Inspire EDU

CAREER PATHWAYS RESEARCH · MUSIC

Music Career Pathways A Workforce Research Report

60 real career pathways rooted in high school music programs — **62% projected to grow by 2033** — mapped to labor-market data and classroom-ready standards.

Part I
State & District Leaders

Part II
Students & Families

Part III
Teachers & Counselors

Prepared by Inspire EDU · July 2026

A companion resource for NFHS-affiliated activity & fine arts programs

BY THE NUMBERS

Music Pathways Are Shifting Toward Growth

62% of the 60 music career pathways identified in this research are projected to grow in employment by 2033.

+1.4%
Average projected employment growth by 2033 across all mapped pathways

+15%
Fastest-growing pathway: Music Software UX Designer

4.0M
Combined national employment across the underlying occupational categories

Traditional performance and instrument-craft roles are holding flat or shrinking, but the pathways branching into technology, media, and digital production are growing fast — Music Software UX Designer leads at +15% by 2033. That is the investment signal for state and district leaders: fund the technology lanes and the growth follows.

FASTEST-GROWING PATHWAYS IDENTIFIED

1. **Music Software UX Designer** — +15% by 2033
2. **Performance Technologist** — +9% by 2033
3. **College Professor (Music)** — +7% by 2033
4. **Streaming Platform Curator** — +7% by 2033
5. **Exhibit Curator** — +7% by 2033

FOR EVERY READER

Quick-Reference Directory

Every music pathway identified in this research, in one place. Each pathway name links directly to its full profile — description, how to get the job, high school preparation, and standards alignment — in the Career Pathway Profiles section of Part III.

CATEGORY	PATHWAY	SALARY RANGE	GROWTH TO 2033
Business, Innovation & Dev	Audio Hardware Developer	$68,740 - $161,240	+1%
	Content Creator	$41,080 - $133,680	0%
	Creative Director	$61,060 - $211,410	0%
	Digital Media Specialist	$40,750 - $129,480	0%
	EdTech Product Manager	$79,850 - $211,450	+2%
	Media Host	$26,000 - $131,780	-6%
	Music Analyst	$63,650 - $194,410	-4%
	Music Critic	$34,590 - $162,430	-4%
	Music Journalist	$34,590 - $162,430	-4%
	Music Product Designer (Commercial & Industrial Designers)	$49,390 - $134,840	+3%
	Music Software UX Designer	$47,840 - $192,180	+15%
	Music Supervisor	$35,530 - $87,660	0%
	Performance Technologist	$36,600 - $134,980	+9%
	Podcast Host (Critique-based)	$34,590 - $162,430	-4%
	Product Engineer (Music Tech)	$68,740 - $161,240	-2%
	Rights Clearance Coordinator	$39,710 - $98,990	-4%
	Social Media Manager & Strategist	$42,070 - $144,610	+6%

CATEGORY	PATHWAY	SALARY RANGE	GROWTH TO 2033
	Streaming Platform Curator	$41,080 - $133,680	+7%
	Sync Licensing Agent	$40,750 - $129,480	-4%
Creative & Performing Arts	Broadcast Announcers and DJ's	$26,000 - $131,780	-6%
	Composer / Arranger / Orchestrator / Copyist	$34,990 - $157,010	0%
	Lyricist / Songwriter	$41,080 - $133,680	0%
	Music Director / Conductor	$34,990 - $157,010	0%
	Performer & Singer	$14.00 - $97.19	+1%
	Recording Artist	$18.68 - $105.44	+1%
	Video Game Composer	$34,990 - $157,010	0%
	Voice-Over Artist	$14.00 - $97.19	+1%
Cultural Preservation & Access	Exhibit Curator	$37,110 - $105,520	+7%
	Music Archivist	$39,330 - $104,780	+4%
	Music Librarian, Score Preparation	$38,920 - $100,880	+2%
	Orchestra Manager	$47,420 - $239,200+	0%
	Personnel Manager (Orchestra)	$83,790 - $239,200+	+5%
Education & Leadership	Career Counselor (Music Focus)	$43,580 - $105,870	+4%
	College Professor (Music)	$47,040 - $194,530	+7%
	Early Childhood Teacher	$46,440 - $102,010	-2%
	Instructional Coordinator	$46,560 - $115,410	+1%
	Middle or High School Music Educator	$47,330 - $104,670	-2%
	Music Education Policy Advocate	$50,020 - $129,820	-3%

CATEGORY	PATHWAY	SALARY RANGE	GROWTH TO 2033
	Nonprofit Arts Administrator	$50,020 - $129,820	+4%
	Outreach Coordinator (Museum/Ed)	$38,840 - $120,050	+1%
	Private Lesson Music Instructor (Tutor)	$38,840 - $120,050	+1%
Music Production & Live Events	Acoustical Engineer	$68,740 - $161,240	+3%
	Audio Engineer	$36,600 - $134,980	-2%
	Audio/Sound Editor	$36,600 - $134,980	+1%
	Broadcast Technician	$29,190 - $115,400	+1%
	Dialogue Editor	$36,600 - $134,980	+1%
	Event/Concert Manager	$35,990 - $101,310	+5%
	Foley Artist	$36,600 - $134,980	+1%
	Media Producer	$43,060 - $198,530	+5%
	Music Editor	$36,600 - $134,980	+1%
	Music Producer	$43,060 - $198,530	+5%
	Production Assistant	$38,570 - $84,810	+1%
	Recording Engineer	$36,600 - $134,980	-2%
	Road Crew Manager	$62,550 - $173,080	+5%
	Sound Designer	$36,600 - $134,980	+1%
	Stage Manager	$47,420 - $239,200+	+5%
	Studio Technician	$35,290 - $98,190	+3%
	Tour Lighting Director	$36,340 - $117,690 (Lighting Technicians)	+5%
	Tour Manager	$26,890 - $59,930	+5%
	Venue Manager	$62,550 - $173,080	+5%

FOR STATE & DISTRICT LEADERS

The Case for Music as Workforce Infrastructure

A data-forward briefing on how high school music programs connect students to a large, growing, and durable segment of the American workforce.

PART I · STATE & DISTRICT LEADERS

Why Music Pathways Are Workforce Infrastructure

Fine arts programs are too often evaluated against the wrong yardstick — compared to enrichment activities rather than recognized as an on-ramp to some of the fastest-growing, highest-skill segments of the modern economy. This research tests that framing directly: instead of asking whether music programs are valuable in the abstract, it asks where, specifically, students in these programs actually end up. The answer is 60 named, real-world occupations, each with its own labor-market footprint, salary band, and documented on-ramp from high school coursework and extracurricular activity. A marching band program is not just a Friday-night tradition — it is one of several entry points into audio engineering, live-event production, and music technology.

60
Distinct career pathways mapped from high school music programs

4.0M
Combined national employment across the 9 underlying occupational categories

+1.4%
Average projected employment growth by 2033 across all mapped pathways

$40K–$135K
Typical (median) salary band across all mapped pathways

20
Instructional standards documented for this discipline

+15%
Fastest-growing single pathway: Music Software UX Designer

Growth is uneven but real: 37 of 60 pathways are projected to grow through 2033, with technical, media, and production-support roles among the fastest movers — a clear signal for where counseling conversations and program investment should be weighted. The recommendations, category breakdown, and standards framework that follow turn that signal into a plan.

Recommendations for State & District Leaders

None of these recommendations require new programming — they ask leaders to recognize, connect, and resource what music programs are already producing.

1. FOLD PATHWAY DATA INTO PROGRAM REVIEW

When fine arts programs come up for budget or staffing review, bring the same workforce and growth data used for career-technical programs. The 60 pathways in this research give reviewers a concrete outcomes vocabulary instead of an appeal to enrichment value alone.

2. CROSS-WALK STANDARDS INTO CTE AND ADVISING SYSTEMS

The 20 standards documented here are already written in outcomes language. Mapping them into existing Career and Technical Education frameworks and advising software makes music coursework visible in the same systems that already drive graduation and pathway planning.

3. FUND THE TECHNICAL MIDDLE, NOT JUST THE PERFORMANCE FRONT

Many of the fastest-growing pathways identified are technical and production-support roles rather than on-stage performance. Equipment and facilities investment aimed at these roles has an outsized workforce return.

4. GIVE COUNSELORS THE PART III REFERENCE DIRECTLY

Much of the advocacy gap closes at the point of student advising. Distributing Part III of this guide to counselors and arts educators turns this research into something that changes a conversation in a counseling office, not just a budget hearing.

Pathways by Category

Music programs break down into a small number of program categories, each anchoring a cluster of career pathways. These are useful units for planning: a single strong production program can plausibly feed several categories at once.

CATEGORY	PATHWAYS	MEDIAN SALARY BAND	AVG. GROWTH TO 2033
Business, Innovation & Dev	19	$41,080–$144,610	+0.6%
Music Production & Live Events	19	$36,600–$134,980	+2.6%
Education & Leadership	9	$46,560–$120,050	+1.2%
Creative & Performing Arts	8	$34,990–$145,345	-0.4%
Cultural Preservation & Access	5	$39,330–$105,520	+3.6%

CATEGORY HIGHLIGHTS

LARGEST CATEGORY

19 pathways

Business, Innovation & Dev

The biggest single cluster of pathways — the category most likely to already be represented in your program.

FASTEST-GROWING CATEGORY

+3.6%

Cultural Preservation & Access

Average projected employment growth by 2033, the strongest of any category in this research.

HIGHEST-PAYING CATEGORY

$145,345

Creative & Performing Arts

Median salary ceiling — the highest top-of-band figure among all categories.

