

Program/Department/Unit: Digital Music



Program/Departent/Unit																				1	2015	₩ FC	R COMI		Y COLLEGE
Learning Outcomes Curriculum Map	Term/Year Revised: Spring 2015																								
	Courses Offered in Program/Department/Unit																								
Suggested ways to complete the Curriculum Map:  √ = Program outcome is fully covered within the course through formal learning and/or assessment activities.  X = Program outcome is partially covered within the course through formal learning and/or assessment actives.  Or:  I - Program outcome is introduced in the course.  D - Program outcome is developed in the course.  P - Program outcome is proficient in the course.	MUS101	MUS102	MUS118	BLS161	LAC262	MUS114	MUS116	DM103	DM106	DM201	DM202	DM205	DM206	DM301	DM310	DM316	DM315	MUS207							
Learning Outcomes/Goals	M	M	M	BI	LA	M	M	D	Ŋ	Ď	Ŋ	D		Ω	Ŋ	D	Ŋ	M							$oldsymbol{oldsymbol{oldsymbol{oldsymbol{\bot}}}$
UNDERSTAND sound and tonality.	Ι	D	D	D	D	D	D	I	I	D	D	D	D	P	P	P	Р	Р							
PRODUCE a body of work suitable for seeking professional opportunities in their chosen field of audio engineering or music production.									Ι	D	D	D	D	Р	Р	Р	Р	D							
SOLVE CREATIVE PROBLEMS within their field of audio engineering or music production, including analog recording technics, microphone placement, acoustic design, multi-track production, sound treatment, and the research and synthesis of technical, aesthetic, and conceptual knowledge.									I	D	D	D	D	D	P	Р	Р	D							
DEVELOP collaborative work methodologies in preparation for careers in the media arts.									I	D	D	D	D	D	D	P	Р	D							
COMMUNICATE their ideas professionally and connect with their intended audience using visual, oral, and written presentation skills relevant to their field.			D	D	D	D	D	D	Ι	D	D	D	D	D	D	D	D	D							
EVALUATE work in their field, including their own work, using professional terminology and the vocabulary of audio engineering or music production.	I	D	D	D	D	D	D	D	I	D	D	D	D	D	D	D	D	Р							
RECOGNIZE the influence of media culture and aesthetic trends in audio production and media design.		I	D	D	D	D	D	D	I	D	D	D	D	D	D	D	D	D							