Courses numbered from 100 to 299 are intended for freshmen and sophomores and those from 300 to 499 are intended for juniors and seniors. Courses numbered 500 and above are designed for graduate students, but may be elected by undergraduates with special permission.

MUSIC PERFORMANCE

101/401 Outreach in the Performing Arts (1 credit hour)
Permission of faculty coordinator and staff. The purpose of this course is to grant academic credit to students who use their performance abilities in socially constructive outreach activities.

200 Special Topics (1–4 credit hours)

300 Video Game Music (2 credit hours)
This course surveys game music from the first synthesized “bleeps” and “bloops” to modern orchestral compositions. Techniques are learned to aurally analyze game music. Students will create compositions using computer software as a final project. Course is designed for non-music majors; the ability to read standard music notation is not needed.

400 Intensive Concentration (2-12 credit hours)

412 Yoga for Performers (1 credit hour)
Not repeatable for credit. Balancing body, mind and spirit for optimal performance. Provides a balance of physical and mental conditioning that best suits the special needs of performers.