Standards Framework: Music Production, Live Entertainment & Media

Twenty standards across five thematic clusters, covering production and performance, arts education leadership, innovation and technical pathways, business and cultural institutions, and artist pathways.

MUSIC PRODUCTION, LIVE ENTERTAINMENT & MEDIA (MPLE)

MPLE.1 – Music Production, Sound Creation, and Audio Design

Students will create, record, manipulate, and refine music and sound for live and recorded media by applying digital audio production, song structure, sound design, Foley creation, synthesis, sampling, and recording techniques. They will use industry tools and workflows to develop original tracks, sound effects, and audio elements that support artistic expression, storytelling, and audience experience.

MPLE.2 – Audio Editing, Post-Production, and Music Technology Systems

Students will edit, synchronize, mix, analyze, and manage audio for music, film, television, games, and digital media by applying post-production workflows, dialogue editing, music editing, digital signal processing, and emerging music technologies. They will use professional software and technology systems to improve speech clarity, organize sound assets, align audio with visuals, and explore coding, machine learning, and computational tools for music and audio applications

MPLE.3 – Live Event, Touring, and Performance Production Operations

Students will support and coordinate live performances, concerts, tours, and venue-based productions by applying stage management, crew operations, event logistics, venue coordination, lighting, broadcast support, and technical setup practices. They will manage equipment, schedules, transitions, communication, safety procedures, and audience-facing operations to help ensure events run smoothly from load-in through breakdown.

MPLE.4 – Production Leadership, Media Operations, and Career Pathway Development

Students will plan, manage, and lead music, media, and live event productions by coordinating personnel, workflows, budgets, schedules, technical systems, and creative goals across recorded and live environments.

ARTS, MEDIA & ENTERTAINMENT

CI.1 – Creative Instruction & Facilitation

Students will design and lead engaging, inclusive learning experiences that support artistic, technical, and creative skill development across diverse learners and settings.

CC.1 – Communication, Collaboration, and Community Engagement

Students will apply professional communication, collaboration, and leadership skills to work effectively with learners, families, educators, and community partners. They will plan and lead programs, performances, and outreach initiatives that are inclusive and culturally responsive.

CD.1 – Curriculum Design, Assessment, and Instructional Leadership

Students will design, implement, and evaluate standards-aligned curriculum, lessons, and assessments that support artistic development and measurable learning outcomes.

PP.1 – Professional Practice, Career Development, and Industry Application

Students will demonstrate professional, ethical, and entrepreneurial practices within arts education and creative industries while exploring career pathways and supporting sustainable growth.

CREATIVE, TECHNICAL & INNOVATION PATHWAYS

INN.1 – Creative Design, Production, and Innovation

Students will design, create, and refine artistic and digital products using design thinking, production processes, and user-centered approaches.

TEC.1 – Systems, Technology, and Technical Application

Students will apply technical knowledge and industry-standard tools to design, operate, and maintain systems in music and media environments, ensuring reliability and performance

PRO.1 – Professional Practice, Business, and Industry Leadership

Students will manage careers and business operations using leadership, project management, legal awareness, and financial decision-making skills.

ENG.1 – Communication, Marketing, and Audience Engagement

Students will create and deliver content that engages audiences, builds brands, and supports creative work across media platforms.

MUSIC BUSINESS, OPERATIONS & CULTURAL INSTITUTIONS

OP.1 – Operations, Logistics, and Organizational Management

Students will manage scheduling, staffing, and organizational systems for performances and institutions, ensuring efficient operations and high-quality programming.

TS.1 – Technical Systems, Instrument Support, and Resource Management

Students will support instruments, equipment, and music resources through setup, maintenance, troubleshooting, and cataloging systems.

AR.1 – Archiving, Preservation, and Collection Development

Students will preserve and manage musical and cultural artifacts using archival practices and metadata systems.

EX.1 – Exhibition, Interpretation, and Audience Experience Design

Students will design engaging public experiences using storytelling, curation, and interpretive design.

PERFORMANCE, CREATION & ARTIST PATHWAYS

MU.1 – Music Direction, Performance, and Artistic Expression

Students will perform and lead music using conducting, technical skill, and expressive interpretation.

CP.1 – Composition, Songwriting, and Music Creation

Students will create and develop original music using theory, structure, and digital tools.

AP.1 – Audio Performance, Broadcasting, and Voice Production

Students will produce audio content for media platforms using vocal performance, storytelling, and broadcasting tools.

MP.1 – Music Production, Artist Development, and Interactive Media Integration

Students will produce music for digital platforms and interactive media while developing artistic identity and audience engagement.

FOR TEACHERS & COUNSELORS

The Complete Pathway Reference

Every career pathway identified in this research, with education requirements, adjacent coursework, high school preparation suggestions, linked activities, and standards alignment — organized for advising and curriculum planning.

Using This Guide

This section is built to be looked things up in, not read cover to cover. Each of the 60 pathways is presented as a self-contained profile with six consistent fields:

JOB DESCRIPTION

What the role actually involves day to day.

HOW TO GET THE JOB

Typical degree, credential, or portfolio path.

RAMP / ADJACENT COURSES

Coursework and certifications that build toward the role, useful for scheduling conversations.

HIGH SCHOOL PREPARATION

What a student can concretely do now.

LINKED ACTIVITIES

The specific school activity or production that builds toward this pathway.

STANDARDS ALIGNMENT

The instructional standard this pathway is tied to, for curriculum mapping.

Profiles are grouped by program category, then by sub-category — matching how most programs are staffed and scheduled. The full standards language is provided first, since several profiles reference the same standard.

Career Pathway Profiles

60 pathways across 5 program categories.

19 PATHWAYS

Music Production & Live Events

Music Production & Tech

Audio Engineer

Lighting & Sound Technology

$36,600 - $134,980

-2% to 2033 · 16,900 jobs (2024)

Audio Engineers operate and maintain equipment to record, mix, and reproduce sound. They work in studios, live venues, and media production to ensure high-quality audio for music, film, TV, or events.

HOW TO GET THE JOB

- Associate's or Bachelor's Degree in
- Audio Engineering
- Music Technology
- Sound Design

RAMP / ADJACENT COURSES

- Technical certifications (e.g., Pro Tools Certified, Avid, Dante)
- Audio trade schools (e.g., SAE Institute, Full Sail, Berklee Online)
- Apprenticeships or internships at studios, venues, or media companies

HIGH SCHOOL PREPARATION

Physics of sound, DAW software, studio lab

LINKED ACTIVITIES

Live Music Showcase, Children's Orchestra & Instrument Petting Zoo

KEY SKILLS

- Set Up and Use Equipment for Live and Recorded Sound: Learn how to connect and use microphones, mixers, speakers, and other audio gear for live performances and studio recordings.
- Use Music Software Like a Pro: Get comfortable using digital audio programs like Pro Tools, Ableton, or Logic to record, edit, and mix music.
- Work as a Team and Solve Problems Under Pressure: Practice working with others during live events or recording sessions, and learn how to fix issues quickly when something goes wrong.

Standard: MPLE.2 — Audio Editing, Post-Production, and Music Technology Systems

Recording Engineer

Lighting & Sound Technology

$36,600 - $134,980

-2% to 2033 · 16,900 jobs (2024)

Recording Engineers capture and shape sound in studios. They handle the technical setup for music, voice, and other audio recordings, ensuring clarity and quality during tracking and mixing sessions.

HOW TO GET THE JOB

- Associate's or Bachelor's Degree in
- Audio Engineering
- Music Production
- Sound Recording Technology

RAMP / ADJACENT COURSES

- Audio trade schools (e.g., SAE, Full Sail)
- Certification programs (e.g., Pro Tools, Logic Pro)
- Internships or on-the-job studio experience

HIGH SCHOOL PREPARATION

Microphone techniques, signal flow, audio mixing

LINKED ACTIVITIES

Live Music Showcase

KEY SKILLS

- Create and Edit Music Using Technology: Build skills in digital audio workstations (DAWs) like Pro Tools and Logic to record, mix, and master professional-sounding tracks.
- Record with Confidence: Learn how to use microphones correctly, understand how sound flows through studio gear, and develop strong listening skills to improve the quality of your recordings.
- Work Like a Pro in the Studio: Practice effective communication, manage recording sessions smoothly, and troubleshoot common tech issues with both software and hardware.

Standard: MPLE.2 — Audio Editing, Post-Production, and Music Technology Systems

Music Producer

Media Production & Broadcasting

$43,060 - $198,530

+5% to 2033 · 18,633 jobs (2024)

Music Producers oversee the creation of songs or albums. They guide the artistic and technical elements of recording projects. Shaping sound, directing performers, and managing the production process.

HOW TO GET THE JOB

- Bachelor's or Associate's in:
- Music Production
- Audio Engineering
- Music Technology

RAMP / ADJACENT COURSES

- Online courses, trade schools, or self-taught via DAWs and real-world practice.
- Strong portfolio and hands-on experience

HIGH SCHOOL PREPARATION

Project management, DAW production, ear training

LINKED ACTIVITIES

Live Music Showcase, Music Press Convention (Marketing & Publishing), Children's Orchestra & Instrument Petting Zoo

KEY SKILLS

- Master Music Software and Build Tracks from Scratch: Learn to use professional programs like Logic Pro, Ableton, FL Studio, and Pro Tools to compose, sample, and produce original music.
- Shape Songs from Start to Finish: Understand how to structure songs, create beats, design sounds, and apply recording, mixing, and mastering techniques.
- Lead Creative Projects with Artists: Develop collaboration skills, manage production timelines, and explore the business side of music including budgeting and promotion.

