

MUSIC TECHNOLOGY

BUILT FOR MUSICAL INVENTORS

Our Music Technology students don't just use Technology to make music. They invent the next generation of technologies that that will revolutionize the music industry.

Our students live and work in a top-tier research institute. Our faculty research how we create, perform, analyze, and learn about music - and then re-imagine music's place in the modern world.

COLLABORATE WITH THE BRIGHTEST MINDS IN ENGINEERING

The Master of Science in Music Technology is intrinsically tied to Georgia Tech Center for Music Technology research. Every student majoring in music technology is also a researcher, collaborating with our faculty in one of four labs.

Other majors at Georgia Tech also offer classes that teach how technology relates to music, and the Center for Music Technology regularly collaborates with our like-minded peers.

We encourage graduate students in the program to take a class outside of their major each semester, in order to further expand their set of technical skills.

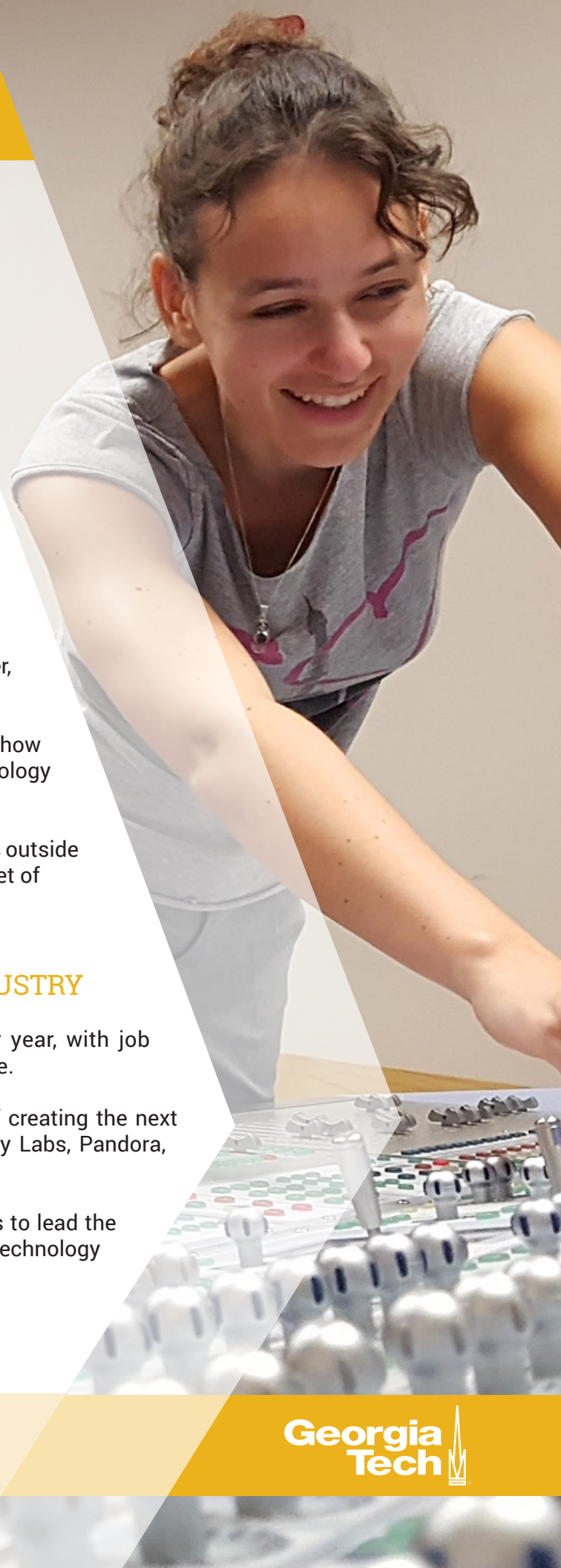
INFLUENCING THE MUSIC TECHNOLOGY INDUSTRY

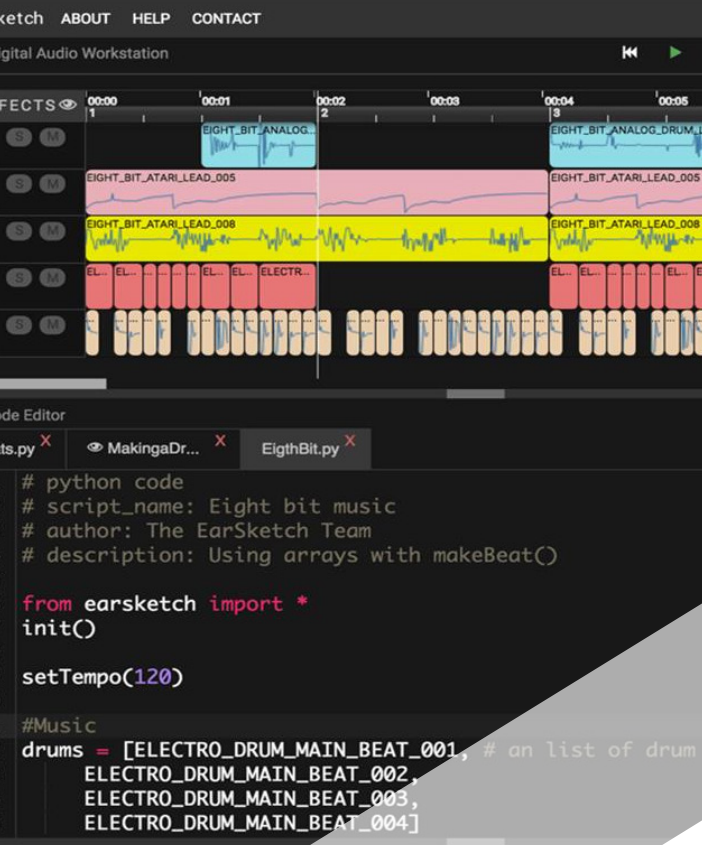
Music Technology continues to grow as an industry every year, with job postings in the field growing by over 200% in the last decade.

Our graduates are recruited by companies at the forefront of creating the next generation of technology, such as: Apple, Google, Bose, Dolby Labs, Pandora, Moog, and Smule.

The Master of Science in Music Technology enables students to lead the design, development, and creative implementation of music technology products and services in the coming decades.

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PROGRAM REQUIREMENTS

Successful design and development of music technology systems must be supported by knowledge of music, psychology, computing, engineering, and design.

The ideal candidate has experience in both musical and technical domains.

Prospective students will be expected to provide a URL link to content demonstrating their skills in technical and musical areas.

RESEARCH TOPICS

DISTRIBUTED MUSIC, COMPOSITION, EDUCATION: Enables mass-audience participation through real-time music notation systems, and develops transformative technologies for music education.

MUSICAL ACOUSTICS: Bridges the fields of music and engineering by studying historical and modern instruments to devise new ways to build instruments.

MUSIC INFORMATICS: Teaches computers to listen to and understand music, incorporating topics like audio content analysis and music processing.

ROBOTIC MUSICIANSHIP. Researches methods of meaningful musical interactions between humans and machines, through novel experiences and outcomes.

FULLY FUNDED PH.D. PROGRAM

This program is the ultimate goal for students who wish to be the leading experts of music technology for now and in the future.

Our Ph.D. candidates work side by side with faculty, researching exciting new developments in the world of music as it relates to technology.

WANT TO VISIT?

Sign up for an information session or email leslie.bennett@design.gatech.edu.

CREATING THE NEXT®