

## **MUSIC**

### **Mission Statement**

*The Department of Music offers a personalized education at the baccalaureate level to equip students to perform at professional levels and to think critically as musicians and educators. This personalized education is augmented by numerous performance and ensemble opportunities. The department sponsors musical performances both alone and in conjunction with the theater and art departments to reach out to both the university and the community.*

### **Student Learning Outcomes**

#### **Content**

- Demonstrate the ability to perform at the highest level possible in their major instrument or voice.

#### **Critical Thinking**

- Classify composers and their musical compositions within historical and stylistic perspectives.

#### **Communication**

- Analyze musical problems by combining, as appropriate to the issue, their capabilities in performance; aural, verbal and visual analysis; composition/improvisation; and history and repertory.

#### **Integrity/Values**

- Develop personal, professional and artistic integrity.

## **Assessment of Student Learning Outcomes**

Students are expected to achieve levels of competency representative of their level of study in applied music. Jury exams are required each semester to assess student progress and constitute 50% of the final applied grade. Admission to the Junior Level (Advancement Exam) must be approved by the faculty at the end of the sophomore year. All students must perform juried recitals: performance majors present a junior and senior recital music students in the teaching track present a senior recital.

## **Job Prospects for Music Majors**

High School/Middle School Band Director  
High School/Middle School Choral Director  
Elementary Music Specialist  
Symphony Musician  
Concert Soloist

Opera Singer  
Studio Musician  
Church Musician  
Music Retail  
Private Music Studio

*Find Out More about Music at UWF:*

<https://uwf.edu/cassh/departments/music/undergradmajors/bachelor-of-music-bm-in-performance/>