

Music Technology

Stetson University offers two degrees combining music with emerging technologies for artistic expression.

The bachelor of music in music technology integrates music performance (voice, orchestral instruments, piano, organ, guitar) with studies in digital music and audio production. A combination of traditional music study with focused courses on composing, recording and performing music with technology, it is an option for all students accepted into the School of Music. Applicants who wish to pursue the degree must complete a School of Music audition and be accepted for study as a music major.

The bachelor of arts in digital arts/sound emphasizes studio production and advanced digital audio techniques. It combines a liberal arts education with the study of digital music through similar coursework to the bachelor of music option. However, the liberal arts context provides greater flexibility for students to combine their major with relevant minors of interest. Applicants who wish to pursue this degree do not have to complete a School of Music audition.

Students with other majors in the School of Music (performance, music education or theory/composition) may also choose a digital arts minor, allowing them to enhance their studies with music technology experience. The minor is also an option for students pursuing bachelor of arts, bachelor of science or bachelor of business administration degrees.

Fast Facts

Can you major in this program? Yes

Can you minor in this program? No

Emphasis within the major: studio production, advanced digital audio techniques, music performance

Popular second majors: business administration, computer science, theatre arts

Program Requirements:

<http://www.stetson.edu/music/about/resources.php>

This program prepares students for careers as artists, performers and programmers working with new media.

A Distinctive Program

Students in both the bachelor of music and bachelor of arts degree tracks participate in Stetson University's digital arts program, which offers courses in music production, sound synthesis and audio processing, and also allows students to explore electives in net art, 3D animation, computer programming and digital video. This interdisciplinary approach encourages students to develop a broad set of skills for a rapidly evolving field of digital media.

Academics and Research

Independent research

Students pursuing either the bachelor of arts or bachelor of music degree must participate in a weekly forum for students to present their work before a gathering of peers for critique and feedback. Students pursuing the bachelor of arts track must complete a senior project in digital arts, the culmination of advanced study toward the completion of a large-scale project. Students pursuing the bachelor of music track are required to participate in an ensemble each semester of residency. This degree requires completion of a 25-minute junior applied recital and a 50-minute senior technology recital.

Facilities and opportunities

The digital arts recording studio contains a digital audio workstation capable of recording 10 audio channels simultaneously and mixing projects for 5.1 surround sound. The workstation is complemented by a 10-foot by 12-foot isolation booth that provides a quiet space for audio recording. A variety of synthesizers, samplers, outboard effects, MIDI controllers and recording hardware is also available. Our professional software includes Logic, Max/MSP/Jitter, ProTools and Reaktor.

The digital arts lab is equipped with 20 Apple Mac Pro workstations running professional software for students to complete multimedia projects, including ProTools, Max/MSP/Jitter, Reaktor, Final Cut Studio and Adobe Creative Suite.

Awards and Recognition

Distinguished faculty

Digital arts faculty members are professional artists and scholars with expertise in computer graphics, interactive performance, music composition, net art, photography and video. Faculty members and their areas of expertise are:

- [Michael G. Branton](#), Ph.D., University of North Carolina at Chapel Hill; dynamical systems, artificial life, computer graphics
- [Matt Roberts](#), M.F.A., University of Illinois at Chicago; digital art, multimedia, net art, video performance ([website](#))
- [Nathan Edwin Wolek](#), Ph.D., Northwestern University; music technology, studio production, computer and electronic music, digital arts ([website](#))

Undergraduate awards and honors

Students are encouraged to take part in the Stetson Undergraduate Research Experience. Each year undergraduate scholars are selected in a university-wide competition for grants to work with a faculty mentor on a summer research project.

Beyond the Classroom

Internships

A variety of internship, job, and skill-building opportunities arise on an ongoing basis. A review of the latest opportunities can be found in the opportunities section of the digital arts department's website:

<http://www2.stetson.edu/diga/category/opportunities/>

There also is a digital arts faculty/student collective known as [MPG: Mobile Performance Group](#).

After Stetson

Diverse careers

Music technology prepares students for careers as professional artists, performers and programmers working with new media. Many of our graduates are successful artists, entrepreneurs and educators, while others pursue advanced studies. Our graduates have attended New York University, University of Virginia and Mills College, among others.

More Information



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