Standard: MPLE.1 — Music Production, Sound Creation, and Audio Design

Sound Designer

Lighting & Sound Technology

$36,600 - $134,980

+1% to 2033 · 29,220 jobs (2024)

Sound Designers create original audio elements for media such as film, games, theater, or music. They shape the sonic environment by producing effects, ambiances, and audio textures.

HOW TO GET THE JOB

- Bachelor's or Associate's Degree in:
- Sound Design
- Audio Production
- Film/TV Production

RAMP / ADJACENT COURSES

Online courses, Bootcamps, and Portfolio-building through indie projects.

HIGH SCHOOL PREPARATION

Synthesis, sampling, storytelling through sound

LINKED ACTIVITIES

Live Music Showcase

KEY SKILLS

- Create and Shape Sounds for Media: Use tools like Pro Tools or Reaper to record, edit, and design original sounds, including Foley and field recordings.
- Make Sound Fit the Scene: Sync sound effects, dialogue, and music with visuals for film, games, and theater using sampling, synthesis, and effects.
- Work Creatively and Stay Organized: Collaborate with directors and editors while managing sound files and preparing cue sheets for professional productions.

Standard: MPLE.1 — Music Production, Sound Creation, and Audio Design

Foley Artist

Lighting & Sound Technology

$36,600 - $134,980

+1% to 2033 · 29,220 jobs (2024)

Foley Artists create and record everyday sound effects to enhance film, TV, or game audio. They reproduce sounds like footsteps, clothing rustle, or object impacts in sync with on-screen action.

HOW TO GET THE JOB

- Associate's or Bachelor's Degree in:
- Audio Production
- Film/TV Production
- Sound Design

RAMP / ADJACENT COURSES

Apprenticeships, Sound workshops, or Hands-on training in post-production.

HIGH SCHOOL PREPARATION

Recording, Creativity with objects, Media syncing

LINKED ACTIVITIES

Foley Sound Lab & Foley Sync

KEY SKILLS

- Recreate Everyday Sounds for Film, TV, and Games: Use props and surfaces to produce footsteps, cloth rustle, or object movement in sync with visuals.
- Perform and Record Sounds with Precision and Timing: Work in real time while matching the pacing and feel of the scene.
- Collaborate in Post-Production Environments: Work with sound editors, mixers, and directors to enhance realism and storytelling.

Standard: MPLE.1 — Music Production, Sound Creation, and Audio Design

Studio Technician

Lighting & Sound Technology

$35,290 - $98,190

+3% to 2033 · 92,300 jobs (2024)

Studio Technicians manage the setup and operation of technical equipment in recording, broadcast, or production studios. They ensure smooth audio and video capture, signal flow, and equipment maintenance.

HOW TO GET THE JOB

- Degree Requirements for Studio Technicians (Not always required) Associate's or Bachelor's Degree in:
- Audio Engineering
- Music Technology
- Media Production

RAMP / ADJACENT COURSES

Trade schools, Certifications, or on-the-job training in studios or live sound environments.

HIGH SCHOOL PREPARATION

Audio setup, Troubleshooting, Equipment knowledge

LINKED ACTIVITIES

Live Music Showcase, Children's Orchestra & Instrument Petting Zoo

KEY SKILLS

- Set Up and Maintain Audio Recording Equipment: Prepare microphones, consoles, and signal paths for sessions in studio environments.
- Ensure Smooth Recording and Playback Operations: Monitor levels, troubleshoot issues, and assist engineers or artists during takes.
- Support Artists, Producers, and Engineers Creatively and Technically: Keep sessions on track by managing gear, software, and studio logistics professionally.

Standard: MPLE.2 — Audio Editing, Post-Production, and Music Technology Systems

Audio/Sound Editor

Lighting & Sound Technology

$36,600 - $134,980

+1% to 2033 · 115,800 jobs (2024)

Sound Editors assemble, refine, and mix audio elements, dialogue, effects, and ambient sounds for film, TV, games, or music. They shape the final soundscape to match the creative vision

HOW TO GET THE JOB

- Bachelor's or Associate's Degree in:
- Sound Design
- Audio Post-Production
- Film/TV Production

RAMP / ADJACENT COURSES

Vocational programs, Online courses, or Studio internships.

HIGH SCHOOL PREPARATION

Sound FX libraries, Mixing, Syncing to visuals

LINKED ACTIVITIES

Music Critique & Review Panel

KEY SKILLS

- Edit and Sync Dialogue, Effects, and Ambience: Clean up audio, match sounds to visuals, and create seamless transitions.
- Use Professional Software for Audio Post: Mix, layer, and export audio using industry-standard tools and workflows.
- Collaborate with Directors and Sound Teams: Ensure the final sound matches the creative vision and technical requirements.

Standard: MPLE.2 — Audio Editing, Post-Production, and Music Technology Systems

Dialogue Editor

Lighting & Sound Technology

$36,600 - $134,980

+1% to 2033 · 115,800 jobs (2024)

Dialogue Editors prepare and polish spoken audio for film, TV, or games. They ensure clean, synced, and natural-sounding dialogue.

HOW TO GET THE JOB

- Degree Requirements (Not always required)
- Audio Post-Production
- Sound Design
- Film/TV Production

RAMP / ADJACENT COURSES

On-the-job training, Post-audio internships, or Workshops.

HIGH SCHOOL PREPARATION

Speech clarity, ADR, Vocal editing

LINKED ACTIVITIES

Music Critique & Review Panel

KEY SKILLS

- Clean and Sync Recorded Dialogue to Picture: Edit, repair, and time dialogue to match performance and visual cues.
- Eliminate Background Noise and Artifacts: Use EQ, noise reduction, and editing tools for clarity and consistency.
- Coordinate with Directors, Sound Mixers, and ADR Teams: Ensure final dialogue meets professional standards and narrative needs.

Standard: MPLE.2 — Audio Editing, Post-Production, and Music Technology Systems

Music Editor

Lighting & Sound Technology

$36,600 - $134,980

+1% to 2033 · 115,800 jobs (2024)

Music Editors select, edit, and sync music to picture in film, TV, or games. They ensure the score fits timing, mood, and scene changes.

HOW TO GET THE JOB

- Degree Requirements (Not always required)
- Music Production
- Sound Design
- Film Scoring

RAMP / ADJACENT COURSES

Industry experience, Editing bootcamps, or Assisting seasoned editors.

HIGH SCHOOL PREPARATION

Music theory, Digital sync, Collaborative editing

LINKED ACTIVITIES

Music Critique & Review Panel

KEY SKILLS

- Sync Music to Picture with Precision and Emotion: Edit tracks to fit timing, mood, and transitions across film, TV, or games.
- Work Closely with Composers and Directors: Adjust cues, re-time music, and prepare temp tracks during production.
- Manage Cue Sheets and Licensing Needs: Document music use accurately for legal and royalty reporting.

Standard: MPLE.2 — Audio Editing, Post-Production, and Music Technology Systems

Acoustical Engineer

Engineering

$68,740 - $161,240

+3% to 2033 · 92,300 jobs (2024)

Acoustical Engineers design and analyze sound environments to optimize audio quality and reduce noise in buildings, products, or public spaces.

HOW TO GET THE JOB

- Degree Requirements Typically required:
- Bachelor's (or higher) in:
- Acoustical Engineering
- Mechanical Engineering

RAMP / ADJACENT COURSES

Advanced roles may prefer a Master's in Acoustics or Audio Engineering.

HIGH SCHOOL PREPARATION

Physics, acoustics, math

LINKED ACTIVITIES

Sound Troubleshooting & Repair Lab

KEY SKILLS

- Design and Analyze Sound Environments: Improve audio quality in studios, theaters, schools, and public buildings.
- Apply Acoustic Science to Real-World Projects: Use measurement tools and modeling software to address reverberation, insulation, and vibration.
- Collaborate with Architects, Audio Techs, and Clients: Balance sound performance with structural, aesthetic, and budget goals.

Standard: MPLE.2 — Audio Editing, Post-Production, and Music Technology Systems

Event & Live

Stage Manager

Design & Digital Arts

$47,420 - $239,200+

+5% to 2033 · 18,633 jobs (2024)

Stage Managers coordinate all aspects of a live performance, ensuring smooth execution from rehearsals to curtain call. They serve as the central link between directors, cast, and crew.

HOW TO GET THE JOB

- Bachelor's or Associate's Degree in: (Not always required)
- Stage Management
- Theater Production
- Performing Arts

RAMP / ADJACENT COURSES

- Start as Assistant Stage Manager (ASM) in school or community theater
- Apprenticeships with theater companies or unions (e.g. IATSE)
- Internships or production assistant roles in live events

HIGH SCHOOL PREPARATION

Scheduling, logistics, production planning

LINKED ACTIVITIES

Live Music Showcase, Children's Orchestra & Instrument Petting Zoo

KEY SKILLS

- Coordinate All Aspects of a Live Performance: Manage cast, crew, and cues to ensure smooth rehearsals and shows.
- Keep Productions on Schedule and Organized: Track timing, troubleshoot issues, and maintain detailed documentation.
- Communicate Clearly with All Departments: Serve as the central link between directors, designers, technicians, and performers.

Standard: MPLE.3 — Live Event, Touring, and Performance Production Operations

Tour Manager

Design & Digital Arts

$26,890 - $59,930

+5% to 2033 · 18,633 jobs (2024)

Tour Managers oversee the logistics of live performance tours. They coordinate travel, lodging, schedules, and on-the-road needs for artists and crew.

