music Theory III	3
MUC 120C	Sight Singing and Ear Training III	1
MUC 130C	Rhythm Training III	1
MUC 140C	Group Piano III	2
MUC 225	Recording Technology III: Running a Studio	3
MUS 172	Music Technology: Record, Remix and DJ	3
Fourth Term		
MUC 200A	Composition I: Principles and Techniques	3
MUC 210	Contemporary Music Theory IV: Analysis	3
MUC 218	Digital Arts & Equity	4
MUC 270	Audio Programming I: Introduction to Max/MSP	4
Music and Sonic Arts Music Electives		3
Fifth Term		
MUC 200B	Composition II: Electronic Music Composition	3
MUC 271	Audio Programming II: Intermediate Max/MSP	4
Music and Sonic Arts Music Electives		4
General Education: 2 courses		
Sixth Term		
MUC 200C	Composition III: Multimedia & Multichannel Channel Comp	3
MUC 233	Math in the Arts §	4
MUC 250	AI & Machine Learning in the Arts I	4
Music and Sonic Arts Music Electives		3
General Education: 1 course		
Total Credits		90

* Could be used as General Education.

§ Course cannot be substituted with another course.

MUSIC & SONIC ARTS MUSIC ELECTIVES

Code	Title	Credits
MUC 104	Enclosures I: Tools & Processes	1
MUC 105	Enclosures II: Design & Culture	1
MUC 106	Wearable Technologies I: Tools & Processes	1

MUC 107	Wearable Technologies II: Design & Culture	1
MUC 115	Sonic Arts Singing Workshop	1
MUC 126	Sound for Picture	4
MUC 127	Sound for Picture: Sound Design	4
MUC 144	Contemporary Singing I	2
MUC 144B	Contemporary Singing II	2
MUC 144C	Contemporary Singing III	2
MUC 154A	Band Performance Workshop	2
MUC 154B	Band Performance Workshop	2
MUC 154C	Band Performance Workshop III	2
MUC 166	Songwriting and Music Publishing	2
MUC 170A	Intro to Ableton I: Art of Beat Making	1
MUC 170B	Intro to Ableton II: Analyze, Deconstruct, Rebuild	1
MUC 170C	Intro to Ableton III: Record, Produce, Perform	1
MUC 181	Music as a Career	3
MUC 182	Introduction to Pro Tools	1
MUC 185	Introduction to Logic Pro	1
MUC 201	Analog Modular Synthesis	3
MUC 203	Sonic Arts Capstone	2
MUC 236	Studio Recording Technology IV	3
MUC 237	Studio Recording Technology V	3
MUC 238	Studio Recording Technology VI	3
MUC 250	AI & Machine Learning in the Arts I	4
MUC 272	Creative Coding I	4
MUC 273	Programming Interactive Video	4
MUC 274	Microcontrollers for Artists	4
MUC 275	Creative Coding Capstone	4
MUC 277	Microcontrollers II	4
MUC 278	Generative Art on the Web	4
MUC 280A	Cooperative Education: Vocational Music	1-3
MUC 282	Creative Coding II	4
MUC 285	Game Audio: Design	4
MUC 286	Game Audio: Music	4
MUC 287	Game Audio: Implementation	4
MUS 141	Introduction to Contemporary Songwriting	4
MUS 216	History of Hip Hop Music and Culture	4
MUS 217	History of Electronic Music	4

LESS THAN ONE-YEAR: CAREER PATHWAY CERTIFICATE

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CREATIVE CODING & IMMERSIVE TECHNOLOGIES: CAREER PATHWAY CERTIFICATE

Minimum 24 credits. Students must meet certificate requirements.

Creative Coding & Immersive Technologies Courses

Code	Title	Credits
MUC 270	Audio Programming I: Introduction to Max/MSP	4
MUC 271	Audio Programming II: Intermediate Max/MSP	4

MUC 272	Creative Coding I	4
MUC 274	Microcontrollers for Artists	4
MUC 277	Microcontrollers II	4
MUC 282	Creative Coding II	4
Total Credits		24

MUSIC & SONIC ARTS: CAREER PATHWAY CERTIFICATE

Minimum 39 credits. Students must meet certificate requirements.

Course of Study

The coursework listed below is required. The following is an example of a term-by-term breakdown.

First Term		Credits
MUC 101	Contemporary Music Theory I	3
MUC 120A	Sight Singing and Ear Training I	1
MUC 130A	Rhythm Training I	1
MUC 140A	Group Piano I	2
MUC 223	Recording Technology I: Analog Fundamentals	3
MUS 170	Music Technology: Beats and Basics	3
Second Term		
MUC 102	Contemporary Music Theory II	3
MUC 120B	Sight Singing and Ear Training II	1
MUC 130B	Rhythm Training II	1
MUC 140B	Group Piano II	2
MUC 224	Recording Technology II: Signal Processing & Tracking	3
MUS 171	Music Technology: Record and Mix	3
Third Term		
MUC 103	Contemporary Music Theory III	3
MUC 120C	Sight Singing and Ear Training III	1
MUC 130C	Rhythm Training III	1
MUC 140C	Group Piano III	2
MUC 225	Recording Technology III: Running a Studio	3
MUS 172	Music Technology: Record, Remix and DJ	3
Total Credits		39