



Film and Media Scoring/Game and Interactive Media Scoring

Bachelor of Music (Double Major)

Catalog Year Fall 24 - Sum 25 BM5.FILM.GAIM

The Film and Media Scoring and Game and Interactive Media Scoring major requires the purchasing of the screen scoring major bundle, which includes specific hardware and software components that meet the curricular, musical, and professional goals of the majors. More information can be found at <https://www.berklee.edu/sts/film-scoring>.

Study Abroad - please contact your major chair or studyabroad@berklee.edu.

Credits Required

				Study Abroad - please contact your major chair or studyabroad@berklee.edu.		SEMESTERS									
Course Number				Course Title		1	2	3	4	5	6	7	8	9	
DOUBLE MAJOR COURSES: 10 Credits Required															10
SCRN-202		Introduction to Scoring Technology for Media Composers							2						
SCRN-240		Introduction to Orchestration and Composition for Media Composers							2						
		Major Electives*								2				4	
*Major Electives (select 6 credits from the following): any course with a FILM or GAIM prefix not already completed; IN-495, and any 300 or 400 level courses from the following course prefix areas not already completed. CM, CW, IR, MB, MTEC, OCOMP, OCWPR, OMBUS, OMPRD, OSONG, PW, SCRIN, SW.															
FILM and MEDIA SCORING MAJOR: 24 Credits Required															24
ISKB-211 & 212		Basic Keyboard Techniques 1 & 2						1	1						
FILM-200		Introduction to Film Scoring					2								
CP-215		The Art of Counterpoint 2								2					
FILM-205		Scoring Technology 1									2				
FILM-207		Dramatic Scoring 1									2				
FILM-305		Scoring Technology 2										2			
FILM-340		Dramatic Orchestration for Film										2			
FILM-307		Dramatic Scoring 2										2			
FILM-351		Post Romantic Scoring											2		
FILM-405		Scoring Technology 3											2		
FILM-407		Dramatic Scoring 3											2		
FILM-487		Senior Portfolio and Seminar in Film Scoring												2	
GAME and INTERACTIVE MEDIA SCORING MAJOR: 21 Credits Required															21
GAIM-271		Introduction to Game and Interactive Media Scoring						2							
GAIM-371		Scoring for Interactive Media								3					
GAIM-381		Audio Foundations of Interactive Media								2					
GAIM-372		Mixing for Interactive Media									2				
GAIM-471		Advanced Scoring for Interactive Media									3				
GAIM-472		Advanced Mixing for Interactive Media										3			
GAIM-479		Project Management, Communication, and Collaborative Tools for Interactive Media										2			
GAIM-489		Senior Portfolio in Game and Interactive Media Scoring											2		
SCRN-491		Business Career Workshop for Media Composers												2	
MAJOR-SPECIFIC CORE MUSIC AND LIBERAL ARTS AND SCIENCES - 22 Credits Required															22
ET 211, ET-223, or ET-231		Ear Training 3, Ear Training 3 Entering, or Solfege 1						2							
ET-212, ET-224, or ET-232		Ear Training 4, Ear Training 4 Entering, or Solfege 2							2						
COND-211 or COND-216		Conducting 1 or Conducting 1 with Live Keyboard							1						
COND-217		Conducting 2 with Live Keyboard									1				
LMSC-xxx		Mathematics/Natural Sciences: Any 3-credit, 200 level or above LMSC course, including LMSC-207, 208, or 209 (preferred)									3				
LSOC-xxx or ASOC-xxx		Social Science												3	
MHIS-201, MHIS-202, or MHIS-203		History of Music in the European Tradition									2				
MHIS-3xx		Music History Elective: Any MHIS course level 300 or higher* (MHIS-331 recommended)											2		
LHUM-433		Digital Narrative Theory and Practice							3						
Lxxx-xxx or Axxx-xxx*		Liberal Arts and Sciences/Africana Studies Electives*												3	
* Any three credit courses from the following categories: AFST, AHIS, AHUM, ASOC, AMAS, LENG, LMSC, LHIS, LSOC, LVIS, LMAS, LFRN, LJPN, LHUM, LPHL, or LSPN.															
CORE MUSIC: 35 Credits Required															35
PERF 1-4		Performance Core 12 credits)													
		Private Instruction (50 min lessons are 2 credits, 30 min lessons are 1 credit)				2	2	1	1						
		Lab (Lxx course)							1	1					
		Ensemble (ENxx course)				1	1	1	1						
		Total Credits per semester**				3	3	3	3						
PW-111		Music Application and Theory				4									
AR-111 or AR-123		Arranging 1 or Arranging 1 for Continuing Students					2								
HR-112 or HR-114		Harmony 2 or Harmony 2 Entering					2								
HR-211, HR-213, or HR-215		Harmony 3, Harmony 3 Entering, or Harmony 3 Intensive							2						
HR-212, HR-214, or HR-216		Harmony 4, Harmony 4 Entering, or Harmony 4 Intensive								2					
ET-111		Ear Training 1				2									
ET-112 or ET-123		Ear Training 2 or Ear Training 2 Entering					2								
CM-211 & 212		Tonal Harmony and Composition 1 & 2					2	2							
CP-210		The Art of Counterpoint						3							
· Students should enroll in an ensemble (ENxx) and private instruction (Plxx) during their first four full-time semesters. · Two credits of performance studies (PSxx), excluding PSH, PST, & PSEM, may replace two credits of ensembles or labs. · Additional PSxx courses, excluding PSH-xxx, may be taken as general electives or major elective credits, depending on major.															
LIBERAL ARTS AND SCIENCES & AFRICANA STUDIES - 24 LAS/AFST Credits Required															24
MTEC-111 or MTEC-122		Introduction to Music Technology or Accelerated Introduction to Music Technology				2									
LENS-10x		Engaging Seminar				2									
LHUM-400		Professional Development Seminar									2				
LENG-111		Introduction to College Writing				3									
LENG-223		Literature Topics					3								
LHIS-xxx or AHIS-xxx		History										3			
AFST-221		Global Afrodiasporic Musics								3					
LVIS-xxx		Visual Studies												3	
LMAS-xxx or AMAS-xxx		Music and Society									3				
English as a Second Language: An assessment is required for all non-native English speakers. Students may be required to complete ESL courses based on the results of the assessment, which will apply as liberal arts and sciences electives or general electives.															
SEMESTER CREDIT TOTALS -->															16