MUMT 306. MUSIC AND AUDIO COMPUTING 1.

Credits: 3

Offered by: Music Research (Schulich School of Music)

Terms offered: Winter 2026

View offerings for Winter 2026 in Visual Schedule Builder.

Description

Concepts, algorithms, data structures, and programming techniques for the development of music and audio software, ranging from musical instrument design to interactive music performance systems.

- 3 hours
- Prerequisite: Previous digital audio and object-oriented programming experience.
- Restriction(s): Open only to students in the Music Technology MST Minor or by permission of the instructor.

Most students use Visual Schedule Builder (VSB) to organize their schedules. VSB helps you plan class schedules, travel time, and more.

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