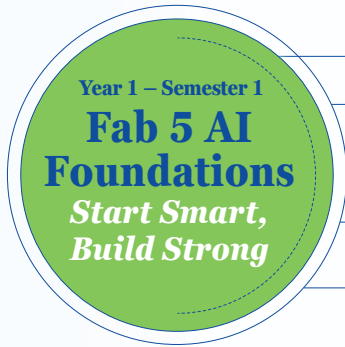


SCHOOL OF MUSIC, SOUND & CINEMATICS

AI Integrated B.Tech in Sound Engineering



Fundamentals of AI

AI Ethics and Governance

AI Programming with Python

AI Tools & Prompt Engineering

Entrepreneurial with AI

Year 1 – Semester 1

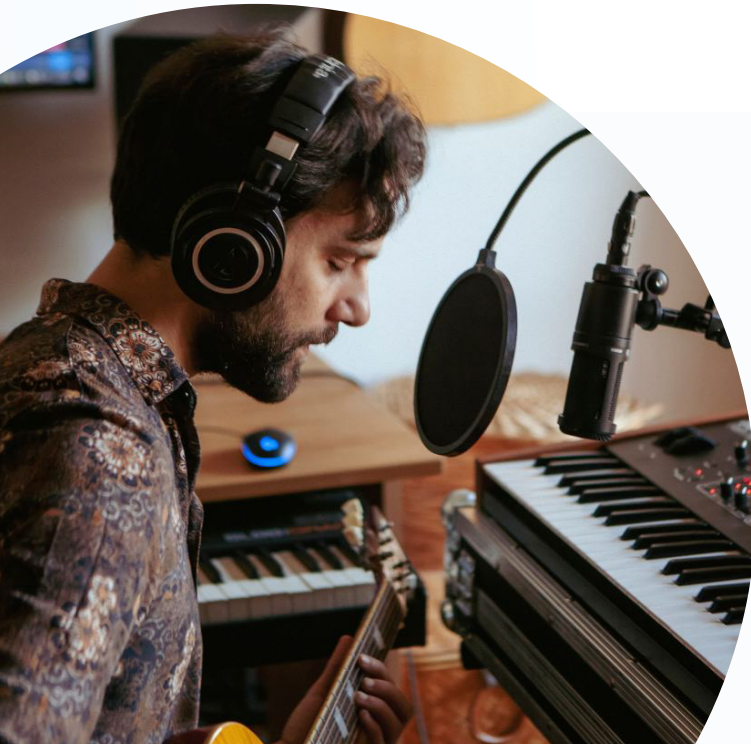
- Physics of Sound (KL)
- Computational Mathematics for Sound Engineering (KL)
- Basics of Analog Signal Processing (KL/LW)
- Basics of Digital Audio Workstation (LW)
- Digital Audio Theory (KL)
- Basics of Music Theory (KL)
- Personality Development & Effective Communication – I (AT)
- SMART Project (SD)
- Leadership Development Program (SD)
- Shoot Like a Pro: The Beginner's Guide to Video Mastery / OE from other school (SD)
- Indian Constitution (AT)

Year 1 - Semester 2

- Innovation & Musicpreneurship (GS)
- Fundamentals of Chemistry (KL)
- Audio Connections (KL/LW)
- Audio Consoles (KL/LW)
- Basics of Critical Listening (LW)
- Music Appreciation (WS) (LW)
- Music Appreciation (Ind) (LW)
- Basic Audio Electronics (KL/LW)
- Environmental Science (AT)
- Personality Development & Effective Communication – II (AT)
- E-Marketing & Branding (KL)
- Accounting & Finance (KL)

Exit Option to Qualify Certification

- Certificate in Sound Engineering



Students who achieve a score of 3 or higher in AP Music Theory are eligible to receive 3 credits, which can be applied toward the B.Tech in Sound Engineering program at Universal Ai University.

Note: The final courses which will be delivered will be approved by the BoS.

