MUSIC PRODUCTION

Program Overview

The B.A. in Music Production provides students with the skills necessary to make music at every step of the process. Students will take courses that help them germinate ideas for songs, flesh them out in arrangements, work fluidly in digital software, generate their own unique sounds through digital synthesis, and apply mixing techniques that make their songs ready to be shared with the world.

The Music Production B.A. grounds all of this work in an understanding of popular music theory and an exploration of the social and political histories of popular music, fostering well-rounded, deeply knowledgeable musicians. Music Production students are also encouraged to take courses in departments across the university that cover skills in radio, podcasting, and multimedia, as well as music publishing and other aspects of the music industry. The degree culminates in a capstone project or internship where the student applies all that they've learned in a self-directed study or a work environment in their future field.

Degree Offered

- B.A. in Music Production
- Minor in Music Production

Contact

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Program Website: Music Production (https://www.rider.edu/academics/colleges-schools/college-arts-sciences/communication-media-arts/undergraduate/music-production/)

Associated Department: Media Arts (https://www.rider.edu/academics/colleges-schools/college-arts-sciences/communication-media-arts/faculty-departments/media-arts/)

Related Programs:

- Arts and Entertainment Industries Management (http://catalog.rider.edu/undergraduate/colleges-schools/media-performing-arts/majors-minors-certificates/arts-entertainment-ind/)

Music Production Major Program Requirements

(54 credits)

Code	Title	Credits
REQUIRED COURSES		**38**
Complete all of the following courses:		
MUS 100	Popular Music Lab (Students must register each semester)	
MUS 113	Popular Music Theory I	
MUS 113L	Popular Music Theory Lab I	
MUS 114	Popular Music Theory II	
MUS 114L	Popular Music Theory Lab II	
MUS 116	Digital DJing	
MUS 205	History of Pop and Rock Part I	
MUS 206	History of Pop and Rock Part 2	
MUS 213	Digital Composition of Popular Music	
MUS 220	Songwriting	
MUS 221	Popular Music Arranging	
MUS 308	World Music	
MUS 313	Digital Synthesis	
MUS 316	Digital Mixing and Mastering	
MUS 491	Internship in Music	
or MUS 498	Popular Music Culture Capstone	
ELECTIVE CREDITS:		**16**
Complete 16 total credits in any combination from the following categories:		
History Electives:		
MUS 105	Survey of Music History I	
MUS 106	Survey of Music History II	
MUS 204	Jazz History	
MUS 214	Writing about Music	
MUS 215	Music & Technology in a Mobile Society	
MUS 218	Postmodernism & Popular Culture	
MUS 304	Music of the Beatles	
MUS 307	The Music of Radiohead	
MUS 309	Film Music	
MUS 310	The Film Music of Stanley Kubrick	
MUS 311	Unpacking Bruce Springsteen	
MUS 315	Black Music in America	
MUS 495	Selected Topics in Music	
Applied Electives:		
MUS 127	Pop, Rock & Hip-Hop Ensemble	
MUS 129	Contemporary Vocal Ensemble	
MUS 131	Beginning Piano I	
MUS 132	Beginning Piano II	
MUS 133	Class Voice I	
MUS 134	Class Voice II	
MUS 135	Class Guitar I	
MUS 136	Class Guitar II	
MUS 493	Selected Topics in Music Perf	
Private Lessons (fee applies)		
Non-music Electives		
AAD 306	Music Business	
AAD 307	Touring and Production Management	
AAD 318	Music Publishing	
MUS 225	Hip Hop and American Culture	
AMS 338	Social Impact of Rock and Roll	
COM 131	Fundamentals of Video Production	
COM 234	Audio Production	
Total Credits		**54**

Music Production Minor Requirements

(18 credits)

Code	Title	Credits
Required Courses		**12**
MUS 205	History of Pop and Rock Part I	
MUS 206	History of Pop and Rock Part 2	
MUS 213	Digital Composition of Popular Music	
MUS 313	Digital Synthesis	
Electives		**6**
Select at least one of the following:		
MUS 113 & 113L	Popular Music Theory I and Popular Music Theory Lab I	
MUS 114 & 114L	Popular Music Theory II and Popular Music Theory Lab II	
MUS 220	Songwriting	
MUS 221	Popular Music Arranging	
MUS 316	Digital Mixing and Mastering	
Select no more than one of the following:		
MUS 304	Music of the Beatles	
MUS 307	The Music of Radiohead	
MUS 308	World Music	
MUS 311	Unpacking Bruce Springsteen	
Total Credits		**18**

Music Production Academic Plan

The following educational plan is provided as a sample only. Rider students who do not declare a major during their freshman year; who are in a Continuing Education Program; who change their major; or who transfer to Rider may follow a different plan to ensure a timely graduation. Each student, with guidance from their academic advisor, will develop a personalized educational plan.

