

## **Notification of Request for Authorization under the Degree-Granting Institutions Act**

**Date posted:** September 27, 2011

**Institution:** DigiPen Institute of Technology

**Nature of request:** Authorization to offer two additional degree programs at its Redmond campus

**Programs to be offered:**

Bachelor of Arts in Music and Sound Design

Bachelor of Science in Engineering and Sound Design

**Washington site where the program will be offered:**

DigiPen Institute of Technology

9931 Willows Road NE

Redmond, WA 98052

**Background:**

DigiPen Institute of Technology is an independent, for-profit institution authorized to offer degree programs in Washington since 1996. It is accredited by the Accrediting Commission of Career Schools and Colleges (ACCSC)

**Nature of the review:**

Prior to granting authorization to offer new degree programs in Washington State, the Higher Education Coordinating Board/Degree Authorization reviews elements such as program outcomes, course requirements, method of course delivery, faculty credentials, and student services.

The programs to be offered by DigiPen Institute of Technology appear to meet the requirements of the Degree-Granting Institutions Act.

Information on the additional programs can be found at the end of this notice.

**Timeline:**

The HECB will accept comments on this application until October 11, 2011.

Any individuals with knowledge that may indicate the institution and/or the program does not meet the authorization requirements of WAC 250-61 are requested to submit comments to:

<mailto:DegreeAuthorization@hecb.wa.gov>.

If you would like to know more about the current law and regulations that govern the program, the statute is RCW 28B.85 and the regulation is WAC 250-61. They can both be found at the following link: [Statutes and Regulations](#).

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**Program Title:**

**Bachelor of Arts in Music and Sound Design**

**Program Outcomes:** (abbreviated)

The “DigiPen Bachelor of Arts in Music and Sound Design offers a four year undergraduate education with an emphasis on foundational music, creativity and personal voice. DigiPen’s

unique experiential curriculum requires the application of these skills in a digital context. Not only will alumni be prepared for the sound technology industry, they will have the tools and vision to become leaders who can advance the art of sound design in video games and animated films.”

“DigiPen’s BA in Music and Sound emphasizes foundational studies such as music, theory, music history and literature, ear-training, composition, and performance. Although students are expected to attain high levels of proficiency in these content areas, students will also learn to use current digital and analog techniques for sound recording and mixing, electronic music production, editing, sound synthesis and design, and to bring these to bear on projects in each of their four years. These student projects will provide sound effects and music for team-based game and animation projects at DigiPen, giving the graduates of this program the ability to work in teams and meet production specifications and milestones.”

Number of Credits: 134 semester credits

Admission Requirements Unique to this Program:

Applicants are required to submit:

1. An online link to a video recording of two live, unedited performances in contrasting styles on the applicant’s instrument of choice;
2. A DVD copy of the audition performance, for archival purposes.
3. A portfolio demonstrating musical involvement. This may include: Scores and/or recording of compositions, arrangements, and/or performance, as well as concert programs, reviews, or other related material.

Required Courses:

Credits

General Education courses: (35 credits total)

COM150	Interpersonal and Work Communication.....	3
CS116	Introduction to Computer Technology and Programming.....	4
ENG110	English Composition .....	3
FLM115	History of Film and Animation.....	3
MAT103	Precalculus with Discrete Math .....	4
PHY115	Introduction to Applied Math and Physics .....	3
PHY116	Physics of Music and Sound.....	3
	Humanities and Social Sciences Electives.....	9
	English Electives.....	3

Core Courses: (78 credits total)

CS175	Scripting Languages .....	3
FLM151	Visual Language and Film Analysis.....	3
GAT240	Technology for Designers.....	3
MUS110	Private Lessons I – Instrumental or Vocal.....	1
MUS111	Private Lessons II – Instrumental or Vocal .....	1
MUS120	Ear-Training and Practical Musicianship I.....	2
MUS120L	Ear-Training and Practical Musicianship I Lab.....	1
MUS121	Ear-Training and Practical Musicianship II.....	2
MUS121L	Ear-Training and Practical Musicianship II Lab .....	1

