Audio in Media Arts (BA)

This program is offered by the School of Communications/Audio Aesthetics and Technology Department and is only available at the St. Louis main campus.

Program Description

The Bachelor of Arts degree in Audio in Media Arts is designed for students who are interested in exploring the use of audio in all forms of media. This degree provides students with opportunities that include working with audio for film, television, video, animation, game design and interactive media. While emphasizing audio for forms of visual media, this program also provides opportunities to work with radio, podcasting, live audio and music production.

Students majoring in audio in media arts cannot have a minor or dual degree in sound recording and engineering.

Learning Outcomes

Successful graduates of this program will be able to:

- Chart and update plans for a media-based production project based on a thorough understanding of audio theory, audio technology, sound recording principles and signal flow.
- Utilize skills in capturing, recording, mixing and finalizing audio on a media-based production project.
- Justify aesthetic choices made on, and evaluate the overall creative success of, a media-based production project.
- Work collaboratively and professionally with artists to produce deliverables consistent with industry standards.

Degree Requirements

For information on the general requirements for a degree, see Baccalaureate Degree Requirements under the Academic Policies and Information section of this catalog.

- 57 required credit hours
- Applicable University Global Citizenship Program hours
- Electives

Required Courses

- AUDI 1110 Audio Technology Lecture (2 hours)
- AUDI 1120 Audio Technology Lab (2 hours)
- AUDI 1121 Signals and Systems (3 hours)
- AUDI 1130 Audio Technology Practicum (2 hours)
- AUDI 1131 Digital Audio Workstations (3 hours)
- AUDI 1630 Sound Design for Media (3 hours)
- AUDI 2110 Professional Development 1 (3 hours)
- AUDI 2410 On-Set and Field Recording (3 hours)
- AUDI 2411 Foley and Effects Creation (3 hours)
- AUDI 2412 Dialog and Voice-Over Recording (3 hours)
- AUDI 2845 Critical Listening (3 hours)
- AUDI 3410 Post Production and Mixing (3 hours)
- AUDI 4110 Professional Development 2 (3 hours)
- AUDI 4931 Audio in Media Arts Capstone (3 hours)
- FTVP 3500 Production House (3 hours)

A minimum of 6 hours are to be chosen from the following:

- ANIM XXXX (3 hours)
- FTVP XXXX (3 hours)
- GAME XXXX (3 hours)
- INTM XXXX (3 hours)

A minimum of 9 hours are to be chosen from the following:

- AUDI 1111 Two-Channel Recording (3 hours)
- AUDI 2230 Introduction to Music Recording (3 hours)
- AUDI 2710 Acoustics (3 hours)
- AUDI 3150 Topics (3 hours)
- AUDI 3210 Audio Facility Management and Operations (3 hours)
- AUDI 3220 Analog Recording and Technology (3 hours)
- AUDI 3230 Music Recording (3 hours)
- AUDI 3310 Live Audio Production 1 (3 hours)
- AUDI 3311 Live Audio Production 2 (3 hours)
- AUDI 3599 Independent Study (3 hours)
- AUDI 3720 Testing and Troubleshooting (3 hours)
- AUDI 4230 Studio Engineering 1 (3 hours)
- AUDI 4231 Studio Engineering 2 (3 hours)
- MDST 4950 Internship (3 hours)

Majors