

**THE UNIVERSITY OF PUGET SOUND**  
2017-2018 CURRICULUM GUIDE

**MUSIC, PERFORMANCE: VOICE EMPHASIS**

DEGREE: B. MUSIC

CONTACT PERSON: KEITH WARD

*Fall Semester Classes*

**A suggested four-year program:**

*Spring Semester Classes*

<b>Freshman</b>		<b>Units</b>		<b>Units</b>	
SSI 1	1	SSI 2	1		
Foreign Language*	1	Foreign Language*	1		
MUS 101/103	0.5/0.5	MUS 102/104	0.5/0.5		
MUS 161	0.5	MUS 162	0.5		
MUS 109	0	MUS 109	0		
Performing Group	+0.5	Performing Group	+0.5		
<b>Sophomore</b>		<b>Units</b>		<b>Units</b>	
MA core	1	HM core	1		
MUS 201/203	0.5/0.5	MUS 202/204	0.5/0.5		
MUS 230 (AR core)	1	MUS 231	1		
MUS 261	0.5	MUS 262	0.5		
MUS 235 (if offered) or MUS 293	0.5	MUS 236 (if offered)	0.5		
MUS 109	0	MUS 109	0		
Performing Group	+0.5	Performing Group	+0.5		
<b>Junior</b>		<b>Units</b>		<b>Units</b>	
MUS 293 or Elective	0.5/1	NS core	1		
MUS 361	1	MUS 362	1		
MUS 333	1	Upper Division Core Requirement	1		
MUS 356 (if offered) or 235 (if needed)	0.5/1	MUS 236 (if 235 taken in the Fall) or Elective	0.5/1		
MUS 309	0	MUS 309	0		
		MUS 422 Recital	0		
Performing Group	+0.5	Performing Group	+0.5		
<b>Senior</b>		<b>Units</b>		<b>Units</b>	
SL core or MUS 356 (if needed) or MUS 293 (if needed)	0.5/1	SL core or Elective	1		
Upper Division Core Requirement	1	CN core**	1		
MUS 461	1	MUS 462	1		
MUS 493	1	MUS Elective	1		
MUS 309	0	MUS 309	0		
		MUS 422 Recital	0		
Performing Group	+0.5	Performing Group	+0.5		

**NOTES:**

+ = activity credit (2 units may be counted toward the 32 required for the degree)

\*Two units of foreign language required. A proficiency exam or AP/IB credit do not waive this requirement.

\*\*Of the three units of upper division coursework required outside the first major, the Connections course will count for one unless it is used to meet a major requirement.

\*\*\*Students must work carefully with their advisor to assure that the combination of courses in the junior and senior years will reach the 32-unit requirement.

**Puget Sound requires a total of 32 units to graduate**