Year 2 – Semester 3

- Advanced Critical Listening (KL/LW)
- Advanced Digital Audio Workstation (LW)
- Acoustics & Studio Design (KL)
- Design Thinking and Innovation (KL/LW)
- Fundamentals of C++ (KL/LW)
- Advanced Microphone Techniques (KL/LW)
- Universal Human Values (SD)
- Machine Learning with Python (KL/LW)
- Personality Development & Effective Communication – III (AT)
- Sound Synthesis & Sampling Techniques (KL/LW)
- Music Recording Techniques (LW)

Year 2 – Semester 4

- Fundamentals of Filmmaking (KL/LW)
- Fundamentals of Music Mixing (LW)
- Advanced Digital Signal Processing
- Basics of Sound Reinforcement & Stagecraft (LW)
- Audio Post Production (LW)
- Audio Network Engineering (KL)
- Machine Learning in Audio Processing (LW)
- Electronic Music Production (LW)
- Personality Development & Effective Communication – IV (AT)

Year 3 – Semester 5

Audiography

- Film Sound Design Theory (KL)
- Sync Sound (LW)
- Game Sound (KL/LW)
- Film Appreciation 200 (KL/LW)
- Live Foley & MIDI For FSD (LW)
- Analyzing Different FSD From Films (KL)
- Dialogue Cleaning & Matching (LW)
- Collective Bargaining & Negotiation Skills (AT)
- Creative Thinking & Decision Making (AT)

Live Sound

- System Engineering (KL/LW)
- Concert Production (LW)
- FOH Setup (LW)
- Monitor World (LW)
- Digital Consoles (Live) (KL/LW)
- RF Management (LW)
- Collective Bargaining & Negotiation Skills (AT)
- Creative Thinking & Decision Making (AT)

Music Production

- Music Production for Commercials (KL/LW)
- Loop Based Music Production Techniques (KL/LW)
- Music Theory 200 (KL)
- Music Production Project (LW)
- Create Commercial Song (LW)
- Collective Bargaining & Negotiation Skills (AT)
- Creative Thinking & Decision Making (AT)

Year 3 – Semester 6

Audiography

- Stereo Mixing (Film) (KL/LW)
- Surround Mixing (KL/LW)
- Immersive Audio (KL/LW)
- Trailer Sound Design (LW)
- Loudness & Delivery Specs (LW)
- Professional Communication (SD)
- Self Esteem & Management – I (AT)
- Ethics & Morals (AT)

Live Sound

- FOH Mixing (LW)
- Monitor Mixing (KL)
- Show Planning & Show Files (SD)
- Concert Communication & Synchronization (LW)
- Concert Lights & Video (SD)
- Self Esteem & Management – II (AT)
- Ethics & Morals (AT)
- Professional Communication (SD)

Music Production

- Understanding Background Score Genres (KL/LW)
- Stereo Mixing (Music) (LW)
- Film Appreciation 200 (KL/LW)
- Music Scoring Project (KL)
- Spatial Audio Mixing (LW)
- Professional Communication (SD)
- Self Esteem & Management (AT)
- Ethics & Morals (AT)

Exit Option to Qualify Certification

* B.Tech students are eligible to opt for dual specializations in their 3rd and 4th years of the program. For example, a student may choose Music Production & Technology as their specialization in the 3rd year, and in the 4th year of the B.Tech program, opt for AI & ML in Audio to gain an added academic and industry advantage.

Year 4 – Semester 7

Audiography

- Film Economics (KL)
- Film Project – Capstone Project (LW)
- Critical Thinking & Problem Solving (AT)

Live Sound

- Live Audio Economics (KL)
- Live Audio – Capstone Project (KL)
- Critical Thinking & Problem Solving (AT)

Music Production

- Music Business & Laws (KL)
- Music Project – Capstone Project (LW)
- Critical Thinking & Problem Solving (AT)

Year 4 – Semester 8

Audiography

- OJT (Internship) (LW)
- Research Methodology (E-Learning) (LW)
- Research Paper Publication (KL)

Live Sound

- OJT (Internship) (LW)
- Research Methodology (E-Learning) (LW)
- Research Paper Publication (KL)

Music Production

- OJT (Internship) (LW)
- Research Methodology (E-Learning) (LW)
- Research Paper Publication (KL)

Exit Option to Qualify Certification

* B.Tech students are eligible to opt for dual specializations in their 3rd and 4th years of the program. For example, a student may choose Music Production & Technology as their specialization in the 3rd year, and in the 4th year of the B.Tech program, opt for AI & ML in Audio to gain an added academic and industry advantage.