MUS150	Sound Design Project I	2
MUS150L	Sound Design Project I Lab	2
MUS151	Sound Design Project II	2
MUS151L	Sound Design Project II Lab	2
MUS210	Private Lessons III – Instrumental or Vocal	1
MUS211	Private Lessons IV – Instrumental or Vocal	1
MUS220	Music Theory and Analysis I	3
MUS221	Music Theory and Analysis II	3
MUS230	Ear-Training and Practical Musicianship III	1
MUS230L	Ear-Training and Practical Musicianship III Lab	1
MUS231	Ear-Training and Practical Musicianship IV	1
MUS231L	Ear-Training and Practical Musicianship IV Lab	1
MUS250	Sound Design Project III	1
MUS250L	Sound Design Project III Lab	2
MUS251	Sound Design Project IV	1
MUS251L	Sound Design Project IV Lab	2
MUS260	Music History and Literature I	3
MUS261	Music History and Literature II	3
MUS310	Private Lessons V – Instrumental or Vocal	1
MUS311	Private Lessons VI – Instrumental or Vocal	1
MUS320	Principles of Composition I	3
MUS321	Principles of Composition II	3
MUS322	Interactive Music for Video Games	3
MUS330	Ear-Training and Practical Musicianship V	1
MUS330L	Ear-Training and Practical Musicianship V Lab	1
MUS331	Ear-Training and Practical Musicianship VI	1
MUS331L	Ear-Training and Practical Musicianship VI Lab	1
MUS350	Sound Design Project V	1
MUS350L	Sound Design Project V Lab	2
MUS351	Sound Design Project VI	1
MUS351L	Sound Design Project VI Lab	2
MUS410	Private Lessons VII – Instrumental or Vocal	1
MUS411	Private Lessons VIII – Instrumental OR Vocal	1
MUS450	Sound Design Project VII	1
MUS450L	Sound Design Project VII Lab	2
MUS451	Sound Design Project VIII	1
MUS451L	Sound Design Project VIII Lab	2

Elective Courses: (21 credits total)

Music Electives: (9 credits total)

Students choose three of the following courses:

MUS160	American Popular Music	3
MUS270	Survey of Jazz	3
MUS275	Survey of Opera	3
MUS280	World Music	3
MUS285	Music Notation and Scoring	3

MUS332	MIDI sequencing .....	3
MUS360	Sound Synthesis .....	3
MUS420	Orchestration I .....	3
MUS421	Orchestration II .....	3
MUS424	Procedural and Stochastic Music Composition .....	3
MUS430	Film Scoring and Synchronization .....	3

Game Application Techniques (GAT) Electives: (6 credits total)

Students may choose any GAT course offered by DigiPen for which they have met the prerequisites

General Electives: (6 credits total)

Students may choose any course offered by DigiPen for which they have met the prerequisites

Program Title:

**Bachelor of Science in Engineering and Sound Design**

Program Outcomes: (abbreviated)

DigiPen’s Bachelor of Science in Engineering and Sound Design offers a four year undergraduate education with an emphasis on foundational computer science, physics, mathematics, and software engineering. DigiPen’s unique experiential curriculum requires the application of these skills in a digital context. Not only will graduates be prepared for the sound technology industry, they will have the tools and vision to become leaders who can advance the art of sound engineering and design in video games and animated films.

DigiPen’s BS in Engineering and Sound Design emphasizes foundational studies such as: physics of music and acoustics, introductory musicianship, calculus, software engineering for game development, programming and data structures, and interactive sound synthesis. Although students are expected to attain high levels of proficiency in these content areas, students will also learn to use current digital and analog techniques for sound recording and mixing, electronic music production, editing, sound synthesis and design, and to bring these to bear on projects in two of their four years. These student projects will provide sound effects and sound engineering solutions for team-based game and animation projects at DigiPen, giving the graduates of this program the ability to work in teams and meet production specifications and milestones. In addition to the sound design projects, these students will enroll, in three of their four years, in game development and simulation projects. These projects apply the foundational programming and science skills to team development projects, producing highly skilled software engineers.