HOW TO GET THE JOB

- Bachelor's or Associate's Degree in:
- Music Business
- Event or Arts Management
- Hospitality / Entertainment Production

RAMP / ADJACENT COURSES

- Alternative Pathways
- Start as tour assistant, merch manager, or crew member
- Gain experience through internships or student band tours

HIGH SCHOOL PREPARATION

Travel planning, budgeting, artist support

LINKED ACTIVITIES

Children's Orchestra & Instrument Petting Zoo

KEY SKILLS

- Oversee All Logistics for Music Tours or Performances: Handle travel, lodging, schedules, and communication for the entire touring party.
- Manage Budgets, Advances, and Crew Needs: Coordinate with venues, promoters, and team members to ensure smooth operations.
- Solve Problems Quickly and Lead on the Road: Anticipate challenges, stay organized, and support artists while maintaining tour morale.

Standard: MPLE.3 — Live Event, Touring, and Performance Production Operations

Event/Concert Manager

Design & Digital Arts

$35,990 - $101,310

+5% to 2033 · 18,633 jobs (2024)

Event/Concert Managers plan and oversee live music events, handling logistics, staffing, budgeting, and venue coordination to ensure smooth execution.

HOW TO GET THE JOB

- Bachelor's or Associate's Degree in:
- Event Management
- Music Business
- Hospitality / Entertainment Production

RAMP / ADJACENT COURSES

- Alternative Pathways
- Start in entry-level roles: event assistant, production runner, or volunteer
- Intern with festivals, music venues, or planning firms

HIGH SCHOOL PREPARATION

Operations, contracts, staff coordination

LINKED ACTIVITIES

Children's Orchestra & Instrument Petting Zoo

KEY SKILLS

- Plan and Execute Live Music Events Smoothly: Oversee booking, logistics, staff, and schedules from setup to breakdown.
- Coordinate with Artists, Vendors, and Teams: Communicate with all parties to align on tech needs, contracts, and day-of timelines.
- Ensure Safety, Budget, and Audience Experience: Follow regulations, manage costs, and create a positive, engaging event for attendees.

Standard: MPLE.3 — Live Event, Touring, and Performance Production Operations

Venue Manager

Design & Digital Arts

$62,550 - $173,080

+5% to 2033 · 18,633 jobs (2024)

Venue Managers oversee the day-to-day operations of performance or event spaces. They handle bookings, staff, logistics, and ensure smooth facility operations.

HOW TO GET THE JOB

- Bachelor's or Associate's Degree in:
- Venue or Event Management
- Arts Administration
- Hospitality / Business Management

RAMP / ADJACENT COURSES

- Alternative Pathways
- Start as event staff, front-of-house, or operations assistant
- Intern or volunteer at theaters, clubs, or concert halls

HIGH SCHOOL PREPARATION

Facility management, ticketing, event compliance

LINKED ACTIVITIES

Live Event Setup & Strike Simulation

KEY SKILLS

- Oversee Daily Operations of Music and Performance Spaces: Manage staff, rentals, maintenance, and event logistics.
- Schedule Events and Coordinate with Artists and Promoters: Book talent, handle contracts, and ensure smooth technical setup.
- Ensure Guest Experience and Safety Standards: Lead crowd flow, accessibility, and emergency protocols while delivering a positive audience experience.

Standard: MPLE.3 — Live Event, Touring, and Performance Production Operations

Broadcast Technician

Media Production & Broadcasting

$29,190 - $115,400

+1% to 2033 · 29,220 jobs (2024)

Broadcast, sound, and video technicians set up, operate, and maintain the electrical equipment for media programs.

HOW TO GET THE JOB

- Associate's or Bachelor's Degree in:
- Broadcast Technology
- Audio/Video Production
- Communications

RAMP / ADJACENT COURSES

- Alternative Pathways
- Start as production assistant or AV tech
- Get certifications (e.g., SBE, Dante, AVIXA)

HIGH SCHOOL PREPARATION

AV technology, media streaming, troubleshooting

LINKED ACTIVITIES

Live Event Setup & Strike Simulation

KEY SKILLS

- Set Up and Operate Equipment for Live or Recorded Broadcasts: Manage cameras, microphones, switchboards, and transmission gear.
- Monitor Signal Quality and Troubleshoot Issues in Real Time: Ensure seamless audio and video feeds with minimal interruption.
- Support Studio and Field Productions: Work with producers, engineers, and on-air talent to keep broadcasts running smoothly.

Standard: MPLE.3 — Live Event, Touring, and Performance Production Operations

Tour Lighting Director

Media Production & Broadcasting

$36,340 - $117,690 (Lighting Technicians)

+5% to 2033 · 18,633 jobs (2024)

Tour Lighting Directors design and control lighting for concerts and live shows on tour. They ensure lighting enhances the performance and adapts to each venue.

HOW TO GET THE JOB

- Associate's or Bachelor's Degree in:
- Lighting Design
- Theater Production
- Live Event or Entertainment Technology

RAMP / ADJACENT COURSES

- Alternative Pathways
- Start as lighting tech or programmer on local shows
- Volunteer or work crew for school, venue, or festival events

HIGH SCHOOL PREPARATION

Lighting design, stagecraft, live production

LINKED ACTIVITIES

Live Music Showcase

KEY SKILLS

- Design and Program Lighting for Touring Performances: Create cue sequences and visual moods that match the music and stage flow.
- Operate Lighting Consoles in Live Environments: Run pre-programmed or improvised shows with precision during performances.
- Coordinate Load-Ins, Setups, and Power Needs on Tour: Adapt designs to different venues and ensure safety and consistency across cities.

Standard: MPLE.3 — Live Event, Touring, and Performance Production Operations

Road Crew Manager

Design & Digital Arts

$62,550 - $173,080

+5% to 2033 · 18,633 jobs (2024)

Road Crew Managers lead the technical and logistics team on tour. They oversee transport, setup, and teardown of stage gear, ensuring smooth operations at each stop.

HOW TO GET THE JOB

- Associate's or Bachelor's Degree in:
- Tour Management
- Music Business
- Event or Production Management

RAMP / ADJACENT COURSES

- Alternative Pathways
- Start as stagehand, tech, or production assistant
- Gain experience through smaller tours, festivals, or local venues

HIGH SCHOOL PREPARATION

Logistics, people management, touring experience

LINKED ACTIVITIES

Live Event Setup & Strike Simulation

KEY SKILLS

- Oversee Technical Crew and Gear Movement for Tours: Manage transportation, setup, and breakdown of instruments and equipment.
- Coordinate Daily Operations Across Cities and Venues: Handle timelines, backstage access, and communication with venue staff.
- Ensure Safety, Efficiency, and Crew Morale: Lead load-ins and load-outs, resolve challenges quickly, and maintain a professional tour environment.

Standard: MPLE.3 — Live Event, Touring, and Performance Production Operations

Production Assistant

Media Production & Broadcasting

$38,570 - $84,810

+1% to 2033 · 29,220 jobs (2024)

Production Assistants support all aspects of a film, TV, or live production. They handle logistics, run errands, and assist crew members to keep productions running smoothly.

HOW TO GET THE JOB

- Associate's or Bachelor's Degree in:
- Film/TV Production
- Media Studies
- Theater or Performing Arts

RAMP / ADJACENT COURSES

- Alternative Pathways
- Start as a volunteer, intern, or student crew member
- Work on student films, community theater, or independent sets

HIGH SCHOOL PREPARATION

Set protocols, communication, organization

LINKED ACTIVITIES

Live Event Setup & Strike Simulation

KEY SKILLS

- Support the Production Team in All Aspects: Run errands, set up gear, handle paperwork, and assist departments as needed.
- Communicate Clearly and Work Under Pressure: Take direction well, adapt quickly, and stay calm during fast-paced events or shoots.
- Stay Organized and Reliable On Set or On Tour: Keep track of schedules, gear, and logistics to keep productions running smoothly.

Standard: MPLE.3 — Live Event, Touring, and Performance Production Operations

Media Producer

Media Production & Broadcasting

$43,060 - $198,530

+5% to 2033 · 167,000 jobs (2024)

Media Producers plan, manage, and deliver content for TV, film, digital, or audio platforms. They oversee creative and logistical aspects from concept to final product.

HOW TO GET THE JOB

- Bachelor's Degree in:
- Media Production
- Film/TV Production
- Communications

RAMP / ADJACENT COURSES

- Alternative Pathways
- Start as a Production Assistant or Content Creator
- Intern at media companies, agencies, or studios

HIGH SCHOOL PREPARATION

Budgeting, scheduling, multimedia workflow

LINKED ACTIVITIES

Interactive Sound Installation Project

KEY SKILLS

- Plan and Oversee Creative Media Projects from Start to Finish: Coordinate crew, cast, gear, and timelines for video, audio, or live productions.
- Manage Budgets, Schedules, and Team Workflow: Keep projects on track while solving problems and communicating with all departments.
- Ensure Quality, Vision, and On-Time Delivery: Support the creative team while keeping production smooth and professional.

Standard: MPLE.4 — Production Leadership, Media Operations, and Career Pathway Development

9 PATHWAYS

Education & Leadership

Music Education

Middle or High School Music Educator

Education, Training and Library

$47,330 - $104,670

-2% to 2033 · Est. 40,500 jobs (2024)

Music Educators teach performance, theory, and appreciation to students in grades 6–12. They lead ensembles, develop curriculum, and foster musical growth.

