# MUSIC TECHNOLOGY AND COMPUTATION

Master's Programs in Music Technology and Computation (https:// catalog-dev.mit.edu/interdisciplinary/graduate-programs/musictechnology-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 Computa	tion	
Select three of t	he 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**

Select 12 units from among the following subjects: 12				
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			
21M.731	Sound Design for Theater and Dance			
MAS.837	Principles of Electronic Music Interfaces			
or additional above	subjects from Music Computation			

**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

Total Units		92		
	Music Technology and Computation			
21M.THG	Directed Research and Thesis in	24		
Students must complete research-based thesis on a topic of their choice that has been approved by the thesis supervisor.				
Thesis Requirement				
21M.595	Music Technology And Computation Research Seminar	6		
Research Semir	nar			
21M.590	Colloquium in Music Technology (taken twice)	2		