This course introduces students to important skills in sound synthesis, interactive sound, narrative audio and other topics in music technology. We will study the history of electronic music and examine various forms of interactive/narrative audio including sonic art installations, musique concrete, radio storytelling, interactive audio for games, film audio, and more. Students will learn how to use the computer as a tool in audio production, music composition, arranging, and sound design to use sound most effectively in engaging the audience, and explore various approaches to digital sound production through historical and conceptual perspectives.