MUSIC TECHNOLOGY AND COMPUTATION

Music technology is the field of scientific inquiry where practitioners study, discover, and develop new approaches to computational models of music that include data analysis, generative algorithms, interaction and performance systems (including hardware, input devices and sensors), conceptual and perceptual modeling, and tools for creative expression and music applications.

Admission to these programs opens in academic year 2024–2025.

Master of Science in Music Technology and Computation

The Master of Science in Music Technology and Computation (*http://catalog.mit.edu/degree-charts/master-music-technology-computation/#smtext*) is a one-year, thesis-based, residential program intended for exceptional individuals with robust preparation in both computer science and music, and ideally with some prior exposure to music technology. In the first semester, students take advanced music technology courses and electives. In the second, students focus on a faculty-advised research project with a thesis component. In addition, every student participates in the music technology colloquium—a speaker series where experts from industry and academia share their work and trends in the field.

Graduates will be well prepared for more advanced careers in music software and hardware companies, art/design with technology jobs, creating startups, or for continuing to PhD programs at peer institutions.

Master of Applied Science in Music Technology and Computation

The Master of Applied Science in Music Technology and Computation (*http://catalog.mit.edu/degree-charts/master-music-technology-computation/#masctext*) is a one-year, coursework-based, residential program intended for individuals with either strong musical preparation and moderate exposure to technical subjects, or solid training in technical subjects (including programming), with moderate musical training. In the first semester, students enroll in foundational classes in disciplines they have not fully explored along with classes to prepare them for advanced classes in music technology. In the second semester, students take at least two classes in advanced music technology as well as a choice of electives. An independently conceived capstone project rounds out the experience. In addition, every student participates in the music technology colloquium—a speaker series where experts from industry and academia share their work and trends in the field.

Graduates will be well prepared for more advanced careers in music software and hardware companies, art/design with technology jobs, creating startups, or for continuing to PhD programs at peer institutions.