MUSIC & TECHNOLOGY AT STEVENS

The Bachelor of Arts degree in Music & Technology provides undergraduate students a thorough and comprehensive understanding of the critical relationship between music and technology. As a student you will be encouraged to view technology not merely as a tool that may foster your creative process but as a mirror reflecting your creative spirit. In addition to cultivating your musicianship and technological aptitude, you will be continually challenged to define and redefine your perception of creative and technical application in music and music technology.

WHAT YOU WILL STUDY

All Music & Technology students complete a rigorous curriculum that will include courses in music theory, music history, composition, production, sound design, programming, instrumental proficiency and technological innovation. These courses will provide you with the skills and technological aptitude necessary for any actively engaged musician, and will cultivate an insight into the mutually dependent nature of music and technology.

Additionally, all Music & Technology students are required to complete a secondary concentration in any discipline at Stevens. This gives students the chance to explore additional academic interests and collaborate with students outside their major.

FACILITIES

- The Electroacoustic Studio houses a Genelec 5.1 surround sound system for multi-channel reproduction in a unique acoustically-treated space, allowing students to create electroacoustic and spatial music and explore the dynamic world of acousmatics. The studio is the venue for lectures and demonstrations and is also open for independent student work and research.
- The Music Studio is our exciting new multifaceted recording studio, teaching and project facility. It is home to an SSL Matrix console, multi computer array and a professional 9 ft. Baldwin Grand Piano. This environment provides Music & Technology students a home to create and explore music with advanced technology and quality acoustic musical instruments in a collaborative and inspirational space.
- The Piano Lab contains fourteen 88-key weighted keyboard controllers that are used for piano pedagogy and composition. The facility is also available to students who use the keyboards as MIDI controllers, interfacing with their laptop-based projects.
- The Sound Synthesis Research Center (SSRC) is home to an extensive array of electronic music tools including synthesizers, electronic drums, guitar MIDI controllers and cutting edge audio processors. The SSRC provides for students a dedicated research space in which they can experiment and innovate on a variety of topics at the intersection of music and technology.

DEGREE BREAKDOWN

Major Requirements Include:
- Music History
- Music Theory
- Piano
- Sound Recording
- Electronic Music Composition
- Private Lessons
- Ensemble
- Secondary Concentration
- Research and Thesis

Signature Courses:
- Sound Design
- Musical Acoustics
- Orchestration
- MIDI and Electronic Music
- Software Instrument Design
- Spatial Music Applications
- Electroacoustic Composition

DEGREE BREAKDOWN

Awarded Second Most Innovative College Music Program Worldwide by thebestcolleges
INTERNSHIPS

+ Carey Klemm ’16 worked as a production intern with Sirius XM Satellite Radio.
+ Marco Egizi ’15 worked as a production assistant with Diversified Production Services based in Weehawken, NJ.
+ Taylore Fowler ’14 worked as a production intern with Sesame Street Studios. She also worked as a social media marketing intern with MTV Studios.
+ Tamar Boodaghians ’14 worked at Z100 New York with the nationally-syndicated Elvis Duran Morning Show.
+ Alexa George ’14 worked as an events marketing intern for Billboard Events.
+ Jason Friesenhahn ’14 worked in the music business department at Warner Music Group in New York City.
+ Adam Radice ’13 worked as an audio assistant for WABC-TV New York.

OUTCOMES

+ Lauren Harpst ’15 is a stage technician at the Magic Kingdom Theme Park at Walt Disney World Resorts in Orlando, FL.
+ Jesse House ’14 is a product specialist and representative with Keith McMillen Instruments.
+ Taylore Fowler ’14 is a social media specialist and online marketing coordinator with Disney Publishing Worldwide in Los Angeles, CA.
+ Robert May ’13 is an audio engineer for NBC Television at 30 Rockefeller Plaza in New York City, a job he secured after his year-long internship at the network.
+ Will Stackpole ’12 had commercial success writing music for the television show Animal Planet on The Discovery Channel. He is now pursuing an MA in Music Composition at Juilliard School of Music.
+ Michael Piacentini ’12 is an audio engineer for Sony Music Mastering.
+ Dan Smith ’11 works in digital management of new releases for Ultra Records, where he engineers and produces tracks that are regularly released on dance and pop formats.

WORK WITH WORLD-CLASS FACULTY

Music & Technology students have access to faculty who are recognized leaders and innovators in their fields. With an average 15:1 student/faculty classroom ratio, Music & Technology students enjoy a very personal and intimate class room experience where they enjoy daily interaction with their professors. Students are encouraged to develop their research interests and work directly with faculty on projects that explore the intersection of music, technology and innovation. As upperclassmen, students may elect an independent study with a professor of their choice to further develop a desired specialization. During their senior year, each student will work 1-on-1 with a faculty member to develop their senior capstone research project.

SENIOR PROJECT

During their final year at Stevens, students will produce a capstone senior project that combines their academic and artistic accomplishments. This project is showcased at the annual Stevens Innovation Expo alongside projects from students of all disciplines.

Recent senior project topics include:

+ Technological Developments in Audio and Their Effects on The Compositional Process in the Video Game Industry
+ Exploration of Modal Clusters
+ Influence of Social Media on Musical Artist Development
+ Performance Systems for Augmented Drum Kit
+ User Interface and User Experience Synergy through Design and Future Interfaces
+ The Fiber Optic Pick-Up
+ Interactive Multimedia Composition
+ The Modular MIDI Controller: Redefining the Framework of MIDI User