HOW TO GET THE JOB

- Bachelor's Degree in:
- Music Education
- Music Performance (with teaching certification)
- State teaching credential/certification (varies by location)

RAMP / ADJACENT COURSES

- Alternative Pathways
- Start as a teaching artist, private instructor, or paraeducator
- Complete alternative certification programs

HIGH SCHOOL PREPARATION

Music theory, band/choir participation, education pathway

LINKED ACTIVITIES

Children's Orchestra & Instrument Petting Zoo

KEY SKILLS

- Teach Music Theory, Performance, and Appreciation: Guide students in developing skills on instruments, voice, and listening.
- Plan and Lead Ensembles, Classes, and Concerts: Manage rehearsals, curriculum, and performances in school or community settings.
- Create Inclusive, Engaging Learning Environments: Adapt to student needs while fostering creativity, discipline, and collaboration.

Standard: CI.1 — Creative Instruction & Facilitation

Early Childhood Teacher

Education, Training and Library

$46,440 - $102,010

-2% to 2033 · Est.415,360 jobs (2024)

Early Childhood Teachers support the learning and development of children from birth to age 8 through play-based and structured instruction.

HOW TO GET THE JOB

- Associate's or Bachelor's Degree in:
- Early Childhood Education
- Child Development
- Education (with early learning focus)

RAMP / ADJACENT COURSES

- Alternative Pathways
- Begin as a teacher assistant or childcare provider
- Gain experience in Head Start or pre-K programs

HIGH SCHOOL PREPARATION

Child development, music fundamentals, education elective

LINKED ACTIVITIES

Children's Orchestra & Instrument Petting Zoo

KEY SKILLS

- Support Cognitive and Social Growth Through Play: Use music, storytelling, and creative activities to build foundational learning.
- Create Safe, Responsive, and Engaging Classrooms: Foster emotional development and curiosity in young children.
- Collaborate with Families and Education Teams: Communicate regularly and adapt strategies to meet developmental needs.

Standard: CI.1 — Creative Instruction & Facilitation

College Professor (Music)

Education, Training and Library

$47,040 - $194,530

+7% to 2033 · Est. 101,500 jobs (2024)

Music Professors teach courses in performance, theory, composition, or music history at the college level. They also guide student development and contribute to academic research or artistic work.

HOW TO GET THE JOB

- Degree Requirements Master's or Doctorate (DMA or Ph.D.) in
- Music Performance
- Music Education
- Composition

RAMP / ADJACENT COURSES

- Alternative Pathways
- Begin as an adjunct instructor, lecturer, or teaching assistant in college music programs
- Build credentials through professional performance, research, publications, or ensemble leadership

HIGH SCHOOL PREPARATION

Advanced music theory, music history, public speaking

LINKED ACTIVITIES

Children's Orchestra & Instrument Petting Zoo

KEY SKILLS

- Teach College-Level Music with Confidence: Lead engaging courses in performance, theory, history, or pedagogy, adapting instruction for diverse learners in higher education settings.
- Create and Share Scholarly or Artistic Work: Contribute to the field through research, publications, or creative performances that support academic and artistic growth.
- Mentor Students and Manage Academic Responsibilities: Guide students through advising, ensemble leadership, and feedback while handling curriculum planning, committee work, and online learning tools.

Standard: CI.1 — Creative Instruction & Facilitation

Private Lesson Music Instructor (Tutor)

Education, Training and Library

$38,840 - $120,050

+1% to 2033 · Est. 162,300 jobs (2024)

Private Music Instructors teach individual or small-group lessons in instruments, voice, or theory. They tailor instruction to each student's goals and skill level.

HOW TO GET THE JOB

- Degree Requirements Associate's or Bachelor's Degree in
- Music Performance
- Music Education
- Music Theory or Composition

RAMP / ADJACENT COURSES

- Alternative Pathways
- Start by teaching friends, family, or community students
- Offer lessons through music stores, schools, or online platforms

HIGH SCHOOL PREPARATION

Performance skill, pedagogy, entrepreneurial skills

LINKED ACTIVITIES

Children's Orchestra & Instrument Petting Zoo

KEY SKILLS

- Teach Instruments or Voice with Flexibility: Adapt lessons to each student's age, level, and goals—whether in person or online.
- Build Musical Technique and Confidence: Help students develop strong fundamentals, practice habits, and performance skills.
- Run Your Own Studio or Teaching Business: Manage scheduling, communication, payments, and materials while creating a welcoming learning environment.

Standard: CI.1 — Creative Instruction & Facilitation

Instructional Coordinator

Education, Training and Library

$46,560 - $115,410

+1% to 2033 · Est. 2,070 jobs (2024)

Instructional Coordinators develop and implement curriculum standards, train teachers, and evaluate instructional effectiveness in schools or districts.

HOW TO GET THE JOB

- Master's Degree typically required in
- Education or Curriculum & Instruction
- Educational Leadership
- Content Area (e.g., Music, Math) + Pedagogy

RAMP / ADJACENT COURSES

- Alternative Pathways
- Begin as a classroom teacher or department lead
- Gain experience writing curriculum or leading PD

HIGH SCHOOL PREPARATION

Leadership, curriculum design, budgeting

LINKED ACTIVITIES

Music Catalog & Archive Project

KEY SKILLS

- Design and Improve Curriculum and Teaching Strategies: Develop standards-aligned materials and lesson plans across subjects or grade levels.
- Support Teacher Growth Through Coaching and Training: Lead professional development, observe classrooms, and offer actionable feedback.
- Use Data and Policy Knowledge to Guide Instruction: Analyze student outcomes and align curriculum with district, state, or federal guidelines.

Standard: CD.1 — Curriculum Design, Assessment, and Instructional Leadership

Outreach Coordinator (Museum/Ed)

Education, Training and Library

$38,840 - $120,050

+1% to 2033 · 46,520 jobs (2024)

Outreach Coordinators develop and lead educational programs that connect museums or cultural institutions with schools and communities.

HOW TO GET THE JOB

- Associate's or Bachelor's Degree in
- Communications
- Public Relations or Marketing
- Nonprofit Management

RAMP / ADJACENT COURSES

- Alternative Pathways
- Start by volunteering or interning with nonprofits or schools
- Coordinate events, partnerships, or youth programs

HIGH SCHOOL PREPARATION

Event planning, education, museum programming

LINKED ACTIVITIES

Music Outreach Event & Workshop Design

KEY SKILLS

- Connect Schools, Families, and Community Partners: Build relationships to increase program access and promote resources or services.
- Plan Events and Share Information Effectively: Organize workshops, info sessions, and campaigns using email, flyers, and social media.
- Listen and Adapt to Community Needs: Gather feedback, support inclusive outreach, and respond to challenges with creativity and care.

Standard: CC.1 — Communication, Collaboration, and Community Engagement

Arts Administration & Advocacy

Nonprofit Arts Administrator

Community and Social Service

$50,020 - $129,820

+4% to 2033 · 3,712,900 jobs (2024)

Nonprofit Arts Administrators manage operations, programming, and fundraising for arts organizations, ensuring programs run smoothly and mission goals are met.

HOW TO GET THE JOB

- Bachelor's or Master's Degree in
- Arts Administration
- Nonprofit Management
- Performing Arts or Cultural Management

RAMP / ADJACENT COURSES

- Alternative Pathways
- Start in entry-level roles (e.g., program assistant, development intern)
- Volunteer with arts nonprofits or community events

HIGH SCHOOL PREPARATION

Arts management, fundraising, nonprofit operations

LINKED ACTIVITIES

Grant Writing & Fundraising Pitch Simulation

KEY SKILLS

- Manage Programs That Support the Arts and Education: Oversee events, residencies, and partnerships that expand arts access and impact.
- Fundraise and Advocate for the Mission: Write grants, run campaigns, and build donor relationships to sustain creative programming.
- Lead Teams and Operations with Vision and Clarity: Coordinate staff, budgets, and strategy while aligning daily work with long-term community and artistic goals.

Standard: PP.1 — Professional Practice, Career Development, and Industry Application

Music Education Policy Advocate

Community and Social Service

$50,020 - $129,820

-3% to 2033 · 6,500 jobs (2024)

Music Education Policy Advocates promote equitable access to music instruction by influencing education policy, funding, and legislation.

HOW TO GET THE JOB

- Bachelor's or Master's Degree in
- Music Education
- Public Policy or Education Policy
- Arts Administration

RAMP / ADJACENT COURSES

- Alternative Pathways
- Start by teaching music or coordinating arts programs
- Volunteer with advocacy groups or local arts councils

HIGH SCHOOL PREPARATION

Civics, public speaking, music education knowledge

LINKED ACTIVITIES

Children's Orchestra & Instrument Petting Zoo

KEY SKILLS

- Advocate for Stronger Music Programs in Schools: Work with legislators, school boards, and districts to secure funding and support for arts education.
- Communicate Research and Policy to Diverse Audiences: Translate data and stories into clear messages that influence decision-makers and mobilize communities.
- Build Coalitions to Create Systemic Change: Partner with educators, nonprofits, and families to shape policies that ensure equitable access to music learning.

Standard: PP.1 — Professional Practice, Career Development, and Industry Application

Career Counselor (Music Focus)

School and Career Counselors and Advisors

$43,580 - $105,870

+4% to 2033 · 376,300 (all fields) jobs (2024)

Career Counselors with a music focus guide students or professionals pursuing careers in music, helping them navigate education, training, and industry pathways.

