The Music Technology M.M. program provides students with a foundation in all facets of the music and audio technology field as well as skills in a focused area of study. Our mission is to prepare students both for doctoral study and for successful careers in audio engineering, production and post-production, audio/video mastering, multimedia and software development, audio signal processing, and acoustics. Students develop expertise within an academic setting where learning by creative experimentation is encouraged.
The Master of Music Program

As part of a large and active department, the Music Technology M.M. program emphasizes the integration of musical and technical skills. 45 credits are required to complete the M.M. degree, students may attend full- or part-time. Visit our website for suggested sequences of study. Music Technology maintains a close alliance with the department’s performance and composition programs, encouraging collaborations that explore new relationships between experimental and traditional approaches to music. Internships offer students the opportunity to work in a professional environment.

Located in New York City, the capital of the music industry, NYU’s Washington Square campus borders the city’s Greenwich Village and SoHo districts, which have long been considered the center of New York’s artistic community.

Faculty

Students benefit from the breadth and depth of academic and professional expertise. Music Technology faculty members include experts in computer music (Robert Rowe), 3D audio (Agnieszka Roginska), musicology (Ken Peacock), music cognition (Mary Farbood), and music information retrieval (Juan Bello). Our adjunct faculty features leading practitioners such as legendary composer Morton Subotnick, a pioneer of electronic music; Saul Walker, a specialist in console design and founding member of Automated Systems, Inc.; award-winning mastering engineer Alan Silverman; Joel Chadabe, founder and president of the Electronic Music Foundation; and Leszek Wojcik, recording studio manager at Carnegie Hall.

Music Technology Courses

The following Graduate Music Technology courses are offered during the Fall, Spring and Summer semesters.

- Advanced Audio Production
- Advanced Computer Music Composition
- Advanced Digital Signal Theory
- Advanced Musical Acoustics
- Advanced Programming - Max/MPS/Jitter
- Aesthetics of Recording
- The Art of Sound Reinforcement
- Audio for Video
- Audio for the Web
- Audio for Games and Immersive Environments
- Audio Mastering
- Colloquy: Music Technology
- Concert Recording I
- Concert Recording II
- Contemporary Music
- Creating with Interactive Media: Kyma
- Digital Audio Processing I
- Digital Audio Processing II
- Electronic Music Performance
- Film Music: Historical Aesthetic Perspectives
- Fundamentals of Digital Signal Theory + Lab
- Independent Study in Music Technology
- Java Music Systems
- MAX Programming
- MIDI Technology
- Music Editing for Film and Multimedia
- Music Information Retrieval
- Psychology of Music
- Scoring for Film and Multimedia
- Software Synthesis
- Songwriters Forum
- Special Topics in Audio Production
- 3D Audio
Facilities
Music Technology features new state-of-the-art facilities with a studio designed by the world renowned Walters-Storyk Design Group, including a 25-seat control/class room with 10.2 channel sound presentation, a live room large enough for a small orchestra. An audio research laboratory features a reconfigurable grid of speakers and microphones for 3D-Audio experiments and research.

Music Technology also maintains ten recording and computer music studios. Two multiple-format recording suites allow students to gain experience with the latest industry-standard equipment, including dozens of professional-level microphones and a fully automated 32-channel SSL mixing console.

Internship Program
Students are encouraged to participate in internships at leading recording studios, new-media web-related companies, music-scoring houses, and other music industry enterprises. These valuable opportunities often lead to permanent employment. Music Technology students may also study with some of the best professionals in the field through classes, independent study, and guest lectures.

Students may also participate in internships with faculty members to work on cutting-edge research while gaining practical skills applicable to careers in both industry and academia.

Open House
The annual Spring Music Technology Open House showcases our students’ work in a public forum. Events include demonstrations and posters of technological projects and a computer music concert featuring student performances and compositions. We encourage students to participate with class and thesis work during both years of their degree.

Research Group
The Music Technology program is a creative and lively community of music technologists conducting research in a variety of exciting fields such as music information retrieval, digital signal processing, music cognition, interactive music systems, and 3D audio. Students and faculty work together to source ideas and develop new technologies, often culminating in academic journal publications and presentations at professional conferences. Weekly activities include seminars, workshops, and discussion groups featuring the work of guest speakers, faculty, and students.

Our Music and Audio Research Lab (MARL) brings together scholars from the fields of music theory, technology and composition, computer and information science, interactive media, and media studies to explore the intersection between music, computation, and science. Our goal is to combine techniques and methodologies from the arts, the humanities, and the sciences to understand and model human cognitive abilities in music, and innovate the analysis, organization, and creation of music.
How to Apply
Visit www.steinhardt.nyu.edu/application to access the application or contact the Office of Graduate Admissions at 212 998 5030.

Deadlines
The application deadline is January 6 for fall admission and November 1 for spring admission.

Housing
NYU Steinhardt candidates desiring university housing should check "Yes" to the housing question on their graduate admissions application. Candidates who have submitted their tuition deposit will receive additional information and instructions in April for the summer and fall semester or early November for the spring semester.

The NYU Off-Campus Housing Office provides assistance to current and newly admitted NYU students who are seeking private off-campus apartment rentals. Extensive information is available in the Off-Campus Housing Guide and at the Off-Campus Housing Office. Learn more about the resources available by visiting www.nyu.edu/housing/offcampus

Financial Aid
NYU Steinhardt provides a variety of assistance options for graduate students. For more information visit www.steinhardt.nyu.edu/financial_aid/

Further Information
Visit www.steinhardt.nyu.edu/music/technology, call 212 998 5422, or send an email to musictechgrad.info@nyu.edu