



Music Department FAQs

1. Are music scholarships available?

Yes! Learn more about <u>music scholarships</u>. Renewable scholarships are available to Music majors or double majors ranging up to \$8000 annually. In addition, there are three annual scholarships open to ensemble participants or Music minors in their sophomore year or higher, which range up to \$3000 for a one-year award.

2. I want to stay involved with a music community. How do I register for ensembles?

Everyone excels with a supportive community in college – ensembles are it for music people like you! Each ensemble earns one credit. There are two steps:

- Register for the class. Your advisor will assist you.
- Sign up for an <u>audition</u> as needed for large ensembles.

3. Can I continue music lessons or learn a new instrument?

Students earn credit and pay no additional fees for weekly <u>music lessons</u>. We welcome beginners through advanced in voice, instruments, composition, and digital music. To register, fill out a <u>music lesson registration form</u>.

4. I'd like to take a class to fill my core graduation requirements. What are my options for the fall?

There are a variety of courses that will help you fulfill core graduation requirements:

- Perform in large <u>ensembles</u> for four semesters *
- MUSC 113 Music Theory & Aural Skills +
- MUSC 115-01 Music & Culture: Bach to Rock *
- MUSC 115-02 Music & Culture: Feminine Lens*#&
- MUSC 115-L03 Music & Culture: Chant to Hip hop * ^ &
- MUSC 130-L01 Intro to World Music * & # @
- MUSC 160-L01 Introduction to Music Business &
- MUSC 162-01 Roots of Blues, Rock, Country * @ >
- MUSC 204 Music and the Creative Process ^~
- MUSC 216-W01 USA Jazz: From Duke to Drake*^@%>
- MUSC 233 Music of the World * @

*= Fine Arts Requirement	#= Global Perspective
^= Common Good Changemaking	@= Human Diversity
&= Writing to Learn	%= Writing Intensive
+=Cultural, Social Transformation	~= Human Well-Being
>= American Culture & Difference	

Contact <u>music@stthomas.edu</u> with any questions.