

MUSIC BUSINESS MANAGEMENT • AEMM MAJOR REQUIREMENTS • 2009

AEMM Courses

Level I - Core Courses	25
Level II - Advanced Courses	6
Level III - Management Concentration Courses (See reverse side)	15
Practice and Context Courses (See reverse side)	12
Internship	2

Total AEMM: 60 Credit Hours

Liberal Arts & Sciences (LAS) Courses	42
College-Wide Electives	18

Total LAS and Electives: 60 Credit Hours

Total BA: 120 Credit Hours

Level I - Core Courses:

All below courses must be taken by all AEMM majors (25 Total Credit Hours):

28-1110 Introduction to Management	3
28-1112 Managerial Economics	3
28-1115 Introduction to Marketing the Arts	3
28-2110 Accounting I	4
28-2111 Legal Aspects Arts and Entertainment	3
28-2115 Computer Uses for Managers	3
28-2120 Writing for Managers	3
28-3110 Finance	3

Level II - Advanced Courses:

Students must select a **minimum of 6 credit hours** from the following:

28-2150 Organizational Behavior: Human Relations Workshop	3
28-2160 Labor Relations for the Arts	3
28-2165 Managing Human Resources	3
28-2250 Investments	3
28-2610 E-Business I	3
28-3120 Accounting II	3
28-3130 Arts Entrepreneurship I	3
28-3135 Strategic Management	3
28-4123 Arts Management Experiential Research	3
28-4125 Ethics & Business of Arts	3
28-4155 Investment Portfolio Management	3
28-4511 Building Leadership Skills	3



This sheet is intended to guide students in course selection. Course requirements are subject to change by the Arts, Entertainment & Media Management Department. Students are expected to be aware of AEMM Department policies and are advised to read the Columbia College Chicago catalog and department materials each semester before registering. In addition, students are required to meet with their faculty advisor at least once each semester.

MUSIC BUSINESS MANAGEMENT • CONCENTRATION REQUIREMENTS

Level III - Unless otherwise advised by a faculty advisor, students should select from the courses in Music Business Management. The order of the course listing does not imply priority or sequencing; students should consult with an advisor to select the courses that best fit their needs.

CONCENTRATION COURSES

Students must select a **minimum of 15 credit hours** from the following:

The following courses are **required** for all Music Business Management Majors:

28-1410 Art & Business of Recording
28-2435 Music Publishing

Students must choose a minimum of **three** of the following courses:

28-2411 Applied Marketing: Record Industry
28-2420 Producing Recorded Music I
28-2422 Introduction to Pro Tools for Producers
28-2430 Talent Management
28-3428 Independent Label Management
28-3415 Record Promotion
28-3430 Music Publishing II: Licensing Strategies
28-3470 AEMMP Record Company: Production
28-3471 AEMMP Record Company: Marketing
28-3472 Decision Making in the Music Business
28-4410 The Press, Consumers, and the Music Business
28-4415 New Media Strategies: Music
28-4422 Producing Recorded Music II: Applied Techniques
28-4424 Producing Recorded Music III: Advanced Concepts
28-4426 Music Supervisor: Entertainment Industry
28-4427 Concepts of Recorded Music in the Entertainment Industry (LA) (Summer Only)
28-4436 MIDEM: Foreign Distribution of Music
28-4472 Special Topics: AEMMP Records Promotion
28-4475 Producing Recorded Music IV: Skill Development
28-4830 Presenting Live Performances
28-4831 Touring Live Entertainment

CONTEXT COURSES

Students must select a **minimum of 6 credit hours** from the following:

28-4760 Sponsorship for Sports and Live Entertainment
28-4815 Box Office and Beyond: Revenue Generation Strategies for Live Entertainment
32-16** Any Topical Music History or Survey Course
32-1620 Popular Contemporary Music
41-1100 Introduction to Radio
41-1300 The Club D.J.
41-1314 Rock & Soul on the Radio: Roots
46-2400 Hip Hop: Global Music and Culture
51-1111 Latin American Art, Literature, and Music
51-2103 Critical Vocabulary for the Arts
54-3675 Buzz in Marketing Communication

PRACTICE COURSES

Students must select a **minimum of 6 credit hours** from the following:

22-1275 Digital Video Editing Workshop
32-1100 Introduction to Music Theory
32-18** Any Private Lessons within the Music Department
32-1900 Music Theory for Recording
32-27** Any Music Department Ensemble
32-2911 Introduction to MIDI
36-1114 Web Design
36-1300 Digital Image Design
36-1400 Sound for Interaction
36-1500 Introduction to Game Development
36-2601 Authoring Interactive Media
40-1302 Television Arts: Production
41-1250 Radio Podcasting
41-3300 WCRX Practicum I
43-1110 Introduction to Audio