

To fulfil the requirement for the Music major, you must complete 24 units of study with:

- two courses (6 units) at level I
- two courses (6 units) at level II
- Three courses (12 units) at level III including the capstone.

Please check [Course Planner](#) for restrictions, pre-requisite requirements, assumed knowledge, and incompatible courses.

For help planning your degree, book a time with a program advisor at <https://calendly.com/uniofadelaide-fhms>

<u>LEVEL I</u>				<u>Units</u>
S1	MUSICOL	1200	Musicology Foundations	3
S1	MUSGEN	1003	From Elvis to YouTube I	3
S2	MUSGEN	1004	Musics of the World I	3
S1/2	MUSONIC	1000	Music Technology Foundations	3
S2	MUSONIC	1010	Sound & Media	3
S2	MUSONIC	1220	Sonic Arts (prerequisite for this course is Music Technology Foundations)	3
S1	MUSSUPST	1001	Musicianship 1A	3
S2	MUSSUPST	1002	Musicianship 1B	3
<u>LEVEL II</u>				
S1	MUSGEN	2001	From Elvis to YouTube II	3
S2	MUSGEN	2003	Music, Media & Contemporary Society II	3
S2	MUSGEN	2004	Musics of the World II	3
S1	MUSIC	2030	Indigenous Music: Roots & Key Concepts	3
S1	MUSICOL	2001	Music in Time and Place	3
S2	MUSICOL	2002	Music & Tradition in a Global Society	3
S1	MUSONIC	2310	Computer Music Composition II (prerequisite for this course is Music Tech Foundations)	3
S2	MUSONIC	2820	Sound Design for Film II (prerequisite for this course is Music Tech Foundations)	3
S1	MUSSUPST	2001	Musicianship 2A	3
S2	MUSSUPST	2002	Musicianship 2B	3
<u>LEVEL III</u>				
<i>Capstone (Compulsory)</i>				
S2	MUSICOL	3085	Music Research Arts	6

And six units from the following:

S1	MUSGEN	3002	Music and Ideas	3
S1	MUSGEN	3005	Village Voices - Greenwich Village in the 1960s	3
S1	MUSGEN	3011	Music, Health and Wellbeing A	3
S2	MUSGEN	3014	Music, Media & Contemporary Society III	3
S1	MUSIC	3001	Ideas in Indigenous Music: Advanced Concepts	3
S1	MUSICOL	3001	Applied Methods in Musicology	3
S2	MUSICOL	3002	Music Research 3	3
S2	MUSONIC	3310	Computer Music Composition III (prerequisite for this course is Music Technology Foundations)	
S1	MUSONIC	3720	Sound Design for Games III (prerequisite for this course is Music Technology Foundations)	
S1	MUSSUPST	3001	Musicianship 3	3