Course	Title	Credits
Year 1		
Fall Semester		
MUS 100	Popular Music Lab	0
MUS 113 & 113L	Popular Music Theory I and Popular Music Theory Lab I	4
MUS 205	History of Pop and Rock Part I	3
MUS 213	Digital Composition of Popular Music	3
CMP 120 or BHP 100	Seminar in Writing and Rhetoric or Honors Seminar: Great Ideas I	3
General Education Elective		3
	Semester Credit Hours	**16**
Spring Semester		
MUS 100	Popular Music Lab	0
MUS 114 & 114L	Popular Music Theory II and Popular Music Theory Lab II	4
MUS 206	History of Pop and Rock Part 2	3
MUS 313	Digital Synthesis	3
CMP 125 or CMP 203 or BHP 150	Seminar in Writing and Research or Literature and Composition or Honors Seminar: Great Ideas II	3
General Education Elective		3
	Semester Credit Hours	**16**
Year 2		
Fall Semester		
MUS 100	Popular Music Lab	0
MUS 220	Songwriting	3
Music Production Elective		3
General Education Credits		6
Minor/Free Elective		3
	Semester Credit Hours	**15**
Spring Semester		
MUS 100	Popular Music Lab	0
MUS 221	Popular Music Arranging	3
Music Production Elective		3
General Education Credits		6
Minor/Free Electives		3
	Semester Credit Hours	**15**
Year 3		
Fall Semester		
MUS 100	Popular Music Lab	0
MUS 308	World Music	3
MUS 316	Digital Mixing and Mastering	3
Music Production Elective		3
General Education Credits		3
Minor/Free Electives		5
	Semester Credit Hours	**17**
Spring Semester		
MUS 100	Popular Music Lab	0
MUS 116	Digital DJing	3
Music Production Elective		3
General Education Credits		3
Minor/Free Elective		5
	Semester Credit Hours	**14**
Year 4		
Fall Semester		
MUS 100	Popular Music Lab	0
Music Production Elective		3
General Education Credits		3
Minor/Free Electives		9
	Semester Credit Hours	**15**
Spring Semester		
MUS 100	Popular Music Lab	0
MUS 491 or MUS 498	Internship in Music or Popular Music Culture Capstone	3
Music Production Elective		3
Minor/Free Electives		6
	Semester Credit Hours	**12**
	Total Credit Hours for Graduation	**120**

Courses and Descriptions

MUS 100 Popular Music Lab 0 Credits
Popular Music Lab is a required course for all Popular Music majors. Meetings include information sessions, guest speakers, and the sharing of student work.

MUS 105 Survey of Music History I 3 Credits
A chronological survey of Western music from the Medieval through the Baroque periods stressing the origin and evolution of musical forms, musical styles, and the important composers before 1750. The relation between the music and the aesthetic movements of each period is studied.

MUS 106 Survey of Music History II 3 Credits
A chronological survey of Western music from the classical through the contemporary periods stressing the origin and evolution of musical forms, musical styles, and the important composers since 1750. The relation between the music and the aesthetic movements of each period is studied.

MUS 113 Popular Music Theory I 3 Credits
Popular Music Theory I covers basic elements of music, including the reading of music notation in traditional formats as well as in audio wave form and in the visualization of standard Digital Audio Workstations. Practice in scales and chords; ear-training in rhythm, pitch, and timbre. Techniques may be applied to the student's own instrument (e.g., guitar, piano, voice)
Corequisite(s): MUS 113L.

MUS 113L Popular Music Theory Lab I 1 Credits
Taken in conjunction with Popular Music Theory I, the lab applies theoretical concepts in a performance context. Applied aural training and improvisation skills on primary and secondary instruments.
Corequisite(s): MUS 113.

MUS 114 Popular Music Theory II 3 Credits
A continuation of Popular Music Theory I, progressing to intermediate elements of music, including the reading of music notation in traditional formats as well as in audio wave form and in the visualization of standard Digital Audio Workstations. Practice in scales and chords, ear-training in rhythm, pitch, and timbre. Techniques may be applied to the student's own instrument (e.g., guitar, piano, voice).

