

## Music Industry Studies BA Student Learning Outcomes

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Objective 1: Students will be fluent in the fundamental principles, theoretical concepts, and practical skills associated with the music industry. Students will engage in reflective practices, evaluate their own work, seek constructive feedback, and identify areas for growth and improvement.

Outcome 1.1: Students will solve discipline-specific problems.

Objective 2: Students will think critically and express themselves through various artistic and academic endeavors, including performing, engineering, marketing, managing, and entrepreneurship.

Outcome 2.1: Students will apply disciplinary knowledge in new contexts.

Outcome 2.2: Students will collaboratively work on a professional project.

Objective 3: Students will communicate effectively, work in teams, and model the executive traits of a music industry professional, including punctuality, preparedness, and ethical conduct.

Outcome 3.1: Students will write academic content using discipline-specific conventions.

Outcome 3.2: Students will orally apply methods/frameworks to explain a given discipline-specific problem.

Objective 4: Students will discuss societal, cultural, and global concepts as they apply to and arise from the music industry's important role in our lives and the world.

Outcome 4.1: Students will articulate the historical development of the discipline providing concrete examples of contributions from multiple cultures.

Outcome 4.2: Students will complete coursework using the ethical and moral standards of the discipline.

Objective 5: Students will develop and apply an array of technological, artistic, and business skills related to music and the industry of music.

Outcome 5.1: Students will use technology to overcome discipline-specific problems.

Outcome 5.2: Students will use artistic strategies to address discipline-specific problems.

Outcome 5.3: Students will use business acumen to resolve discipline-specific problems.