Number of Credits: 140 semester credits

Admission requirements specific to this program:

Students must have a strong aptitude for science and mathematics, therefore a grade of B or better in high school precalculus is required for admission.

Required Courses:

General Education Courses: (33 credits total)

COM150	Interpersonal and Work Communication.....	3
ENG110	English Composition .....	3
FLM115	History of Film and Animation.....	3
LAW115	Introduction to Intellectual Property and Contracts.....	3
MAT140	Linear Algebra and Geometry .....	4
MAT 150	Calculus and Analytic Geometry I .....	4
MAT 200	Calculus and Analytic Geometry II.....	4
PHY200	Motion Dynamics .....	3
PHY250	Waves, Optics, and Aerodynamics .....	3
Humanities and Social Sciences Electives.....		3

Core Courses: (98 credits total)

CS100	Computer Environment I.....	3
CS100L	Computer Environment Lab .....	1
CS120	High-Level Programming I – The C Programming Language .....	3
CS120L	High-Level Programming I Lab .....	1
CS170	High-Level Programming II – The C++ Programming Language .....	3
CS170L	High-Level Programming II Lab .....	1
CS180	Operating System I, Man-Machine Interface .....	3
CS200	Computer Graphics I.....	3
CS225	Advanced C/C++ .....	3
CS230	Game Implementation Techniques .....	3
CS245	Introduction to Interactive Sound Synthesis.....	3
CS246	Advanced Sound Synthesis.....	3
CS250	Computer Graphics II .....	3
CS260	Computer Networks I, Interprocess Communication .....	3
CS280	Data Structures.....	3
CS315	Low-Level Programming.....	3
FLM 151	Visual Language and Film Analysis.....	3
GAM100	Project Introduction .....	2
GAM100L	Project Introduction Lab .....	1
GAM150	Project I.....	2
GAM150L	Project I Lab .....	1
GAM200	Project II .....	2
GAM200L	Project II Lab .....	2
GAM250	Project II (a continuation of GAM200) .....	2
GAM250L	Project II Lab .....	2
GAM300	Project III.....	2
GAM300L	Project III Lab.....	3
GAM350	Project III (a continuation of GAM300).....	2
GAM350L	Project III Lab.....	3
MAT256	Introduction to Differential Equations.....	3
MUS120	Ear-Training and Practical Musicianship I.....	2
MUS120L	Ear-Training and Practical Musicianship I Lab.....	1

MUS121	Ear-Training and Practical Musicianship II.....	2
MUS121L	Ear-Training and Practical Musicianship II Lab .....	1
MUS150	Sound Design Project I .....	2
MUS150L	Sound Design Project I Lab.....	2
MUS151	Sound Design Project II.....	2
MUS151L	Sound Design Project II Lab.....	2
MUS250	Sound Design Project III .....	1
MUS250L	Sound Design Project III Lab .....	2
MUS251	Sound Design Project IV .....	1
MUS251L	Sound Design Project IV Lab .....	2
PHY320	Acoustics I .....	3
PHY321	Acoustics II.....	3

Music Elective Courses: (3 credits) Students choose one of the following courses

MUS160	American Popular Music .....	3
MUS260	Music History and Literature I .....	3
MUS261	Music History and Literature II .....	3
MUS270	Survey of Jazz.....	3
MUS275	Survey of Opera.....	3
MUS280	World Music .....	3
MUS285	Music Notation and Scoring .....	3
MUS322	Interactive Music for Video Games.....	3
MUS332	MIDI Sequencing.....	3
MUS360	Sound Synthesis.....	3

General Electives: (6 credits total)

Students may choose any course offered by DigiPen for which they have met the prerequisite.