BACHELOR OF MUSIC IN **DRUM PERFORMANCE**

The Bachelor of Music in Drum Performance is a professional degree designed for students wishing to pursue a career in the music industry. Graduates of this program are qualified musicians who are ready to compete as leaders in the competitive and ever-changing landscape of the music industry.

PROGRAM LEARNING OUTCOMES

Program Learning Outcomes reflect the mission of the academic programs of the institution and address the acquisition of performance proficiency, specific professional knowledge and academic merit.

Bachelor of Music

BM PLO 1: Performance Proficiency

Students will be able to demonstrate expertise in performance proficiency on their major instrument.

BM PLO 2: Professional Knowledge

Students will be able to demonstrate broad professional knowledge and skills in the language, technology, creative activity, and business practice of their concentrated field of study.

BM PLO 3: Critical Thinking

Students will be able to demonstrate the ability to critically analyze and solve problems that are characteristic in the study of music.

BM PLO 4: Language of Music Fluency

Students will be able to demonstrate a thorough knowledge of the elements of musical structure, and show proficiency in music theory and basic composition.

BM PLO 5: Historical Context

Students will be able to demonstrate a thorough academic knowledge in music history – its composers, literature, and stylistic connections, from early music to contemporary works,

GENERAL EDUCATION OUTCOMES

GE 1: Critical Thinking

Students will be able to demonstrate the ability to analyze and interpret evidence, statements and questions, identify relevant arguments, analyze and evaluate alternate points of view and fully explain assumptions and reasons.

GE 2: Quantitative Skills

Students will be able to demonstrate the ability to solve problems by applying college-level mathematical reasoning to analyze and explain real world issues and to interpret and construct graphs, charts, and tables.

GE 3: Information Literacy

Students will be able to demonstrate the ability to use appropriate technology to identify, locate, evaluate and present information for personal, educational and workplace goals.

GE 4: Natural Sciences

Students will be able to demonstrate the ability to analyze and explain natural phenomena by applying the foundational principles of the biological and physical sciences.

GE 5: Social Sciences and Humanities

Students will be able to demonstrate the ability to integrate learned skills and knowledge derived from the study of social sciences, literature, philosophy and the arts.

GE 6: Diversity

Students will be able to demonstrate the ability to relate to, critically discuss—and thus be sensitive to—the diversity and universality in global history, culture, and society, as well as the diversity in and uniqueness of local communities.

GE 7: Oral Communication

Students will demonstrate the ability to construct oral presentations with clear organizational patterns, choose language that is compelling and appropriate, master delivery techniques with confidence and deliver a central message that is precisely stated and strongly supported.

GE 8: Written Communication

Students will be able to demonstrate the ability to write clearly, concisely and accurately and compellingly convey facts, ideas, and arguments in a variety of contexts and formats and for many audiences.

DEPARTMENT LEARNING OUTCOMES

Department Learning Outcomes reflect the mission and learning outcomes of the institution, the academic program and to the acquisition of skills that are specific to a concentrated field of study.

DP DLO 1: Performance Proficiency

Students will be able to demonstrate expertise in performance proficiency on the drum set, hand percussion and electronic percussion instruments including essential elements of motion and balance, sound and tone, rudiments and sticking vocabulary, rhythmic variety in odd meters and chart reading.

DP DLO 2: Stylistic Versatility

Students will be able to demonstrate a firm command of essential contemporary music styles including jazz, rock/pop, funk/r&b, latin/world, and hybrid styles in solo and ensemble settings.

DP DLO 3: Foundational Music

Students will be able to demonstrate knowledge and proficiency in music theory, basic keyboard techniques, contemporary music history, reading and conducting.

DP DLO 4: Professional Creative Practices

Students will be able to demonstrate competency in the professional knowledge and practice of arranging, recording studio techniques, electronic percussion instruments and programming, and computer technology.

DP DLO 5: Professional Business Practices

Students will be able to demonstrate knowledge and competency in music industry business practices including marketing and promotion, characteristics of performance contracts and publishing, and entrepreneurship.

DP DLO 6: Pedagogy

Students will be able to demonstrate knowledge and competency in applied lesson teaching techniques, rehearsal techniques and mentorship of developing musicians of various experience levels.

