NEW ZEALAND SCHOOL OF MUSIC
TE KŌKĪ

Take a music course in your degree

Check out our courses which require no music theory background or audition

Course	Title	Description	Prerequisites
CMPO185	**Introduction to Digital Music, Sound Synthesis and Audio Effects**	An introduction to digital music and audio through computer programming, sound synthesis, and audio effects, with a focus on learning through creative work. Students will gain core abilities in computer programming that will enable them to generate and process sound for use in creative disciplines such as interactive game audio, sound design, web sound, sound art and composition. No computer programming experience is required.	None
CMPO186	**Introduction to Recording, Production and Sound Engineering**	An introduction to the fundamental skills in sound engineering, recording, synthesis, and production. Students will learn a range of basic music technology skills that can be used in disciplines such as audio production and post-production, as well as sound design and synthesis for electronic music production, film, and game audio.	None
MUSC120	**Popular Music: An Introduction**	An introduction to the study of twentieth- and twenty-first-century popular music, integrating case studies of various global popular musics and interdisciplinary discussion of a range of ideas and issues that emerge from their study.	None
MUSC125	**Introduction to Jazz**	An introduction to music in world cultures. A survey of examples from the Pacific, Asia, Africa and the Americas that examines music within its cultural context, and an introduction to the study of ethnomusicology.	None

**CAPITAL THINKING.
GLOBALLY MINDED.**
MAI I TE IHO KI TE PAE

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VICTORIA UNIVERSITY OF WELLINGTON
TE HERENGA WAKA

Course	Title	Description	Prerequisites
MUSC130	**Hildegard to Avant Garde: Introduction to Western Art Music**	Study of the cultural roots of jazz music, the political and social contexts in which it flourished, and the ongoing musical practices called jazz in the twenty-first century.	None
MUSC150	**Music in Global Contexts**	In this chronological survey of Western art music, students study some of the most famous musical works ever written, and are introduced to the key historical, cultural, social, and stylistic developments in the Western art music tradition.	None
MUSC160	**Introduction to Music Theory and Musicianship**	An introduction to fundamental written skills in music and to basic forms used in Western music, including introduction to the keyboard and practice in aural perception.	None
CMPO285	**Interactive Audio/ Visual Music Technology**	Creative coding for interactive audio/visual music applications, including music synthesis, audio effects, user interfaces and their use in music technology-based creative practice.	CMPO181 or 185
CMPO286	**Studio Recording and Production**	Development of skills and exploration of concepts in music technology, with a focus on key approaches to studio recording, mixing and audio production, as well as developing critical perspectives on music technology.	CMPO181 or 186
MUSC229	**Perspectives on Jazz**	Study of a range of historical, analytical and critical perspectives on jazz as a global music.	20 100-level MUSC points
MUSC237	**Music in the 19th Century**	An historical study of selected developments in Western art music after 1900.	20 100-level MUSC points
MUSC247	**Film Music**	An introduction to the practice and criticism of music in sound cinema from 1927 to the end of the twentieth century.	60 points
MUSC248	**Popular Music Perspectives**	Critical study of select popular music traditions, integrating topical case studies and interdisciplinary discussion of related scholarly issues.	60 points
PERF255	**Performance in Ethnomusicology**	This course is a practical study of performance in a selected Asia-Pacific musical tradition. Students choose one area of study from either Māori music performance or Javanese Gamelan.	40 100-level MUSC points
CMPO385	**Projects in Interactive Sound/Game Audio**	Exploration of the key development concepts in advanced programming for games and interactive artworks, including audio effects, composition techniques, project management, and coding.	One of CMPO 211, 281, 285, SWEN 200-299, COMP 200-299
CMPO386	**Audio Post-Production and Recording for Film**	Development of advanced recording and production skills, with a focus on large ensemble/concert hall recording, and audio mixing and sound for film. The course also develops critical perspectives on the practice, process and experience of advanced sound production.	One of CMPO 283, 286
MUSC347	**Topic in New Zealand Music**	Study of selected topics in New Zealand music considered from a range of historical, cultural, or critical perspectives.	One of MUSC 220-259
MUSC349	**Approaches to Popular Music**	Advanced study of select popular music traditions, integrating topical case studies and interdisciplinary discussion of related scholarly issues.	40 pts from (MUSC 200-299, MDIA 205)
MUSC351	**Studies in Music and Dance of Oceania**	Study of select cultures from Polynesia, Micronesia, and Melanesia and in-depth consideration of music and dance practices from a range of historical, ethnographic, or critical frameworks.	40 200-level points from MUSC, PASI, or MAOR