MUS 114L Popular Music Theory Lab II 1 Credits
Taken in conjunction with Popular Music Theory II, the lab applies theoretical concepts in a performance context. Applied aural training and improvisation skills on primary and secondary instruments.

MUS 116 Digital DJing 3 Credits
Digital DJing is a software-based course that develops musical mixing skills for the purpose of creating the kinds of DJ sets one may play on the radio or at live events. Includes repertory building across several popular and dance genres.

MUS 127 Pop, Rock & Hip-Hop Ensemble 1 Credits
This is a dynamic group rehearsal, performance and discussion of contemporary popular music of any genre including but not limited to: the blues, soul, country, gospel, pop, prog. rock, reggae, disco, punk, grunge, new wave, dub, rap and hip hop.

MUS 129 Contemporary Vocal Ensemble 1 Credits
The objective of the contemporary vocal ensemble course is to allow students to experience the aesthetics of popular music through the study, interpretation and performance of the music. Students will develop their ensemble skills, independent part singing, as they experience a wide range of popular music genres (jazz, pop, R&B, world, etc.) Students must pass an audition to participate in this course.

MUS 131 Beginning Piano I 2 Credits
Class approach to learning to play the piano. How to read music, basic piano technique, and appropriate piano pieces and songs are studied.

MUS 132 Beginning Piano II 2 Credits
Continuation of MUS 131. Emphasis on further development of technique and the ability to interpret piano music from a variety of styles.
Prerequisite(s): MUS 131 or equivalent.

MUS 133 Class Voice I 2 Credits
Class approach to learning pop vocals. How to read music, basic vocal production technique and appropriate vocal pieces and songs are studied, especially in popular genres.

MUS 134 Class Voice II 2 Credits
Continuation of class approach to learning pop vocals started in Class Voice I. Intermediate vocal technique for popular music
Prerequisite(s): MUS 133 or placement exam.

MUS 135 Class Guitar I 2 Credits
Class approach to learning to play the guitar. How to read tablature, basic guitar technique, and appropriate guitar pieces and songs are studied, especially in popular genres. Students must provide their own guitars; if electric, they should provide their own amps, too.

MUS 136 Class Guitar II 2 Credits
Continuation of class approach to learning to play the guitar started in Class Guitar I. Intermediate guitar technique for popular music. Students must provide their own guitars; if electric, they should provide their own amps, too.
Prerequisite(s): MUS 135 or placement exam.

MUS 204 Jazz History 3 Credits
Survey from 19th C. roots to 21st C. styles. Development of listening skills and overview of musical skills used by jazz performers. Exploration of the relationship between jazz and poetry, race relations, and the reputation of jazz in popular culture.
Prerequisite(s): CMP 120 or CMP 125.

MUS 205 History of Pop and Rock Part I 3 Credits
This course charts the history of popular music from its origins until the 1960s. Looking at performers, song-writers, bands and pop genres we will chart the dynamic evolution of popular music from its roots in the blues, early jazz, ragtime and military band marches to the music of Elvis, Chuck Berry, Little Richard, Buddy Holly, the Rolling Stones and the Beatles. We look at the recording industry and the advent of he gramophone record and the important role of radio and television in expanding the reach of popular music directly into the home, creating a vibrant soundtrack for peoples lives.

MUS 206 History of Pop and Rock Part 2 3 Credits
Description: This course charts the history of popular music from the 1960s to todays. Looking at performers, song-writers, bands and pop genres we will chart the dynamic evolution of popular music through Acid Rock, Progressive (Prog) Rock, Hard Rock, Singer-Songwriters, Disco, Reggae, Funk, Punk, Heavy Metal, New Wave, Grunge, Electronica and Rap & Hip-Hop. We look at the development of analog and digital media and how new forms of delivery of product shapes the business model of the industry and beyond.

MUS 213 Digital Composition of Popular Music 3 Credits
This course is an introduction to making music in a Digital Audio Workstation (DAW). Students learn software techniques by composing in multiple genre styles.

MUS 214 Writing about Music 3 Credits
This course instructs students in the art of writing about music, from small-form criticism to large scale scholarship, focusing especially on the ability to translate what one hears into engaging prose.
Prerequisite(s): CMP 120 and 125, MUS 110, 110L, and MUS 213.

MUS 215 Music & Technology in a Mobile Society 3 Credits
This course compares the recent history of music technology to past innovations, focusing on the aesthetic implications and ideological influences of an increasingly mobilized musical milieu.

MUS 218 Postmodernism & Popular Culture 3 Credits
This course considers music in light of the ideological trends of postmodernism in order to better understand contemporary music in its cultural context.

