MUSIC (INSTRUMENTAL PERFORMANCE) - BACHELOR OF MUSIC

The Bachelor of Music (BM) curriculum is designed to prepare students for performance careers and private studio teaching and serves as a foundation for advanced study toward master's and doctoral degrees: M.M., D.M.A., or Ph.D in Music. In addition, the BM degree may lead to positions as professional entertainers or teachers at the college and university levels, or lead to music related work in the business world.

Requirements - Basic Music and Performance

Students must complete all University degree requirements, which include: General Education requirements, Viewing a Wider World requirements, and elective credits to total at least 129 credits with 48 credits in courses numbered 300 or above. Developmental coursework will not count towards the degree requirements and/or elective credits, but may be needed in order to take the necessary English and Mathematics coursework.

Prefix	Title	Credits
General Education		
Area I: Communication		10
English Compositi	on - Level 1 ¹	
English Compositi	on - Level 2 ¹	
Oral Communication		
Area II: Mathematics ^{1, 2}		
Area III/IV: Laboratory	Sciences and Social/Behavioral Sciences	10-11
PHYS 1125G	Physics of Music	
Area IV: Social/Be	ehavioral Sciences Course (3 credits) ¹	
Behavioral Science	IV: Laboratory Sciences Course or Social/ ces Course (4 or 3 credits) ¹	
Area V: Humanities ¹		3
Area VI: Creative and	Fine Arts ¹	3
General Education Elective ¹		
Viewing A Wider Wor	·ld ³	6
Departmental/Colleg	e Requirements	
Music Theory and Ear	Training	
MUSC 1450	Ear Training I	1
MUSC 1460	Music Theory I	3
MUSC 2451	Ear Training III	1
MUSC 2460	Music Theory III	3
MUSC 1451	Ear Training II	1
MUSC 1461	Music Theory II	3
MUSC 2452	Ear Training IV	1
MUSC 2461	Music Theory IV	3
MUSC 413	Form and Analysis	3
History and Literature		
MUSC 2151	An Introduction to World Music, Jazz and Music Research	3
MUSC 2240	Music History and Literature: Antiquity through Baroque	3
MUSC 302	Music History and Literature: Classic through Romantic	3
MUSC 303	Music History and Literature: 20th Century Through the Present	3

Total Credits		129-132
Electives, to bring the total credits to 129		0
Second Language Re	quirement: (not required)	
Instrumental Ensemble		12
Applied or Functional Piano		4
MUSC 440	Senior Recital ⁵	2
MUSC 340	Junior Recital	1
MUSC 430	Applied Music III (Instrumental) ⁴	
MUSC 330	Applied Music II (Instrumental)	
MUSC 2510	Applied Music I (Instrumental)	
Applied Music		20
MUSC 1310	Recital Attendance (take for eight semesters for a total of 4 credits)	4
Performance		
MUSC 486	Applied Music Pedagogy and Literature II	2
MUSC 441	Supervised Studio Teaching	2
MUSC 415	Orchestration	3
MUSC 386	Applied Music Pedagogy and Literature I	2
or MUSC 327	Choral Conducting	
MUSC 326	Instrumental Conducting	3
MUSC 325	Beginning Conducting	1
MUSC 2310	Sound and Music Technology	1
Techniques		
MUSC 429	Opera: History and Literature	
MUSC 424	Music of the Twentieth Century	
MUSC 422	Music of the Classic Era	
MUSC 421	Music of the Barogue Era	
Choose one 400-level	music history course from the following:	3

Total Credits 129-

See the General Education (http://catalogs.nmsu.edu/nmsu/general-education-viewing-wider-world/) section of the catalog for a full list of courses.

2

A Mathematics course is required for the degree but students may need to take any prerequisites needed to enter the course selected first.

3

See the Viewing a Wider World (http://catalogs.nmsu.edu/nmsu/general-education-viewing-wider-world/#viewingawiderworldtext) section of the catalog for a full list of courses.

4

All Music Majors must take MUSC 430 Applied Music III for a minimum of 2 semesters.

5

Music Performance students must take MUSC 440 Senior Recital for 2 credits.

Second Language Requirement

For the Bachelor of Music in Music with a Concentration in Instrumental Performance, there is no second language requirement for the degree.

Piano Proficiency

- Students must pass Piano Proficiency before presenting a Senior

 Project
- Students must enroll for Functional Piano until the Proficiency is passed