



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: 2026-27

GE Pattern: local AA/AS

Total Units: 60

First Year

Semester 1 8 Units

CAT.	COURSE	UNIT	PREREQUISITES	GE AREA
Req	MUSM 342 Recording Studio Techniques I	3		
GE	ENGL C1000 College Composition or	3		L1A
	ENGL C1000H ^H Honors College Composition	3		
GE	any Area L7B (Life Development Skills) course	2		L7B

Semester 2 9 Units

CAT.	COURSE	UNIT	PREREQUISITES	GE AREA
Req	MUSM 344 Recording Studio Techniques II	3	MUSM 342	
Req	MUSM 356 Pro Tools 101, Introduction to Pro Tools	1.5		
Req	MUSM 357 Pro Tools 110 Intermediate Pro Tools	1.5	MUSM 356	
GE	MATH 300 Introduction to Mathematical Ideas	3		L2

Second Year

Semester 3 6 Units

CAT.	COURSE	UNIT	PREREQUISITES	GE AREA
Req	MUSM 350 Recording Studio Techniques III	3	MUSM 344	
Req	MUSM 311 Introduction to Music Business	3		

Semester 4 6 Units

CAREER PATH

Career Options:

ARC's Commercial Music: Recording program provides students the core skills needed to enter a career in audio engineering. Foundational classes in the theory and art of recording are coupled with laboratory experiences in order to prepare the student for further study at a four-year institution or for an entry-level career position. Many students work in a recording studio or even start a studio/business of their own.

Once students have gained a background in music production, coupled with business and entrepreneurship skills, they are prepared to work in a wide variety of niches in the music industry such as:

- recording studio audio engineer/audio engineering assistant
- music producer
- post-production audio (voiceover, audio FX, Foley and ADR for film/TV)
- mastering engineer
- live sound operator
- acoustic design and installation engineer
- audio/media specialist for houses of worship
- audio engineer for video
- audio gaming engineer

CAT.	COURSE	UNIT	PREREQUISITES	GE AREA
Req	MUSM 334 Introduction to Musical Instrument Digital Interface (MIDI)	2		
RE	MUFHL 321 Basic Musicianship	3		L3
GE	any Area L7A (Physical Education) course	1		L7A

Third Year

Semester 5 7 Units

CAT.	COURSE	UNIT	PREREQUISITES	GE AREA
Req	MUSM 367 Audio for Video Post Production	3	MUSM 344	
Req	ET 302 Principles of Electricity and Electronics	4		

Semester 6 9 Units

CAT.	COURSE	UNIT	PREREQUISITES	GE AREA
Req	MUSM 362 Mixing and Mastering Music Projects	3	MUSM 350, 356 and 357	
Req	MUSM 306 Live Sound Reinforcement	3	MUSM 342	
GE	any Area L4 (Social & Behavioral Sciences) course	3		L4

Fourth Year

Semester 7 9 Units

CAT.	COURSE	UNIT	PREREQUISITES	GE AREA
Req	MUSM 320 Contemporary Songwriting	3		
RE	MUSM 361 Advanced Studio Sessions	3	MUSM 350	
GE	any Area LIB (Oral Communication & Critical Thinking) course	3		LIB

Semester 8 6 Units

CAT.	COURSE	UNIT	PREREQUISITES	GE AREA
GE	any Area L5 (Natural Sciences) course	3		L5

- audio multimedia specialist
- audiovisual consultant
- multimedia educators and specialist (K-12, college, university, conservatory, private studio)
- stage technician
- studio manager

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 known as ENGWR 300/480).

Scheduling Notes:

- MUSM 356 is scheduled during the 1st 8 weeks and MUSM 357 during the 2nd 8 weeks in the spring, so they can be taken in the same semester.
- MUSM 367 is offered in the fall.
- MUSM 140 and 362 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 Audio Recording, Music Production, Acoustical Engineering, and other related fields.

CAT.	COURSE	UNIT	PREREQUISITES	GE AREA
GE	any Area L6 (Ethnic Studies) course	3		L6

^H honors courses

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
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

- At the end of semester 4 students qualify for the **Digital Audio Production certificate**, and at the end of semester 7 students qualify for the **Commercial Music: Recording certificate**.

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