HOW TO GET THE JOB

- Bachelor's or Master's Degree in
- Counseling or School Counseling
- Career Development
- Music Education (with advising experience)

RAMP / ADJACENT COURSES

- Alternative Pathways
- Start as a music educator, advisor, or teaching artist
- Earn a certificate in college/career counseling

HIGH SCHOOL PREPARATION

Career exploration, student guidance, music pathways

LINKED ACTIVITIES

Music Outreach Event & Workshop Design

KEY SKILLS

- Guide Students Toward Music and Creative Careers: Help students explore postsecondary paths—from performance and production to education and music tech.
- Support Personal Growth and Goal Setting: Use assessments and conversations to align students' interests, strengths, and values with future options.
- Connect Students with Resources and Opportunities: Assist with resumes, auditions, applications, and industry networking while staying current on trends in arts careers.

Standard: PP.1 — Professional Practice, Career Development, and Industry Application

19 PATHWAYS

Business, Innovation & Dev

Innovation & Product Development

Music Product Designer (Commercial & Industrial Designers)

Engineering

$49,390 - $134,840

+3% to 2033 · 30,600 jobs (2024)

Music Product Designers create and refine instruments, audio gear, and consumer music technology (e.g., headphones, synthesizers, speakers) by blending artistic design with functionality and user experience.

HOW TO GET THE JOB

- Bachelor's Degree typically required in
- Industrial Design
- Product Design
- Human-Centered Design

RAMP / ADJACENT COURSES

- Alternative Pathways
- Start in entry-level design, CAD, or prototyping roles
- Build a portfolio of music gear, instruments, or tech concepts

HIGH SCHOOL PREPARATION

Designs new instruments, pedals, or software tools for musicians

LINKED ACTIVITIES

Interactive Sound Installation Project

KEY SKILLS

- Design Instruments or Audio Products that Musicians Love: Combine form, function, and sound to create user-friendly gear—from MIDI controllers to acoustic innovations.
- Blend Creativity with Technical Prototyping: Sketch, model, and prototype new products using 3D software and materials knowledge.
- Test with Users and Refine for Market: Gather feedback from artists, engineers, or educators and work with manufacturers to bring products to life.

Standard: INN.1 — Creative Design, Production, and Innovation

Product Engineer (Music Tech)

Engineering

$68,740 - $161,240

-2% to 2033 · 16,900 jobs (2024)

Product Engineers in music tech design and improve hardware or software used in music creation, playback, or recording ensuring performance, reliability, and innovation.

HOW TO GET THE JOB

- Bachelor's Degree typically required in
- Mechanical Engineering
- Electrical Engineering
- Audio Engineering

RAMP / ADJACENT COURSES

- Alternative Pathways
- Start as a junior engineer or QA tester in a music tech company
- Build DIY audio hardware or open-source projects to showcase skills

HIGH SCHOOL PREPARATION

Builds audio hardware like microphones, pedals, interfaces

LINKED ACTIVITIES

Sound Troubleshooting & Repair Lab

KEY SKILLS

- Design and Build Audio or Music Hardware: Create products like audio interfaces, controllers, or speakers that meet performance and user needs.
- Collaborate Across Teams to Refine Products: Work with designers, musicians, and developers to test prototypes and troubleshoot technical issues.
- Apply Engineering to Creative Tools: Use electrical, mechanical, or embedded systems knowledge to bring innovative music products to market.

Standard: TEC.1 — Systems, Technology, and Technical Application

Audio Hardware Developer

Engineering

$68,740 - $161,240

+1% to 2033 · 46,520 jobs (2024)

Audio Hardware Developers design, prototype, and refine physical audio devices such as headphones, speakers, interfaces, and synthesizers ensuring sound quality and user experience.

HOW TO GET THE JOB

- Bachelor's Degree typically required in
- Electrical Engineering
- Audio Engineering
- Computer Engineering

RAMP / ADJACENT COURSES

- Alternative Pathways
- Start as a hardware tester, technician, or prototyping assistant
- Build personal projects using microcontrollers, sensors, or audio kits

HIGH SCHOOL PREPARATION

Electronics expert designing music production or performance gear

LINKED ACTIVITIES

Sound Troubleshooting & Repair Lab

KEY SKILLS

- Design and Develop Pro Audio Gear: Build equipment such as preamps, mixers, headphones, or synthesizers for studio and live use.
- Integrate Electronics and Acoustics: Combine analog and digital circuits with acoustic design to ensure sound quality and durability.
- Test, Debug, and Optimize Performance: Use diagnostic tools to troubleshoot and refine hardware based on musician and engineer feedback.

Standard: TEC.1 — Systems, Technology, and Technical Application

Performance Technologist

Engineering

$36,600 - $134,980

+9% to 2033 · 1,075,100 jobs (2024)

Performance Technologists integrate technology into live performances, using digital tools to enhance sound, visuals, lighting, or interactivity in real time.

HOW TO GET THE JOB

- Bachelor's or Master's Degree recommended in
- Music Technology
- Performing Arts Technology
- Interactive Media or Digital Performance

RAMP / ADJACENT COURSES

- Alternative Pathways (Shortened Version)
- Start by teching for live shows or collaborating with performers
- Build projects combining sound, visuals, sensors, or interactivity

HIGH SCHOOL PREPARATION

Integrates live tech (loopers, samplers, sensors) into music performance

LINKED ACTIVITIES

Live Event Setup & Strike Simulation

KEY SKILLS

- Integrate Technology into Live Artistic Experiences: Design and run systems that sync music, visuals, lighting, or sensors in real time.
- Collaborate with Performers and Creators: Partner with artists to support creative goals using custom setups or interactive tech.
- Solve Technical Problems Under Pressure: Troubleshoot and adapt during rehearsals or shows to ensure seamless performance delivery.

Standard: INN.1 — Creative Design, Production, and Innovation

EdTech Product Manager

Computer and Information Technology

$79,850 - $211,450

+2% to 2033 · Est. 7257 jobs (2024)

EdTech Product Managers lead the development of educational technologies, aligning user needs, learning goals, and product strategy.

HOW TO GET THE JOB

- Bachelor's or Master's Degree in
- Product Management or Business
- Educational Technology
- Music Education or Instructional Design

RAMP / ADJACENT COURSES

- Alternative Pathways (Shortened Version)
- Start in teaching, curriculum, or content development
- Transition into project coordination or product owner roles

HIGH SCHOOL PREPARATION

Develops apps/tools for music learning or practice (e.g., SmartMusic, Yousician)

LINKED ACTIVITIES

Music Catalog & Archive Project

KEY SKILLS

- Build Tools that Support Teaching and Learning: Oversee the design and launch of educational products—from concept to classroom use.
- Collaborate with Cross-Functional Teams: Work with designers, engineers, educators, and stakeholders to align product features with learning outcomes.
- Use Feedback and Data to Drive Decisions: Gather user insights, manage roadmaps, and iterate based on what teachers and students need.

Standard: PRO.1 — Professional Practice, Business, and Industry Leadership

Music Software UX Designer

Computer and Information Technology

$47,840 - $192,180

+15% to 2033 · Est. 121,200 jobs (2024)

Music Software UX Designers craft intuitive, user-friendly interfaces for digital audio tools, ensuring musicians and producers can create efficiently and creatively.

HOW TO GET THE JOB

- Bachelor's Degree typically in
- UX/UI Design or Human-Computer Interaction
- Music Technology or Digital Media
- Graphic Design or Interaction Design

RAMP / ADJACENT COURSES

- Alternative Pathways (Shortened Version)
- Start by designing interfaces or workflows for DAWs, apps, or plugins
- Build a portfolio with mockups, wireframes, or usability tests

HIGH SCHOOL PREPARATION

Designs user interfaces for DAWs, music apps, or games

LINKED ACTIVITIES

Music Data & Playlist Curation Lab

KEY SKILLS

- Design Intuitive Interfaces for Musicians and Creators: Create layouts, controls, and workflows that feel natural to users of music production or learning tools.
- Apply UX Principles to Music Tech Products: Use wireframing, prototyping, and usability testing to improve user experience and solve creative pain points.
- Collaborate with Developers, Artists, and Engineers: Translate creative needs and technical feedback into user-friendly, beautiful software experiences.

Standard: INN.1 — Creative Design, Production, and Innovation

Music Business

Sync Licensing Agent

Performing Arts

$40,750 - $129,480

-4% to 2033 · 82,875 jobs (2024)

Sync Licensing Agents connect music with visual media by negotiating the placement of songs in film, TV, ads, games, and online content.

HOW TO GET THE JOB

- Bachelor's Degree typically in
- Music Business
- Entertainment Law or Media Licensing
- Film/TV Production (with music focus)

RAMP / ADJACENT COURSES

- Alternative Pathways
- Intern with music publishers, sync agencies, or ad firms
- Start by pitching indie artists for small placements

HIGH SCHOOL PREPARATION

Music law, contracts, creative pitching

LINKED ACTIVITIES

Music Press Convention (Marketing & Publishing Simulation)

KEY SKILLS

- Pitch Music for Use in Film, TV, Ads, and Games: Match songs to creative briefs, brand campaigns, and media scenes.
- Negotiate Sync Deals and Handle Clearances: Secure rights for both master and publishing, ensuring all parties are covered.
- Build Relationships Across Media and Music: Connect with supervisors, producers, and creatives to place music and grow opportunities.

Standard: PRO.1 — Professional Practice, Business, and Industry Leadership

Rights Clearance Coordinator

Performing Arts

$39,710 - $98,990

-4% to 2033 · 82,875 jobs (2024)

Rights Clearance Coordinators secure legal permissions for the use of copyrighted content in media projects, ensuring compliance and proper documentation.

