

DEPARTMENT OF MUSIC AND PERFORMING ARTS PROFESSIONS

# Music Technology Programs

Join an active community of scholars, artists, and engineers exploring the cutting edge of technology and music.



Music Technology at NYU Steinhardt is a leading and internationally recognized undergraduate and graduate program in music, sound, and audio technology. Students prepare for successful careers in sound engineering, computer music, audio-visual production and post-production, mastering, scoring for film and multimedia, audio for games, software development, and multimedia production.

- Study with premier faculty in New York City - heart of the nation's new media and music industries - and join an active community of scholars, artists, and engineers exploring the cutting edge of technology and music.
- Have access to state-of-the-art facilities including 11 fully equipped recording and computer music studios, listening rooms, and research labs where over 40 Music Technology specialization courses are taught.
- Intern at major recording studios, new-media web-related companies, music-scoring houses, and other music industry enterprises.



## Program Options

- **B.M. in Music Technology** (128 credits) - gain a solid foundation in the liberal arts as well as all areas of music technology, with the flexibility to obtain specialized expertise in the area of music and audio technology of greatest interest to you
- **M.M. in Music Technology** (45 credits) - choose a variety of tracks of study, including: (1) Scoring for Film and Multimedia, which allows you to gain knowledge and experience in all matters pertaining to music composition for film, television, and other media; (2) the Tonmeister sequence, which instructs you in the area of concert recording techniques, and also provides opportunities to record rehearsals and recitals and to learn microphone technique, acoustics, and other important areas pertinent to this field; (3) Acoustics and Signal Processing, which focuses your studies on music information retrieval, digital signal processing, interactive music systems, and 3D audio; and (4) Music Technology, which allows you to customize the curriculum to fit your own particular interests
- **Ph.D. in Music Technology** (48 credits) - prepare for careers in university teaching, industry research and development, as well as in multimedia, audio computation, and other research fields at the constantly changing intersection of music and technology. This program is offered in collaboration with NYU's Courant Institute of Mathematical Sciences.

## Special Opportunities - Study Abroad and Summer Courses

Undergraduates can study abroad at NYU campuses in Prague and Florence, which offer full music curricula. Undergraduates may also spend a semester at one of NYU's study abroad centers in London, Paris, Florence, Madrid, Shanghai, Tel Aviv, Abu Dhabi, Prague, and Buenos Aires.

The **Summer Institute of Music Technology** is a two-week workshop in July designed for high school students who wish to learn about and experience music technology. Through class lectures, labs, and individualized studio time, students will learn the fundamentals of music technology.

## Application Deadlines

Applications are due by November 1 (B.M. - early decision, freshmen), November 1 (M.M. for Spring semester matriculation), December 15 (Ph.D.), January 1 (B.M. - regular decision - freshmen), January 6 (M.M. for Fall semester matriculation), and April 1 (B.M. - transfers).

**Music Technology Program Director - Dr. Kenneth Peacock**

