Music Audition Requirements for Electronics*

Undergraduate applicants may audition with Electronics as their musical instrument concentration for the Bachelor of Arts and Bachelor of Music Degree in Music Composition. The audition consists of the submission of a pre-screening portfolio as well as an on-campus audition.

The pre-screening portfolio will consist of a video (up to 7 minutes) and audio examples (up to 2 tracks, 5 minutes each) that demonstrate your use of technological tools in your creative process. The video and audio files will be submitted through the Acceptd application portal.

Faculty will evaluate the creative breadth and imagination as well as the technical skill of the pre-screening portfolios. Finalists will be invited to campus for a live audition.

*Electronics is a broad category of creating audio and audio/visual music using electronic devices including computing devices (computers/tablets/phones), electronic audio hardware (analog synthesizers/digital controllers), and audio/arts technology software (audio production/video production/music programming languages).

Guidelines for creating your pre-screening portfolio:

Pre-screening portfolios should demonstrate your musicianship and creativity through skillful use of technology. Your **video** should be no longer than 7 minutes long and should include:

1) a brief explanation of how you use technology in your creative workflow and
2) a demonstration or recorded performance of your work

The **audio example(s)** should highlight one or two tracks that represent your best work, with each track no more than 5 minutes long.

Both the video and audio track(s) should be uploaded on the Acceptd admission application portal (https://getacceptd.com/).

The faculty evaluation of portfolios will consider the artistic and technical skill in the following four broad categories:

1) **Performance**—performance includes any skills used to create live electronic music. This can include the use of electronic controllers, live coding, interactive electronic music, turntablism, circuit bending, live synthesis, and other uses of arts technology to create live music.
2) **Production**—production includes using electronics to create recorded works. The skills include recording, mixing, sequencing, sound design, video production, music for film, music for games, and any other use of electronics to create musical works.

3) **Software/Hardware Engineering**—software/hardware engineering includes the use of software and/or hardware for audio synthesis, digital signal processing, graphic design, animation, virtual reality, web audio programming, spatial audio, physical computing, or other modes of musical expression.
4) **Unconventional Use of Electronic Technology**—unconventional use of electronic technology can be varied and may include modes of expressing music with other arts technologies and/or modes of expressing music that lie beyond skill categories 1-3.

The on-campus audition:

During the on-campus audition, students will meet with faculty for 30 minutes. During this time, students will present a 10-minute demonstration of their work in electronics followed by a 20-minute interview with faculty. The demonstration should highlight your artistic and technical skill and may include performance on your own technical hardware and software, exhibition of your technical production talents, demonstration of your software/hardware engineering skills, and/or presentation of your unconventional uses of technology for artistic purposes. Finalists using live electronics may work in consultation with faculty to determine what UNT hardware/software resources (see http://cemi.music.unt.edu/studios for hardware and software details) will be available for their use during the audition. The audition is intended to be flexible enough to enable the finalist to best demonstrate their musical and technological skills using familiar tools.