

## Bachelor of Arts in Music

### FRESHMAN YEAR

<u>First Semester</u>		<u>Second Semester</u>	
MUT 1121 Music Theory (1)	03	MUT 1122 Music Theory (2)	03
MVK 1111 Secondary Piano (1)	01	MVK 1112 Secondary Piano (2)	01
MV_ 241_ Performance Principal	02	MV_ 241_ Performance Principal	02
MUN 1000 Level Ensemble	01	MUN 1000 Level Ensemble	01
MUS 1010 Recital Attendance	00	MUS 1010 Recital Attendance	00
HUM 2305 What is the Good Life (GE-H)	03	MUS 1360 Intro to Music Technology	03
Composition (GE-C)	03	Social/Behavioral Sciences (GE-S)	03
Mathematics (GE-M)	<u>03</u>	Mathematics (GE-M)	<u>03</u>
	16		16

### SOPHOMORE YEAR

<u>First Semester</u>		<u>Second Semester</u>	
MUT 2126 Music Theory (3)	03	MUT 2127 Music Theory (4)	03
MVK 2221 Secondary Piano (3)	01	MVK 2222 Secondary Piano (4)	01
MV_ 242_ Performance Principal	02	MV_ 242_ Performance Principal	02
MUN 1000 Level Ensemble	01	MUN 1000 Level Ensemble	01
MUS 1010 Recital Attendance	00	MUS 1010 Recital Attendance	00
Biological Science (GE-B)	03	MUH 3211 History of Music (1) (GE-H, N)	03
Physical Science (GE-P)	03	Physical Science (GE-P)	<u>03</u>
Biological/Physical Science Lab (GE)	<u>01</u>		13
	14		

Midpoint Guidance Conference – 2000 Level Performance Jury – Comprehensive Musicianship Jury

### JUNIOR YEAR

<u>First Semester</u>		<u>Second Semester</u>	
MUH 3212 History of Music 2 (GE-H, N)	03	MUH 3213 History of Music (3) (GE-H, N)	03
MV_ 343_ Performance Principal	03	MV_ 343_ Performance Principal	03
MUN 3000 Level Ensemble	01	MV_ 3970 Junior Recital	01
MUS 1010 Recital Attendance	00	MUN 3000 Level Ensemble	01
Physical Science (GE-P)	03	MUS 1010 Recital Attendance	00
Foreign Language	05	Foreign Language	05
	15	Social/Behavioral Science (GE-S)	03
			16

### SENIOR YEAR

<u>First Semester</u>		<u>Second Semester</u>	
Electives	15	Electives	15
	15		15

\*Piano majors should take MVK 3702, Accompanying instead of a 1000 level ensemble (MUN) during semesters one and two.

\*Voice majors should complete MUS2211/2241/2231/2221 during their first year.

03/26/08 DG