

A.S. IN RECORDING TECHNOLOGY

The Recording Technology Degree Program is a hands-on, career education program which develops critical skills in audio engineering, live sound reinforcement, sound for film, television and gaming. The program teaches the audio basics necessary to engineer any kind of music and sound, from rock concerts to classical recordings, movie scenes to video games. Acceptance into the Recording Technology Degree Program is by interview only.

3. Successfully integrate as professionals into the entertainment industry by demonstrating competency in music business, acoustics, critical listening and live sound reinforcement.

Requirements

This degree requires meeting the Citrus College General Education and proficiency requirements combined with successful completion (grades of "C" and above) of the following major requirements:

Code	Title	Units
Required prerequisite courses: ¹		
REC 100	Survey of Entertainment Technology	4
REC 103	Introduction to Audio Engineering	4
REC 140	Music Theory for Engineers	3
Required audio courses:		
REC 105	Fundamentals of Audio Technology	4
REC 115	Recording Studio Workshop I	4
REC 205	Advanced Audio Technology	4
REC 215	Recording Studio Workshop II	4
Required digital audio courses:		
REC 125	Digital Audio Technology I	3
REC 225	Digital Audio Technology II	4
Other required courses:		
REC 135	Live Sound Reinforcement	4
REC 145	Critical Listening Skills for Engineers	3
REC 235	Acoustics for Engineers	3
REC 245	Music Business/ Audio Careers	3
Total Units		47

¹ Units do not count towards degree major preparation

Learning Outcomes

A.S. Degree Level Student Learning Outcomes

Students completing the Recording Technology A.S. Degree will:

1. Exhibit proficiency in technical operation, communication, and production in the recording studio.
2. Demonstrate proficiency in cross-platform computer operation and use of multiple software applications.