RECORDING ARTS, MSRA

Please click here (http://catalog.ucdenver.edu/cu-denver/graduate/schools-colleges-departments/college-arts-media/music-entertainment-industry-studies/) to see general Music & Entertainment Industry Studies information.

Introduction

Recording Arts is a field that deals with all aspects of recorded music and sound art including mixing, mastering, production, sequencing, calibration, live sound reinforcement, and post-production. CU Denver Recording Art students refine skills in sound recording, aesthetics, multi-track recording, digital signal processing, automated mixing, synchronization, stereo imaging and monitoring, mastering and post-production.

Recording Arts at CU Denver recognizes the need for pedagogy, industry-oriented, and research-based degrees. Our program takes into account the student's own interests and prepares them the best to meet their career goals. The Master of Science in Recording Arts (MSRA) has the only pedagogy track in the nation. Pedagogy is synonymous with teaching, and this program specifically includes a survey of available resources for audio education. The curriculum offers an interdisciplinary approach including physics, acoustics, audio engineering, music, broadcast, medicine, psychology, multimedia, theatre, and film/video. The program emphasizes music technology innovation, design, and new methods and materials development. Working with influential faculty mentors, students are prepared for professional portfolios, networking, and the possibility of entering into a doctoral program through specialized research, creative work, and practical experience in the vibrant arts and cultural scene of the Rocky Mountain region.

This graduate degree is designed to:

- Help audio professionals advance their careers
- Help to prepare music educators of the future
- Help to prepare music researchers for the future

In their final semester, students will create and defend a thesis or a portfolio.

- *Thesis* -- Written research
- *Portfolio* -- Research in conjunction with a recorded work. This could be a music recording, audio for video, or other media.

Graduate courses comprising the core of the program advance students' artistic, pedagogical, technical and problem-solving abilities. Elective courses allow each student to develop additional skills and knowledge in related areas, including surround sound, acoustics, studio design, digital signal processing and others.

The Department of Music & Entertainment Industry Studies encourages students from allied disciplines (music, physics, engineering, etc.) to apply. Students are not required to have their bachelor's in recording arts; the bachelor's degree can be from any discipline. Applicants can qualify for the MSRA program by having equivalent level preparation (e.g., work experience). Candidates without sufficient experience/training in recording arts may be required to take preparatory courses at the undergraduate level.

Note: The application process and requirements for the MSRA program differ from those listed for the media forensics emphasis.

MSRA Application Components

Admission to the MSRA program is competitive. Applications are accepted for fall-only admission to the cohort. Admission decisions are made by committee and are based on the entirety of the applicant's submitted materials. Incomplete applications are not considered, and application requirements may vary between domestic and international students.

- Graduate Application for Admission
- In-State Tuition Classification Application (if applicable)
- Application Fee
- Entrance Examinations: (TOEFL/IELTS or other evidence of English proficiency, if applicable)
- Official Transcripts
- Three (3) Letters of Recommendation
- Application Essay
- Resume
- Portfolio

Applications that do not include all of the requirements or that include partial components are considered incomplete and will not be reviewed.

International applicants are encouraged to visit the Office of International Admissions (http://catalog.ucdenver.edu/cu-denver/graduate/international-admissions/) website for detailed information.

Refer to the MSRA website for deadlines, detailed information and updates regarding the application process and requirements.

Graduate Education Policies and Procedures apply to this program.

Required Courses

Code	Title	Hours
Required Courses		
MSRA 5000	Introduction to Graduate Studies	3
MSRA 5001	MSRA Research Seminar	3
MSRA 5505	Introduction to Audio Post Production	3
MSRA 5580	Graduate Audio Seminar I	3
MSRA 5590	Graduate Audio Production	3
MSRA 6950	Thesis in Professional Audio	4
or MSRA 6951	Professional Audio Portfolio Thesis	
Electives		
Select 15 semester hours of the following: [1]		15
MSRA 5360	Music, Meditation and Technology	
MSRA 5500	Topics in Professional Audio	
MSRA 5530	Live Sound Reinforcement	
MSRA 5535	Sound Effects & Foley for Visual Media	
MSRA 5545	Music Editing in Visual Media	
MSRA 5555	Dialogue Editing & Mixing for Visual Media	
MSRA 5560	Mastering & Advanced Digital Audio	
MSRA 5565	Re-recording Mixing for Visual Media	
MSRA 5575	Graduate Surround Sound	
MSRA 5581	Graduate Audio Seminar II	
MSRA 5605	Audio Post Production II	

MSRA 5820	Digital Music Techniques	
MSRA 5840	Independent Study for MSRA	
MSRA 6510	Graduate Audio Studies Pedagogy	
Total Hours		**34**

[1] Students may take courses not listed here upon approval of the faculty or academic advisor.

Students should plan to graduate in a minimum of four semesters. Students can apply for graduation in any semester (fall, spring or summer), provided they have completed the required course work. All course work must be completed with a satisfactory grade of "B" (3.0) or higher. Students should not register for thesis/portfolio unless approved by the faculty advisor.

Please refer to the MSRA website **(**https://artsandmedia.ucdenver.edu/areas-of-study/music-entertainment-industry/about-music-entertainment-industry-studies/**) for additional information.**