

Game Design and Music with Concentration in Music Technology, BS (Boston)

The game design and music combined major with a concentration in music technology is designed to prepare students to manage all aspects of music and sound design integral to the creative process in game design. Students focus on the digital sound technologies, audiovisual integration techniques, and collaborative skills, grounded in real-world experience, that are necessary to apply one's musical imagination effectively in a game design environment. Also emphasized are the aesthetic, expressive, psychological and social perspectives essential to meaningful engagement across a broad range of applications in the game industry.

Program Requirements

Complete all courses listed below unless otherwise indicated. Also complete any corequisite labs, recitations, clinicals, or tools courses where specified and complete any additional courses needed beyond specific college and major requirements to satisfy graduation credit requirements.

Universitywide Requirements

All undergraduate students are required to complete the Universitywide Requirements (<https://catalog.northeastern.edu/undergraduate/university-academics/university-wide-requirements/>).

NUpath Requirements

All undergraduate students are required to complete the NUpath Requirements (<https://catalog.northeastern.edu/undergraduate/university-academics/nupath/>).

NUpath requirements Creative Expression/Innovation (EI), Analyzing/Using Data (AD), Interpreting Culture (IC), Natural/Designed World (ND), Differences/Diversity (DD), Writing-Intensive (WI), and Capstone Experience(CE) are met through the major course requirements. All other NUpath requirements must be met through electives.

Game Design Courses

Code	Title	Hours
ARTF 1000	Art and Design at Northeastern	1
Game Design Required		
GAME 1110	Games and Society	4
GAME 2500	Foundations of Game Design	4
GAME 2950	Game Studio	4
GAME 3400	Level Design and Game Architecture	4
GAME 3700	Rapid Idea Prototyping for Games	4
GAME 3800	Game Concept Development	4

Art + Design Electives

Complete 16 Semester Hours of ARTD, ARTE, ARTF, ARTG, ARTH, and GAME courses as long as prerequisites have been met. 16

If GAME 4000 Topics in Game Design or ARTD 3000 Topics in Media Arts (or any other topics course in the subjects listed above) is completed more than once, multiple completions may be allowed toward the electives.

Music Requirements

Code	Title	Hours
Music Theory Placement		
All students can take a music theory placement exam to place out of MUSC 1119. Students who place out of MUSC 1119 will substitute it with a general elective course.		
MUSC 1119	Fundamentals of Western Music Theory	4
Music Theory and Composition		
MUSC 1201	Music Theory 1	4
MUSC 1202	Music Theory 2	4
Complete two of the following:		8
MUSC 2111	Algebra and Geometry of Music	
MUSC 2420	Music Composition Seminar 1	
MUSC 2425	Arranging and Orchestration for Film, Media, and the Concert Stage	
MUSC 3300	Music Perception and Cognition	
MUSC 3541	Music Analysis Seminar	
MUSC 2320	Sound Design	

Music in Context

Complete one of the following: 4

MUSC 1001	Music in Everyday Life
MUSC 1002 and MUSC 1003	Music in Everyday Life and Lab for MUSC 1002

Contemporary / Popular Music

Complete one of the following: 4

MUSC 2101	Black Popular Music
MUSC 2150	Making a Musical: Analysis, Craft, and Creation
MUSC 2310	Popular Music Since 1945
MUSC 2311	Topics in American Music
MUSC 2317	Punk Rock
MUSC 2320	40,000 Years of Music Technology
MUSC 2336	The Festival Experience
MUSC 2340	Divas, DJs, and Double Standards
MUSC 2351	Music, Sound, and the Screen
MUSC 2380	The World of Choral Music
MUSC 3352	Sounding Human
MUSC 3353	Music and the Racial Imagination
MUSC 3354	Sound and the Sacred
MUSI 3360	Global Music Industries in Context
MUSI 3401	Hip Hop in the Music Industry

Music Technology Requirements

MUSC 2350	Acoustics and Psychoacoustics of Music	4
MUST 1220	Introduction to Music Technology	4
MUST 2102	Composing with Digital Technologies	4
MUST 2431	Computer Music Fundamentals	4

Music Technology Electives

Complete two of the following: 8

MUSC 4510	Music and the Brain Research
MUST 3300	Musical Interactions in Extended Reality
MUST 3601	Digital Audio Signal Processing
MUST 3602	Electronics for Music
MUST 3603	Embedded Audio Programming
MUST 3973	Special Topics in Music Technology
MUST 4600	Digital Audio Signal Analysis
MUST 4610	Composition for Electronic Instruments
MUST 5973	Special Topics in Music Technology

Integrative Requirement

Code	Title	Hours
Note: MUST 1220 is already required in the Music Technology Requirements section.		
MUST 1220	Introduction to Music Technology	

Capstone

GAME 4700	Game Design Capstone	4
MUST 4611	Music Technology Capstone	4

Combined Major Credit Requirement

Complete 96 semester hours in the major.

Music Grade Requirement

Students must maintain at least a 2.667 GPA (B– average) in the requirements of the music half of the combined major. Students who fail to meet the above standards will be placed on departmental probation; those who remain on probation for two consecutive semesters will be dropped from the major.

