

B.Sc. Sound Engineering

CURRICULUM

Semester 1

- Fundamentals of Audio
- Media Equipment
- Ear Training and Working with Instruments
- Foundations of Live Sound & Audio Signal Processing
- Signal Routing Essentials
- Communication Skills
- Environmental Studies

Semester 2

- Music Recording Techniques
- Digital Audio Workstation
- Production Audio
- Music Production Techniques
- Introduction to Audio Software Engineering
OR
- Live Sound Console Operations & RF Deployment
- English Language for Media
- Digital Audio & Networking Technology
- Indian Music Appreciation

Semester 3

- Music Editing Techniques
- Sound Design 1
- Minor - I
- Minor - II
- Advanced Music Production Techniques
- Advanced Audio Software Engineering
- OR
- Speaker Management
- Visual Communication
- Piano & Keyboard Skills
- Media and Indian Culture

Semester 4

- Music Mixing Techniques
- Sound Design 2
- Project: Game Audio
- Minor - III
- Applied Music Production Techniques
- "Audio Data Science
- OR
- System Design and Deployment"
- Community Service - I
- Photography Skills

Semester 5

- Immersive Audio Technology
- Acoustics and Studio Construction
- Music Laws and Business
- Film Score Design
- AI in Audio Workflows
- Minor - IV
- Entrepreneurship Development
- Community Service - II

Semester 6

- Sound Engineering Graduation Project
- Project: Sound Design for Game
- Sound Engineering Internship
- Minor Project

Semester 7

- Media Research Project - I
- Research Methodology
- Media Research Publication
- "Experimental Music Production OR
- Advanced Audio and Multimodal Technologies OR
- Advanced Measurement and Tuning Systems"
- Project: Plugin Development

Semester 8

- Media Research Project - II
- Media Research Dissertation
- Research Project in Audio

