

RECORDING ARTS AND PRODUCTION (MURP)

MURP 150 Physics of Sound (3 credits)

An introduction to general physics concepts for application to the audio production and music fields. Covers basic Newtonian mechanics, wave propagation, phase, simple harmonic motion, constructive and destructive interference, and other physical science topics as related to sound. Utilizes basic mathematics and algebra, but no calculus required.

MURP 250 Basic Electronics for Musicians (3 credits)

Prerequisite(s): MURP 150. Explores important concepts such as Ohm's law, Kirchoff's law, and Faraday's law as well as other related topics and their application to an audio production environment. Electronic components and simple circuits will be explored and identified in commonly observed equipment and instruments. Practical application to general audio equipment maintenance and simple repairs will be covered. Utilizes basic mathematics and algebra, but no calculus is required.

MURP 350 Live Event Audio Production (3 credits)

Prerequisite(s): MURP 150 and MURP 250. A survey covering various elements of working in the audio event industry. General topics such as theater etiquette, basic stagecraft, and simple rigging will be explored. Audio-specific topics of signal routing, feedback management, networked audio, public address system components and deployment strategies will be covered.