MUS 220 Songwriting 3 Credits
The Songwriting course is an introduction to songwriting in popular music styles. Students will learn to compose music by themselves and collaboratively. This course will develop comprehensive musicianship and compositional techniques, as well as further software skill development.
Prerequisite(s): MUS 113.

MUS 221 Popular Music Arranging 3 Credits
Pop Music Arranging explores the fundamental arranging techniques for popular music styles. Students will learn to arrange popular music for the standard instrumentation found in a pop/rock ensemble (bass guitar, drumset, rhythm guitar, and keyboard) and other ensemble instrumentations, as well. This course will develop comprehensive musicianship and fundamental arranging techniques, as well as develop skills as they relate to composition software platforms.
Prerequisite(s): MUS 113.

MUS 225 Hip Hop and American Culture 3 Credits
Explores hip-hop culture via the music, dance, art, and poetry created in some of the poorest and most segregated neighborhoods in America. Students will examine the social conditions that fostered the creation of hip-hop and delve into a range of issues confronted in hip-hop music and culture.

MUS 304 Music of the Beatles 3 Credits
This course is a very in-depth analysis of the music and personalities of the Beatles. The student will gain in depth insight to the Beatles songs and albums as the course proceeds through the music chronologically. This will be contextualized historically and sociologically where required.

MUS 307 The Music of Radiohead 3 Credits
This course investigates the music, lyrics, art and marketing strategies of the British so called "alternative" band, Radiohead, moving song by song through their demos, videos and albums.

MUS 308 World Music 3 Credits
To understand world music as a means of appreciating and respecting our common inheritance as humans. To better understand in what ways music is a 'language' and how this functions within 'community' including aspect of ritual, celebration, religion and spirituality. The student will be expected to be able to discern between various genres of world music understanding the wider cultural context including, but not limited to, popular music within that same culture.

MUS 309 Film Music 3 Credits
A study of music in feature film, documentary film, and television. A chronological survey of film music from silent to contemporary film, animated shorts, and television, with emphasis on listening to recorded performance of representative works.

MUS 310 The Film Music of Stanley Kubrick 3 Credits
This course is an in-depth study of the way in which music impacts society through the art of film. Focusing on the films of Stanley Kubrick (e.g. The Shining; 2001: A Space Odyssey; A Clockwork Orange; Full Metal Jacket; Eyes Wide Shut; Dr. Strangelove; Lolita) we will study a variety of strategies within which music integrates, counterpoints or ironically resists themes such as war, sex, politics, religion, gender etc. Also we will observe how music interacts with other aesthetics in film such as light, camera methods, 1. diegetic/source, 2. non-diegetic/underscore and 3. metadiegetic (i.e. 1. music in the film; 2. music only the audience can hear; 3. music that seems to be coming from the mind of a character in the film) method as part of the narrative itself. In this way we will investigate the way film both integrates aspects of society and also radiates messages, indeed challenges, to society, both as a mirror but also didactically—with the direct intent of creating change.

MUS 311 Unpacking Bruce Springsteen 3 Credits
This course will survey the music of Bruce Springsteen. It will 'unpack' Springsteen's musical development not only across his official career (i.e. from signing with Columbia for his first album 'Greetings from Asbury Park, New Jersey' in 1973 to the present) but also from his childhood through his youth in Freehold, NJ. By closely studying Springsteen's life, music and lyrics as well as the themes of each album the student will become an expert in understanding how The Boss was able to universalize the Jersey Shore as well as his personal concerns into vital musical messages of great value and import today. This will also involve looking at music as varied as The British Invasion (i.e. The Beatles, The Animals & the Rolling Stones et al); Motown; Country; Soul; Folk; Rock and the American Songbook.

MUS 313 Digital Synthesis 3 Credits
This course continues with the software composition techniques begun in MUS 213. Students will create their own sounds through digital synthesis and incorporate those sounds into music composed in a variety of genre styles.
Prerequisite(s): MUS 213.

MUS 315 Black Music in America 3 Credits
This course covers the history of music made by and/or about African Americans, from minstrel shows to hip hop and everything in between.

MUS 316 Digital Mixing and Mastering 3 Credits
Digital Mixing and Mastering is a practical skills class focusing on post-production skills in software interfaces. Students will learn how to work with multiple editing softwares and plug-in tools to achieve balanced, lively, professional mixes.
Prerequisite(s): Minimum grade of C in MUS 216 or MUS 313.

