

MUSIC (MUDI)

MUDI 1005 Jazz Styles: Past and Present (4 Credits)

Examines historical and current styles of jazz encompassing forms, aesthetics, personalities, literature, the evolution of jazz music, and the influence jazz music has on the development of traditional art music and popular music in America. Places emphasis on the development of listening skills through consideration of jazz literature from the past to the present day. Falls and Springs. (PPDI)

MUDI 1105 Creating Sound Effects and Music for Video Games (4 Credits)

Students develop basic programming skills in Audacity (or GarageBand) and Unity. This allows students to create, implement, and build a unique gaming world that includes sound effects, music, ambient sound zones, sound effect scripting and remote sound effect triggering in an original and unique game build. Springs. (CTDI)

MUDI 1310 Exploring Music (3 Credits)

Emphasis is placed on the development of listening skills through consideration of masterworks of "classical" music literature from the past to the present day. Historical periods studied include Medieval, Renaissance, Baroque, Classical, Romantic, Impressionistic, 20th Century and Contemporary. Falls and Springs. (PPDI)

MUDI 1355 American Popular Music: History and Creation (4 Credits)

Emphasizes an interdisciplinary approach that incorporates contemporary multicultural perspectives and critical creative and social analysis into the study of American popular music. Investigates a 200-year musical and cultural history in America that includes African American Roots, European American Traditions and Influences, Latin Music in America, and Native American and Asian Influences. Students also explore American popular music content, form, lyrics, and instrumentation so that they may create and develop their own musical compositions using current music sequencing and recording software. Falls. (CTDI)

MUDI 2005 Sound Design for Multimedia (4 Credits)

Students study the history and evolution of sound effects, sound design, and Foley. Students develop basic recording and sound editing skills in Reaper (or GarageBand). Students create unique sound effects, ambient sound zones, Foley recording, sound effect scripting, and remote sound effect triggering within a multimedia project. Falls. (CTDI)