



This program roadmap represents one possible pathway to complete the program. **Please see a counselor** to create an education plan that is customized to meet your needs. This roadmap is not a guarantee of course availability or financial aid applicability.

Catalog: 2025-26

GE Pattern: local AA/AS

Total Units: 60

First Year

Semester 1

8 Units

CAT.	COURSE	UNIT	PREREQUISITES	GE AREA
Req	MUSM 311 Introduction to Music Business	3		
GE	ENGL C1000 Academic Reading and Writing or ENGL C1000H ^H Academic Reading and Writing - Honors	3		L1A
GE	any Area L7B (Life Development Skills) course	2		L7B

Semester 2

6 Units

CAT.	COURSE	UNIT	PREREQUISITES	GE AREA
Req	MUSM 312 Advanced Music Business	3		
GE	MATH 300 Introduction to Mathematical Ideas	3		L2

Second Year

Semester 3

9 Units

CAT.	COURSE	UNIT	PREREQUISITES	GE AREA
Req	BUS 300 Introduction to Business	3		L4
Req	MUSM 313 The Business of Music Management	3		
GE	any Area LIB (Oral Communication & Critical Thinking) course	3		L1B

Semester 4

6 Units

CAT.	COURSE	UNIT	PREREQUISITES	GE AREA
Req	BUS 350 Small Business Management/Entrepreneurship	3		
Req	MUSM 314 The Business of Music Marketing	3		

Third Year

CAREER PATH

Career Options:

ARC's Commercial Music: Business program explores the inner workings of the music industry in areas such as publishing, entertainment, distribution, and music law.

Typical career options include:

- booking agent
- personal manager
- business manager
- concert promotion
- studio owner/manager
- music legal services
- publicity writer/public relations
- tour manager
- music retail
- music publishing and distribution
- music licensing

Advising Notes:

- Students should meet with a counselor and the Commercial Music program director to ensure they are following an education plan that takes their needs and goals into consideration.
- This degree can be completed using either the local AA/AS general education (GE) pattern or the Cal-GETC transfer GE pattern. See a counselor to determine which pattern is best for you based on your academic goals.
- Students can substitute ESLW 340 for ENGL C1000/C1000H (formerly

Semester 5

9 Units

CAT.	COURSE	UNIT	PREREQUISITES	GE AREA
Req	MUFHL 321 Basic Musicianship	3		L3
GE	any Area L5 (Natural Sciences) course	3		L5
Elec	any elective course	3		

Semester 6

6 Units

CAT.	COURSE	UNIT	PREREQUISITES	GE AREA
Req	MUSM 120 Contemporary Songwriting I	3	MUFHL 321	
RE	BUS 210 The Business Plan	1		
RE	BUS 214 Financing a Small Business	1		
RE	BUS 216 Essential Records for the Small Business	1		

Fourth Year

Semester 7

7 Units

CAT.	COURSE	UNIT	PREREQUISITES	GE AREA
Req	MUFHL 330 World Music	3		
GE	any Area L6 (Ethnic Studies) course	3		L6
GE	any Area L7A (Physical Education) course	1		L7A

Semester 8

9 Units

CAT.	COURSE	UNIT	PREREQUISITES	GE AREA
Req	BUS 340 Business Law	3		
Elec	any elective course	3		
Elec	any elective course	3		

^H honors courses

known as ENGWR 300/480).

- **Elective Courses:** any elective courses numbered 100-499, or having a 4-digit number starting with C.

Scheduling Notes:

- MUSM 313 is offered in the fall.
- BUS 212, 218, and 224 are offered in the fall.
- MUSM 312 and 314 are offered in the spring.

Other Notes:

- Students can use this degree, with additional coursework, to prepare to transfer to earn bachelor's degrees in Music Industry Studies, Entertainment Management, Music Business/ Management/Marketing, and other related fields.

EXPLANATION OF CATEGORIES

Req	Required Core	A course that is required for this program
GE	General Education	A course that fulfills a specific general education requirement for a degree, which can be replaced with another course that meets the same requirement
Elec	Degree Elective	A degree-applicable course that is part of a degree roadmap to ensure that there is a total of at least 60 units, which is a requirement for an associate degree
RE	Restricted Elective	A course selected from a list of elective courses specified for this program in the course list in the catalog, which can be replaced with another course from the same list

