

## **BACHELOR OF MUSIC – MUSICOLOGY**

MUSIC REQUIREMENTS (76 hrs.) *	Req.	FR		SO		JR		SR		Need
	Hrs.	F	Sp	F	Sp	F	Sp	F	Sp	
Applied Instruction PMUS	12	2	2	2	2	2	2			
Sophomore Proficiency MUSC 2997	1				1					
University Ensemble ** EMUS	6	1	1	1	1	1	1			
Theory MUSC 1101, 1111, 2101, 2111	8	2	2	2	2					
Aural Skills MUSC 1121, 1131, 2121, 2131	4	1	1	1	1					
Tonal Analysis MUSC 4061	2					2				
Post-Tonal Theory/Analysis MUSC 4071	2							2		
Counterpoint MUSC 4011 or 4021	2							2		
Intro to Musical Styles & Ideas MUSC 1802	3	3								
Intro to Music Research MUSC 2988	1			1						
History of Music 1 & 2 MUSC 3802, 3812	6					3	3			
4000-level Musicology electives (two non-Western) MUSC 42	12					3	3	3	3	
Keyboard Musicianship 1 & 2 PMUS 1105, 1205	2	1	1							
Building Your Music Career MUSC 2918	2			2						
Music Technology Elective MUSC 2041, 2061, 2081	1-3				1-3					
Conducting 1 MUSC 3176 ***	2					2				
Music Electives ****	2-4			2	0-2					
Special Studies TMUS 4403	2							2		
Senior Thesis MUSC 4957	4								4	
Senior Phone Process	-									
NON-MUSIC REQUIREMENTS (30 hrs.) +										
Written Communication (General Education)	6	3	3							
European History HIST 1011, 1012	6	3	3							
Non-music electives	18			3	3	3	3	3	3	
Recommended: Foreign Language										
ggg										
FREE ELECTIVES (14 hrs.) music or non-music courses +	14		3	1	3		3	2.	2	
TREE EEEE TIVES (14 ms.) music of non-music courses	17		3	1	3		3			
					1					
									1	
REQUIRED TOTAL	<u> </u>								1	1

<sup>\*</sup> Music courses cannot be taken Pass/Fail.

<sup>\*\*</sup> Enrollment in an appropriate university ensemble is required each semester enrolled in applied instruction.

<sup>\*\*\*</sup> Concurrent enrollment in a conducted instrumental ensemble is required.

<sup>\*\*\*\* 2</sup> credits of creative musicianship strongly recommended. MUSC 3041, 3051, 3061, 4031, PMUS 3271

<sup>+</sup> MUEL courses cannot fulfill non-music requirements. MAPS deficiencies should be completed immediately; one course each semester.