

Course Information Form (CIF)

Course Code: MUS 162

Course Title: Advanced Music Recording

Department: Arts, Media, and Social Sciences

Effective Date: Summer 2026

PCS Code: 1.1 - Baccalaureate/Transfer

CIP Code: 50.0913

Repeatability: 0

Credit Hours

Catalog Notation: 2-2-3

Credit Hour Distribution:

Lecture: 2

Lab: 2

Clinical: 0

Total: 3

General Course Information

Catalog Description

Advanced audio production techniques in the studio environment, larger and more complex recording sessions, microphone placements, signal processors, and the use of MIDI and virtual instruments. Emphasis on mixing and mastering.

General Course Objectives

Teach students advanced audio production techniques in complex studio recording and mix sessions.

Minimum Placement Levels

English	Reading	Math
None	Placement out of CCS 098	None

Prerequisites

Credit in MUS 161

Methods of Evaluation

3-5 recording projects, 3-5 in-class exercises, and at least 2 exams.

Instructional Materials and Additional Supplies

Modern Recording Techniques, Huber. (current edition)

Hard drive/Flash drive and Headphones. Cost will range from \$50-\$100.

Course Content

General Learning Outcomes (GLOs)

- Creativity and Innovative Thinking: Students will design, present, and interpret materials, information, and ideas in innovative ways.
- Technology: Students will demonstrate the ability to evaluate, select, and appropriately use current and emerging tools.

Course Segments and Student Learning Outcomes

Course Segment	Learning Outcomes	Lecture Hours	Lab Hours	Clinical Hours
Audio Editing	1. Apply editing techniques to a recording or mix in a digital audio workstation.	3	3	0
MIDI Programming	1. Explain how MIDI works and integrates with virtual instruments into recording projects.	3	3	0
Automation	1. Demonstrate an understanding of automating effects and audio processors.	3	3	0
Compression/Limiting	1. Show proficiency in applying compression techniques in the recording and mixing phase of a project.	2	2	0
Reverb/Delays/Equalization	1. Demonstrate an understanding of how the effects processors work and how to apply them properly, and gain a clear understanding of the frequency spectrum and the use of EQ in the mixing process.	2	2	0
Microphone Choice/Placement	1. Demonstrate advanced microphone knowledge and show the ability to use various microphone setups and placements, depending on the recording scenario.	3	3	0
Advanced Recording Console	1. Use the recording console to its full capabilities, including the use of sends, aux channels, busses, and sub groups.	4	4	0
Advanced Mixing	1. Apply all previously learned skills to large mixes with complex signal flows and multiple processors being used in various ways.	4	4	0
Mastering	1. Apply the basics of mastering a mix with EQ and limiting, and sequencing an album as a mastering engineer does in the final step before distribution.	3	3	0
Critique	1. Show the ability to think critically about recording.	3	3	0

Total Contact Hours

Lecture Hours	Lab Hours	Clinical Hours
30	30	0