HOW TO GET THE JOB

- Bachelor's Degree typically in
- Music Business or Entertainment Law
- Film/TV or Media Studies
- Library Science (with IP/media focus)

RAMP / ADJACENT COURSES

- Alternative Pathways
- Start in admin or research roles in media, publishing, or legal teams
- Intern at TV/film studios, publishers, or sync agencies

HIGH SCHOOL PREPARATION

Legal knowledge, negotiation, licensing systems

LINKED ACTIVITIES

Music Retail Store Operations Simulation

KEY SKILLS

- Secure Legal Rights for Music, Footage, and Media Assets: Research ownership and obtain permission from rights holders for use in projects.
- Track Licensing Terms and Maintain Documentation: Keep accurate records of usage, contracts, and legal clearances.
- Communicate with Legal, Creative, and Production Teams: Coordinate across departments to ensure content is cleared and compliant on time.

Standard: PRO.1 — Professional Practice, Business, and Industry Leadership

Media & Communications

Media Host

Media Production & Broadcasting

$26,000 - $131,780

-6% to 2033 · 24,100 jobs (2024)

Media Hosts present content on radio, TV, podcasts, or digital platforms, engaging audiences through interviews, commentary, and live or recorded segments.

HOW TO GET THE JOB

- Bachelor's Degree helpful in
- Broadcast Journalism
- Communications or Media Studies
- Music Business or Performing Arts

RAMP / ADJACENT COURSES

- Alternative Pathways
- Start as a college radio DJ, podcast host, or livestreamer
- Intern at radio stations, music blogs, or digital platforms

HIGH SCHOOL PREPARATION

Public speaking, interview skills, broadcasting

LINKED ACTIVITIES

Music Critique & Review Panel

KEY SKILLS

- Engage Audiences with Personality and Insight: Host shows, interviews, or segments that spotlight music, artists, or cultural topics.
- Research, Write, and Deliver Compelling Content: Prepare scripts, questions, and commentary that inform and entertain.
- Use Media Tools for Broadcast or Streaming: Operate audio/video gear, software, and live platforms for professional delivery.

Standard: ENG.1 — Communication, Marketing, and Audience Engagement

Social Media Manager & Strategist

Media Production & Broadcasting

$42,070 - $144,610

+6% to 2033 · 434,000 jobs (2024)

Social Media Managers & Strategists plan, create, and optimize content across platforms to grow audiences, build brand awareness, and drive engagement.

HOW TO GET THE JOB

- Bachelor's Degree typically in
- Marketing or Communications
- Digital Media or PR
- Music Business or Arts Administration

RAMP / ADJACENT COURSES

- Alternative Pathways
- Start by managing artist, venue, or org social accounts
- Intern with labels, nonprofits, or digital agencies

HIGH SCHOOL PREPARATION

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LINKED ACTIVITIES

Live Music Showcase

KEY SKILLS

- Create and Curate Content that Connects: Plan posts, visuals, and campaigns that reflect an artist's voice or organization's mission.
- Grow Audience and Engagement Across Platforms: Use analytics and trends to boost reach on Instagram, TikTok, YouTube, and beyond.
- Manage Brand Consistency and Online Presence: Coordinate messaging, tone, and visuals while responding to fans, media, or community feedback.

Standard: ENG.1 — Communication, Marketing, and Audience Engagement

Music Supervisor

Media Production & Broadcasting

$35,530 - $87,660

0% to 2033 · 5,255 jobs (2024)

Music Supervisors select, license, and coordinate music used in film, TV, advertising, or games to enhance storytelling and mood.

HOW TO GET THE JOB

- Bachelor's Degree typically in
- Music Business
- Film/TV Production
- Media Studies or Entertainment Law

RAMP / ADJACENT COURSES

- Alternative Pathways
- Start as a music coordinator or assistant on film/TV projects
- Intern with studios, sync agencies, or ad agencies

HIGH SCHOOL PREPARATION

Licensing, genre knowledge, project coordination

LINKED ACTIVITIES

Music Critique & Review Panel

KEY SKILLS

- Select and Place Music that Enhances Storytelling: Match songs or compositions to scenes in film, TV, ads, or games.
- Handle Licensing and Legal Clearances: Secure both master and publishing rights for all selected tracks.
- Collaborate with Creative and Production Teams: Work closely with directors, editors, and rights holders to align music with vision and budget.

Standard: PRO.1 — Professional Practice, Business, and Industry Leadership

Creative Director

Media Production & Broadcasting

$61,060 - $211,410

0% to 2033 · 5,255 jobs (2024)

Creative Directors lead the artistic vision of projects in media, advertising, fashion, or entertainment, guiding teams from concept to execution.

HOW TO GET THE JOB

- Bachelor's Degree typically in
- Graphic Design or Visual Communication
- Marketing or Digital Media
- Film/TV Production

RAMP / ADJACENT COURSES

- Alternative Pathways
- Start as a designer, content creator, or producer
- Lead campaigns or visuals for artists, labels, or events

HIGH SCHOOL PREPARATION

Visual storytelling, branding, collaboration

LINKED ACTIVITIES

Interactive Sound Installation Project

KEY SKILLS

- Shape the Visual and Creative Identity of Brands or Artists: Oversee everything from logos to video to stage design for cohesive storytelling.
- Lead Creative Teams from Idea to Execution: Manage designers, editors, and producers to bring bold concepts to life.
- Balance Vision with Strategy and Collaboration: Align creative work with business goals while working across departments and audiences.

Standard: INN.1 — Creative Design, Production, and Innovation

Content Creator

Media Production & Broadcasting

$41,080 - $133,680

0% to 2033 · 5,255 jobs (2024)

Content Creators produce engaging digital content such as videos, blogs, music, or social media posts to inform, entertain, or promote a brand or message.

HOW TO GET THE JOB

- Bachelor's Degree helpful in
- Digital Media or Communications
- Music Business or Marketing
- Film/Video Production

RAMP / ADJACENT COURSES

- Alternative Pathways
- Start by creating videos, reels, or podcasts around music topics
- Build a personal channel on YouTube, TikTok, or Instagram

HIGH SCHOOL PREPARATION

Video/audio production, social platforms, personal branding

LINKED ACTIVITIES

Audience Engagement & Fan Experience Design

KEY SKILLS

- Make Engaging Content for Music Fans and Creators: Film tutorials, behind-the-scenes footage, reviews, or commentary that connects with audiences.
- Edit and Publish Across Platforms: Use tools like Premiere, CapCut, or Canva to polish visuals and optimize for each platform.
- Grow a Personal Brand or Support an Artist's Voice: Build an authentic presence while managing tone, trends, and consistency.

Standard: INN.1 — Creative Design, Production, and Innovation

Digital Media Specialist

Media Production & Broadcasting

$40,750 - $129,480

0% to 2033 · 5,255 jobs (2024)

Digital Media Specialists design, produce, and manage digital content across platforms to support branding, communication, and audience engagement.

HOW TO GET THE JOB

- Bachelor's Degree typically in
- Digital Media or Communications
- Graphic Design or Multimedia Arts
- Marketing or Music Business

RAMP / ADJACENT COURSES

- Alternative Pathways (Shortened Version)
- Start as a media assistant, editor, or content producer
- Intern with music orgs, schools, or creative agencies

HIGH SCHOOL PREPARATION

Media software, analytics, content publishing

LINKED ACTIVITIES

Live Music Showcase

KEY SKILLS

- Create and Manage Digital Content Across Platforms: Design visuals, edit video, or produce multimedia content that aligns with a music brand or program.
- Track Engagement and Improve Digital Strategies: Use analytics to optimize posts, email campaigns, and digital reach.
- Collaborate with Creatives and Marketing Teams: Support music projects, artists, or events through high-quality, branded digital media.

Standard: INN.1 — Creative Design, Production, and Innovation

Music Critic

Media Production & Broadcasting

$34,590 - $162,430

-4% to 2033 · 12,325 jobs (2024)

Music Critics review and analyze music performances, recordings, or trends, offering informed opinions through articles, blogs, or media segments.

HOW TO GET THE JOB

- Bachelor's Degree typically in
- Journalism or Communications
- Music History or Musicology
- English or Media Studies

RAMP / ADJACENT COURSES

- Alternative Pathways
- Start by writing reviews for blogs, student papers, or zines
- Intern at music publications, radio shows, or digital outlets

HIGH SCHOOL PREPARATION

Writing, music theory, critical thinking

LINKED ACTIVITIES

Music Critique & Review Panel

KEY SKILLS

- Write Thoughtful Reviews and Commentary on Music: Analyze performances, albums, or trends with clarity, insight, and a strong point of view.
- Research Artists and Contexts to Add Depth: Provide historical, cultural, or technical background to inform and engage readers.
- Communicate Clearly Across Print, Digital, or Broadcast: Adapt writing and voice for magazines, blogs, social platforms, or podcasts.

Standard: ENG.1 — Communication, Marketing, and Audience Engagement

Music Journalist

Media Production & Broadcasting

$34,590 - $162,430

-4% to 2033 · 12,325 jobs (2024)

Music Journalists report on artists, trends, events, and the music industry through interviews, features, reviews, and investigative pieces.

HOW TO GET THE JOB

- Bachelor's Degree typically in
- Journalism or Communications
- Music Business or Musicology
- English or Media Studies

RAMP / ADJACENT COURSES

- Alternative Pathways
- Write for campus publications, blogs, or indie zines
- Intern with music mags, online outlets, or radio shows

HIGH SCHOOL PREPARATION

Interviewing, media writing, cultural studies

LINKED ACTIVITIES

Music Critique & Review Panel

KEY SKILLS

- Report on Music Scenes, Artists, and Industry Trends: Write profiles, news, and longform pieces that inform and connect with diverse audiences.
- Interview Creators and Cover Live Events: Attend shows, festivals, and press events to gather quotes, insights, and cultural context.
- Write Clearly and Adapt for Multiple Platforms: Craft engaging content for print, web, social media, or audio storytelling formats.

