


<div></div>		<div>Game and Interactive Media Scoring</div> <div>Bachelor of Music</div> <div>Catalog Year: 2024F Program Code: BM4.GAIM</div> <div>The Game and Interactive Media Scoring major requires the purchasing of the game scoring major bundle, which includes specific hardware and software components that meet the curricular, musical, and professional goals of the major. More information can be found on Berklee's website at https://www.berklee.edu/sts/tech-requirements or obtained from the Film Scoring Department department coordinator.</div>								Credits Required											
		<table><tr><th rowspan="2">Course Number</th><th rowspan="3">Course Title</th><th colspan="8">SEMESTERS</th></tr><tr><th>1</th><th>2</th><th>3</th><th>4</th><th>5</th><th>6</th><th>7</th><th>8</th></tr></table>		Course Number	Course Title	SEMESTERS								1	2	3	4	5	6	7	8
Course Number	Course Title	SEMESTERS																			
		1	2	3		4	5	6	7	8											
GAME AND INTERACTIVE MEDIA SCORING MAJOR: 30 Credits Required										30											
GAIM-271	Introduction to Game and Interactive Media Scoring			2																	
SCRN-202	Introduction to Scoring Technology for Media Composers				2																
SCRN-240	Introduction to Orchestration and Composition for Media Composers				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							2													
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 Electives*						2	2	2												
*Major Electives (select 6 credits from the following): any course with a GAIM prefix not already completed; FILM 205, FILM-207, HR-325, IN-495, and any 300 or 400 level courses from the following course prefix areas not already completed. CM, CW, FILM, IR, MB, MTEC, OCOMP, OCWPR, OMBUS, OMPRD, OSONG, PW, SCRN, SW.																					
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-212 or COND-217	Conducting 2 or 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											
Performance																					
Plxx-111	Private Instruction - Level 1 (50 minutes)	2																			
Plxx-112	Private Instruction - Level 2 (50 minutes)		2																		
Plxx-211	Private Instruction - Level 3 (30 minutes)			1																	
Plxx-212	Private Instruction - Level 4 (30 minutes)				1																
ILxx	Instrumental Labs			1	1																
ENxx	Ensembles	1	1	1	1																
Non-Performance																					
PW-111	Music Application and Theory	4																			
AR-111 or AR-123	Arranging 1 Entering or Arranging 1 Continuing		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	Tonal Harmony and Composition 1		2																		
CM-212	Tonal Harmony and Composition 2			2																	
CP-210	The Art of Counterpoint 1					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 total LAS/AFST Credits Required for a Bachelor of Music										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 - A screening is required for all non-native English speakers. Students may be required to complete ESL courses based on the results of the screening, which will apply as liberal arts or general electives																					
GENERAL ELECTIVES - 9 Credits Required										9											
		SEMESTER CREDIT TOTALS -->																			
		16	14	16	15	15	15	14	15												
		Total Required Credits								120											