MUS 319 Pop Music Arranging II 3 Credits
The Pop Music Arranging II course is the terminal course of a two-semester sequence whose goal is to explore the advanced arranging techniques for popular music styles. Students will learn to arrange popular music for the standard instrumentation found in a pop/rock ensemble (bass guitar, drumset, rhythm guitar, and keyboard). This course will develop comprehensive musicianship and advanced arranging techniques, as well as develop advanced skills as they relate to the utilization of the software platforms Logic Pro X and Finale notation.
Prerequisite(s): MUS 110, MUS 110L, MUS 219.

MUS 320 Pop Songwriting II 3 Credits
The Pop Songwriting II course is a continuation of the songwriting course sequence whose goal is to explore advanced compositional techniques for popular music styles. Students will learn to compose music by themselves and collaboratively. This course will develop comprehensive musicianship and advanced compositional techniques, as well as develop advanced skills as they relate to the software platforms Logic Pro X and Finale notation.
Prerequisite(s): MUS 220, MUS 113, MUS 113L.

MUS 490 Independent Research and Study 1-4 Credits
Students may pursue a special topic for which they have prepared through prior course work. Only one project may be scheduled in a semester. The project may involve 1 to 4 Credits. Approval of the faculty sponsor, department chair, and dean required prior to enrollment.
Prerequisite(s): junior or senior standing; good academic standing.

MUS 491 Internship in Music 1-4 Credits
Provides music production majors with the opportunity to gain practical experience working within a professional music environment. For each academic credit, interns must work 48 hours. One internship may be scheduled in a semester and up to 8 credits of internship may count toward graduation. Approval of the faculty sponsor, department chair, and CAS dean's office required.
Prerequisite(s): A minimum of 45 credits and 2.5 GPA.

MUS 498 Popular Music Culture Capstone 3 Credits
The capstone is an independent, student-led project resulting in a material product (recording/performance/event/presentation) that demonstrates a student's interests and skills in the area of popular music.

AAD 306 Music Business 3 Credits
Survey of the music business. Responsibilities of the label and producer, copyrights, royalties, residuals, publishing, contracts and artist development, promotion, distribution, product management, domestic and international licensing, and related technology.
Prerequisite(s): AAD 121.

AAD 307 Touring and Production Management 3 Credits
Organizing, marketing and managing tours. Responsibilities of the booking agent, tour manager, and performers. Case studies, relationships, contracts with venues, transportation companies, housing, and unions, budgeting, press kits, and insurance.
Prerequisite(s): AAD 121 or permission of instructor.

AAD 318 Music Publishing 3 Credits
This course teaches foundational concepts, context, tools, and function of music publishing as an essential force in today's ever-evolving music industry. Students examine the many roles which the music publisher plays in the acquisition, market development and administration of copyrighted musical works. Through case-based analysis of the inner workings of major, independent and self-owned music publishing companies, students will gain understanding of the depth, breadth and scope of this fascinating aspect of the business. Discussion will encompass the fundamentals of copyright, types of publishing deals, income streams, registrations and collection, foreign sub-publishing deals, and the rights and royalties applicable to copyrighted musical work. Students will also learn how music is licensed for use in film, television, advertising, theatrical performance, game and other forms of interactive media, as well as an overview of the administrative aspects of these uses and the ways by which legislative action impacts opportunities and earnings of copyright holders. Lastly, students will explore the creative and administrative responsibilities involved in establishing their own music publishing company.

AMS 338 Social Impact of Rock and Roll 3 Credits
Explores rock and roll music as a communication medium of American popular culture. The focus is on both how rock and roll music has influenced, and is influenced by, society. It addresses the origins, development and impact of rock music in relation to some of the critical cultural dynamics that provided not only its context, but also much of its content.

COM 131 Fundamentals of Video Production 3 Credits
Introduces students to basic video production theories, techniques, and applications. Students will gain competency in a number of video production areas including: production planning, camera operations, lighting, sound, and digital non-linear editing. Individual and group production exercises will involve planning and executing video productions in both studio and non-studio settings. This class is designed to prepare students from any major to effectively create, produce, shoot, and edit basic video production assignments including public service announcements, video news releases, educational/instructional videos, and marketing/promotional spots.

COM 234 Audio Production 3 Credits
Provides a laboratory study of audio production techniques, and performance. Introduces the fundamental properties of sound as applied in modern audio production at radio and television stations, sound studios, and production houses. Students conduct lab exercises in editing, mixing, and digital recording using ProTools. Students perform a variety of genres including news, commercials, dramas, and promos.