

BACHELOR OF SCIENCE IN MUSIC TECHNOLOGY

The undergraduate program in the School of Music leads to a Bachelor of Science in Music Technology. In the program, students understand the role of technology in enabling new ways to access, consume, and create music. Students master the fundamentals of musicianship and audio technology and further develop these skills through a series of hands-on learning experiences across a spectrum of creative and technical domains. Students learn to create new music with technology, develop new technologies for making music, and conduct scientific research that expands our knowledge of how both humans and machines engage with music. Student projects span areas such as robotic musicianship, music informatics, brain music, and computational and cognitive musicology.

The program combines technical and artistic topics to produce graduates who have both a strong technical and creative portfolio. Students choose from a concentration in Mechanical Engineering (with a focus either in Acoustics and Vibrations or Controls and Robotics); a concentration in Electrical and Computer Engineering (with a focus on signal processing); or a general concentration in which they pursue a minor such as Computing and People or Industrial Design.

Please note that a portfolio is required for admission into the BSMT program. For more information, visit <http://www.music.gatech.edu/bsmt>

- Bachelor of Science in Music Technology - General
- Bachelor of Science in Music Technology - Electrical and Computer Engineering: Signal Processing
- Bachelor of Science in Music Technology - Mechanical Engineering: Acoustics and Vibrations
- Bachelor of Science in Music Technology - Mechanical Engineering: Controls and Robotics