

Master of Music in Sound Design - Minor in Audio Technology for Worship

HBI University

Course Duration: 2 years

Credit Hours: 69 (including 15 credit hours for minor)



Program Description

The Master of Music in Sound Design at HBI University is designed for students who want to specialize in audio engineering, sound effects, and digital music production for film, television, video games, and live performances. The program blends technical expertise in sound synthesis, spatial audio, and Foley recording with artistic and creative applications in media and performance settings.

The Minor in Audio Technology for Worship allows students to explore faith-based sound design, live worship mixing, and acoustics for sacred spaces. This minor provides hands-on experience with church audio systems, worship band sound engineering, and microphone techniques for vocal and instrumental ensembles.

This 69-credit hour program includes 30 credit hours of foundational courses in sound technology, 24 credit hours of core sound design courses, 15 credit hours in Audio Technology for Worship, elective coursework, a supervised practicum, and a research-based master's thesis.

Admissions Requirements

- Bachelor's degree in music, choral conducting, or a related field
- Minimum GPA of 3.0
- Audition and portfolio submission (video conducting samples required)
- Two letters of recommendation from music faculty or professional conductors
- Statement of purpose outlining career goals in conducting and choral ministry
- Interview with faculty committee

Practicum Requirement

Students must complete a 300-hour supervised practicum in a sound production studio, live venue, or faith-based audio engineering setting. Practicum placements include worship technology teams, media production companies, and post-production studios.

Master's Thesis

Students are required to complete a research-based master's thesis or capstone project focusing on advanced sound design, spatial audio for worship, or interactive media soundscapes. The thesis may include a written analysis along with an applied production component such as a live-recorded performance or audio installation for worship spaces

Program Outcomes

Graduates of this program will be able to:

- Utilize advanced sound design techniques for media, gaming, and live events.
- Apply audio technology principles to church worship settings.
- Implement mixing, mastering, and spatial audio processing techniques.
- Manage sound engineering teams for concerts, film, and faith-based productions.
- Prepare for careers in sound design, audio post-production, and live worship mixing.

Career Outcomes & Potential Salary

- Sound Designer (Film, TV, Video Games) – \$55,000 - \$120,000
- Live Sound Engineer (Church & Worship Settings) – \$50,000 - \$100,000
- Audio Post-Production Engineer – \$55,000 - \$110,000
- Worship Sound Director – \$50,000 - \$95,000
- Music & Technology Consultant – \$60,000 - \$125,000

Advocacy and Professional Development

Students are encouraged to join audio and music technology organizations such as:

- Audio Engineering Society (AES)
- Worship Music Audio Engineers Association
- Game Audio Network Guild (GANG)
- National Association for Music Merchants (NAMM)

Participation in sound design workshops, worship technology conferences, and music technology trade shows is highly recommended.

Course Breakdown (Total: 69 Credit Hours)

A. Foundational Courses (30 Credit Hours)

Course Code	Course Name	Credit Hours
AUD-601	Fundamentals of Sound Engineering	3
AUD-602	Digital Signal Processing for Audio	3
AUD-603	Microphone Techniques & Acoustics	3

AUD-604	Synthesis and Sound Design	3
AUD-605	Advanced Mixing and Mastering	3
AUD-606	Foley Art & Sound Effects Creation	3
AUD-607	Live Audio Systems & Setup	3
AUD-608	Spatial & Immersive Audio Technologies	3
AUD-609	Interactive Sound Design for Media	3
AUD-610	Research Methods in Sound Design	3

B. Core Sound Design Courses (24 Credit Hours)

Course Code	Course Name	Credit Hours
SND-701	Advanced Digital Audio Workstations	3
SND-702	Film and Game Sound Production	3
SND-703	Studio Techniques for Recording Artists	3
SND-704	Adaptive & Interactive Audio for Media	3
SND-705	Live Performance Sound Engineering	3
SND-706	Worship Audio & Sacred Space Acoustics	3
SND-707	Mixing & Mastering for Worship Music	3
SND-708	Supervised Sound Design Practicum	3

C. Audio Technology for Worship Minor (15 Credit Hours)

Course Code	Course Name	Credit Hours
ATW-901	Live Worship Sound Mixing	3
ATW-902	Audio Systems for Church Environments	3
ATW-903	Sound for Choirs & Worship Bands	3
ATW-904	Acoustics & Sound Design in Sacred Spaces	3

ATW-905	Faith-Based Audio Production Techniques	3
---------	---	---

D. Electives (9 Credit Hours)

Course Code	Course Name	Credit Hours
ELEC-841	Surround Sound & 3D Audio Techniques	3
ELEC-842	Audio Programming & Sound Scripting	3
ELEC-843	Music Production for Virtual Reality	3