MUSIC TECHNOLOGY AND COMPUTATION

Master's Programs in Music Technology and Computation (*https://catalog.mit.edu/interdisciplinary/graduate-programs/music-technology-computation*)

Master of Science in Music Technology and Computation

Subject Requirements

The Master of Science in Music Technology and Computation requires a minimum of 68 units of subject credit and the completion of a thesis acceptable to the Music and Theater Arts Section.

Music Computation		
Select three of the following subjects:		36
21M.583	Computational Music Theory and Analysis	
21M.585	Interactive Music Systems	
21M.587	Fundamentals of Music Processing	
21M.589	Studies in Advanced Music Technology and Music Computation	
Restricted Electives		**12**
Select 12 units from among the following subjects:		
21M.517	MIT Laptop Ensemble	
21M.560	Introduction to Music Technology	
21M.561	Electronic Music Composition I	
21M.562	Electronic Music Composition II	
21M.569	Studies in Music Technology	
21M.570	Digital Instrument Design	
21M.572	Overview of Music Perception and Cognition	
21M.573	Overview of Acoustics and the Physics of Sound	
21M.574	Overview of Musical Software and Formats	
21M.577	Overview of the Principles of Signals	
21M.580[J]	Musical Aesthetics and Media Technology	
MAS.837	Principles of Electronic Music Interfaces	
or additional subjects from Music Computation above		
Elective		**12**

Select 12 units from the restricted electives listed above or, with permission of advisor, any other subjects in music, computation, engineering, or technology.

Colloquium		
21M.590	Colloquium in Music Technology (taken twice)	2
Research Seminar		
21M.595	Music Technology And Computation Research Seminar	6
Thesis Requirement		

Students must complete research-based thesis on a topic of their choice that has been approved by the thesis supervisor.

21M.THG	Directed Research and Thesis in Music Technology and Computation	24
Total Units		**92**

Master of Applied Science in Music Technology and Computation

Subject Requirements

The Master of Applied Science in Music Technology and Computation requires a minimum of 92 units of subject credit.

Foundation Subjects		
21M.540	Thinking about Music	12
One of the following, selected by the advisor at the time of admission:		12
21M.541	Harmony and Counterpoint I with Computational Applications	
21M.565	Programming for Music	
A 12-unit Restricted Elective or Advanced Subject		
Overviews		
Select three of the following subjects in conjunction with the advisor:		12
21M.572	Overview of Music Perception and Cognition	
21M.573	Overview of Acoustics and the Physics of Sound	
21M.574	Overview of Musical Software and Formats	
21M.576	Overview of Mathematics for Music Applications	
21M.577	Overview of the Principles of Signals	
Restricted Elective		
Select one of the following subjects:		12
21M.560	Introduction to Music Technology	
21M.561	Electronic Music Composition I	
21M.562	Electronic Music Composition II	
21M.569	Studies in Music Technology	
21M.570	Digital Instrument Design	

21M.580[J]	Musical Aesthetics and Media Technology	
MAS.837	Principles of Electronic Music Interfaces	
Advanced Subjects		
Select two of the following subjects:		24
21M.583	Computational Music Theory and Analysis	
21M.585	Interactive Music Systems	
21M.587	Fundamentals of Music Processing	
21M.589	Studies in Advanced Music Technology and Music Computation	
Elective		**12**
Select 12 units from Restricted Electives, Overviews, or Advanced Subjects; 21M.517; or with permission of advisor, any other subjects in music, computation, or technology.		
Colloquium		
21M.590	Colloquium in Music Technology (taken twice)	2
Capstone		
21M.591	Capstone Project in Music Technology	6
Total Units		**92**

 Note:

Some required subjects may be exempted for students on the basis of successful performance on a diagnostic examination. In these cases, the units shall be substituted by an equal number of units from the Elective requirement.