

**Masters of Music in Screen Scoring**  
**2022 Catalogue Year**

**Requirements**

**Record of Progress**  
**(☑ when completed)**

**SCOR- Screen Scoring – 34 units**

*Lessons*

			<b>Fall</b>	<b>Spring</b>
502	Individual Instruction in Advanced Screen Scoring	4 units (FaSp)	—	—

*Program Intensive Courses*

503ab	Advanced Scoring for Motion Pictures & Television	4 units (FaSp)	—	—
511ab	History of Film Scoring	4 units (FaSp)	—	—
504ab	Orchestral Scoring	4 units (FaSp)	—	—
506	Applied Techniques in Contemporary Scoring	2 units (Sp)	—	—
523ab	Advanced Screen Scoring Technology	4 units (FaSp)	—	—
521ab	Recording, Mixing & Editing for the Screen Composer	4 units (FaSp)	—	—
512	Entrepreneurialism for the Screen Composer	2 units (Fa)	—	—
505ab	Advanced Game Scoring & Integration	4 units (FaSp)	—	—
507	Studio Conducting and Contemporary Score Analysis	2 units (Fa)	—	—

**CTPR- Production – 2 units**

473	Directing the Composer	2 units (Sp)		—
-----	------------------------	--------------	--	---

**Non-course requirements**

Portfolio*	0 units
------------	---------

Total:      36 units

\*A portfolio of multiple original manuscript scores for films and/or games, along with screening copies containing audio tracks, is required for graduation. The scoring faculty will provide students with additional details for this requirement.

**Time to Degree**

The degree is set up so that a student can earn the M.M. in 2 semesters at 18 units each semester, for a total of 36 units.

Advisor Contact Information:

Dr. Viet Bui  
(213)740-4721  
vietbui@usc.edu