BACHELOR OF MUSIC - DEGREE PACING

180 Credits | 12 Quarters

QUARTER 1

CODE	COURSE	CREDITS
GE-100	English Composition	3
MUS-100	Theory/Ear Training 1	2
MUS-101	Keyboard Skills 1	1
MUS-1024D	American Roots & Blues Ensemble Workshop	2
MUS-188	Required Ensemble 1	1
PROD-230NM	Apple Logic	3
MUS-144	Playing Techniques 1	1
MUS-1041	Applied Sight Reading 1	1
MUS-166	Foundations of Jazz Drumming	1
MUS-126D	Private Lesson 1	2
	Total	Credits: 17

QUARTER 2

CODE	COURSE	CREDITS
GE-101	English Composition & Critical Thinking	3
MUS-102	Theory/Ear Training 2	2
MUS-103	Keyboard Skills 2	1
MUS-189	Required Ensemble 2	1
PROD-306NM	Ableton Live	3
MUS-145	Playing Techniques 2	1
MUS-1042	Applied Sight Reading 2	1
MUS-1043	Jazz Drums 1	1
MUS-1059	Jazz 1 Ensemble Workshop (Drums)	1
MUS-127D	Private Lesson 2	2
		Total Credits: 16

QUARTER 3

CODE	COURSE	CREDITS
GE-200	Oral Communication	3
MUS-220	Theory/Ear Training 3	2
MUS-221	Keyboard Skills 3	1
MUS-1026D	Jazz 2 Ensemble Workshop	2
MUS-190	Required Ensemble 3	1
COMP-103	Building Your DAW 1	2
MUS-146	Playing Techniques 3	1
MUS-1044	Applied Sight Reading 3	1
MUS-128D	Private Lesson 3	2
		Total Credits: 15

Total Credits: 15

IND-414

MUS-4027

MUS-402

MUS-4140

2

15

1.5

Total Credits: 16

2

Internship

Senior Recital

Elective Course

Drum Styles and Analysis 2

QUARTER 4

IND-102

MUS-214D

MUS-3035

MUS-309D

Music Marketing Foundations

Afro Cuban Drum Ensemble Workshop

Rhythm Studies 2

Private lesson 7

2

2

2

Total Credits: 13.5

1.5

Required Equipment & Technology Drum Performance

Computer

 Required minimum: MacBook Pro (iOS 10.14.6 or later) -Estimated cost: \$599.00 used, \$1299.00 new

Software

- · Required minimum: Sibelius
 - Estimated cost: \$9.99/month (education pricing)
- Required minimum: Logic Pro X
 - Estimated cost: \$199.00 (education buncle, 5 months)

USB Audio Interface

- Required minimum: Single input interface (Focusrite Scarlett solo)
 - Estimated cost: \$109.99
- Double input interface (Focusrite Scarlett 2i2 or MOTU M2) (optional)
 - Estimated cost: \$159.99

MIDI Keyboard

- Required minimum: 61 keys and sustain pedal (76 keys preferred)
 - Estimated cost: \$177.00 (61 keys), \$269 (76 keys)

Headphones

- Required minimum: Wired, over ear (AKG K240 or comparable)
 - Estimated cost: \$69.00 (AKG K240)

Microphone

- Required minimum: Shure SM58 (or comparable)
 - Estimated cost: \$99.00
- · Required minimum: Mic Stand
 - Estimated cost: \$25.00
- Required minimum: XLR Cable
 - Estimated cost: \$19.00+
- · Required minimum: Pop Filter
 - Estimated cost: \$13.00 \$35.00

Instruments

- Required minimum: Cymbals
 - Estimated cost: \$199.00 (cymbal pack), \$64.00+ (hi-hat)
- Required minimum: Bass drum pedal
 - Estimated cost: \$74.00+
- Required minimum: Practice pad
 - Estimated cost: \$25.00+
- · Required minimum: Sticks

Other

- · Required minimum: Printer
 - Estimated cost: \$44.00+
- Required minimum: Thumb drive for back up (at least 32GB)
 - Estimated cost: \$5.00 (32GB) \$18.00 (128GB)
- · Required minimum: Staff paper, pen, pecil, eraser