Standard: ENG.1 — Communication, Marketing, and Audience Engagement

Podcast Host (Critique-based)

Media Production & Broadcasting

$34,590 - $162,430

-4% to 2033 · 12,325 jobs (2024)

Critique-based Podcast Hosts lead discussions that review, analyze, or critique music, media, or culture, engaging listeners through thoughtful commentary and interviews.

HOW TO GET THE JOB

- Bachelor's Degree helpful in
- Communications or Media Studies
- Music Business or Musicology
- Journalism or Performing Arts

RAMP / ADJACENT COURSES

- Alternative Pathways (Shortened Version)
- Launch a DIY podcast with reviews or commentary
- Intern or guest-host with music shows or audio platforms

HIGH SCHOOL PREPARATION

Broadcasting, media critique, communication

LINKED ACTIVITIES

Music Critique & Review Panel

KEY SKILLS

- Create Thoughtful Music Commentary and Reviews: Analyze albums, trends, or artist journeys with a clear voice and point of view.
- Engage Listeners with Compelling Audio Content: Script, record, and edit episodes that combine critique with personality and storytelling.
- Promote and Grow the Show Across Channels: Use social media, collaborations, and listener feedback to expand reach and community.

Standard: ENG.1 — Communication, Marketing, and Audience Engagement

Music Analyst

Media Production & Broadcasting

$63,650 - $194,410

-4% to 2033 · 12,325 jobs (2024)

Music Analysts interpret data and trends related to music consumption, audience behavior, or industry performance to guide business or creative decisions.

HOW TO GET THE JOB

- Bachelor's or Master's Degree typically in
- Music Theory or Musicology
- Data Science or Statistics (with music applications)
- Music Technology or Computational Musicology

RAMP / ADJACENT COURSES

- Alternative Pathways (Shortened Version)
- Start as a data assistant or research intern at a label, publisher, or streaming platform
- Build a portfolio of music data visualizations, reports, or case studies

HIGH SCHOOL PREPARATION

Data analytics, music industry knowledge, research

LINKED ACTIVITIES

Music Critique & Review Panel

KEY SKILLS

- Analyze Listener Data and Industry Trends: Use stats and tools to track how songs, artists, and genres perform across platforms.
- Interpret Music Metrics to Inform Strategy: Help labels, managers, or marketers make decisions based on real-time insights.
- Blend Music Insight with Analytical Rigor: Understand musical elements while using data to guide releases, A&R, or fan engagement.

Standard: PRO.1 — Professional Practice, Business, and Industry Leadership

Streaming Platform Curator

Media Production & Broadcasting

$41,080 - $133,680

+7% to 2033 · 15,100 jobs (2024)

Streaming Platform Curators select and organize music into playlists or channels that reflect trends, moods, or genres, helping users discover content.

HOW TO GET THE JOB

- Bachelor's Degree typically in
- Music Business or Musicology
- Communications or Cultural Studies
- Digital Media or Marketing

RAMP / ADJACENT COURSES

- Alternative Pathways
- Start by building playlists with a strong following
- Intern at streaming services, labels, or curation teams

HIGH SCHOOL PREPARATION

Playlisting, audience targeting, music trends

LINKED ACTIVITIES

Music Data & Playlist Curation Lab

KEY SKILLS

- Craft Playlists that Reflect Taste and Trends: Select and organize songs by mood, genre, culture, or audience demand.
- Blend Discovery with Audience Insight: Track engagement and curate content that balances hits, deep cuts, and emerging artists.
- Collaborate with Artists, Editors, and Marketers: Support releases and campaigns by placing songs in the right digital spaces at the right time.

Standard: ENG.1 — Communication, Marketing, and Audience Engagement

5 PATHWAYS

Cultural Preservation & Access

Orchestra & Ensemble Support

Orchestra Manager

Performing Arts

$47,420 - $239,200+

0% to 2033 · 5,255 jobs (2024)

Orchestra Managers oversee the logistics and operations of an orchestra, ensuring smooth coordination between musicians, conductors, venues, and administrative staff.

HOW TO GET THE JOB

- Bachelor's or Master's Degree typically in
- Arts Administration
- Music Performance or Music Business
- Nonprofit Management

RAMP / ADJACENT COURSES

- Alternative Pathways
- Start as an orchestra librarian, personnel assistant, or stage manager
- Intern with symphonies, youth orchestras, or music festivals

HIGH SCHOOL PREPARATION

Leadership, operations, scheduling

LINKED ACTIVITIES

Orchestra Performance & Ensemble Production

KEY SKILLS

- Oversee Operations and Personnel for the Ensemble: Schedule rehearsals, manage musicians, and ensure compliance with union and organizational policies.
- Coordinate Logistics for Performances and Tours: Handle venue bookings, travel, staging, and backstage planning.
- Support Artistic Vision and Organizational Goals: Work with conductors and administrators to deliver high-quality, mission-aligned programming.

Standard: OP.1 — Operations, Logistics, and Organizational Management

Personnel Manager (Orchestra)

Performing Arts

$83,790 - $239,200+

+5% to 2033 · 221,900 (All HR Managerial Fields) jobs (2024)

Personnel Managers coordinate and support the musicians in an orchestra, handling contracts, attendance, scheduling, and HR-related concerns.

HOW TO GET THE JOB

- Bachelor's Degree typically in
- Music Performance or Music Business
- Arts Administration
- Human Resources or Organizational Management

RAMP / ADJACENT COURSES

- Alternative Pathways
- Begin as an ensemble administrator or personnel assistant
- Intern with orchestras, chamber groups, or music festivals

HIGH SCHOOL PREPARATION

HR basics, contracts, communication

LINKED ACTIVITIES

Orchestra Performance & Ensemble Production

KEY SKILLS

- Manage Schedules and Contracts for Musicians: Coordinate auditions, absences, and payroll while ensuring clear communication.
- Ensure Compliance with Union and Venue Agreements: Apply rules fairly and maintain accurate documentation and records.
- Support Artistic and Operational Success: Collaborate with conductors, managers, and musicians to create a smooth rehearsal and performance environment.

Standard: OP.1 — Operations, Logistics, and Organizational Management

Music Librarian, Score Preparation

Education, Training and Library

$38,920 - $100,880

+2% to 2033 · Est. 13,500 jobs (2024)

Music Librarians manage and prepare sheet music and scores for rehearsals and performances, ensuring accuracy, availability, and organization for ensembles.

HOW TO GET THE JOB

- Master's Degree typically required in
- Library and Information Science (MLIS or MLS)
- Musicology or Music Theory (often as a dual degree or concentration)
- Archival Studies or Digital Curation (optional specialization)

RAMP / ADJACENT COURSES

- Alternative Pathways
- Start by assisting with orchestra libraries, ensembles, or academic collections
- Intern at conservatories, performance groups, or music publishers

HIGH SCHOOL PREPARATION

Library science, music history, organization skills

LINKED ACTIVITIES

Music Catalog & Archive Project

KEY SKILLS

- Organize, Prepare, and Maintain Music Scores and Parts: Mark bowings, transpositions, and edits to ensure performers have clean, accurate materials.
- Manage Collections for Ensembles, Institutions, or Archives: Catalog and preserve sheet music, recordings, and digital assets for access and long-term use.
- Support Performers, Conductors, and Researchers: Provide materials on time and adapt resources to rehearsal or programming needs.

Standard: TS.1 — Technical Systems, Instrument Support, and Resource Management

Museum Curation

Music Archivist

Education, Training and Library

$39,330 - $104,780

+4% to 2033 · Est. 9300 jobs (2024)

Music Archivists preserve, organize, and provide access to historical music materials such as manuscripts, recordings, and documents.

HOW TO GET THE JOB

- Master's Degree typically in
- Library and Information Science (MLIS or MLS)
- Archival Studies or Museum Studies
- Music History, Musicology, or Ethnomusicology

RAMP / ADJACENT COURSES

- Alternative Pathways
- Start by assisting with music collections or archives at schools or nonprofits
- Intern at record labels, cultural institutions, or historical societies

HIGH SCHOOL PREPARATION

Music history, library science, preservation

LINKED ACTIVITIES

Music Catalog & Archive Project

KEY SKILLS

- Preserve and Catalog Music-Related Historical Materials: Handle manuscripts, recordings, programs, and artifacts to ensure long-term access and protection.
- Create Metadata and Finding Aids for Researchers: Organize collections using archival standards and tools to support scholarly or public discovery.
- Digitize and Conserve Analog Formats: Transfer audio and fragile materials to digital formats while maintaining authenticity and fidelity.

Standard: AR.1 — Archiving, Preservation, and Collection Development

Exhibit Curator

Education, Training and Library

$37,110 - $105,520

+7% to 2033 · Est. 3000 jobs (2024)

Music Exhibit Curators design and manage exhibitions that showcase musical history, culture, or technology in museums or cultural institutions.

HOW TO GET THE JOB

- Master's Degree typically in
- Museum Studies or Curatorial Practice
- Music History, Ethnomusicology, or Arts Administration
- Public History or Cultural Studies

RAMP / ADJACENT COURSES

- Alternative Pathways
- Start as a museum educator, registrar, or assistant curator
- Intern at music museums, cultural centers, or archives

HIGH SCHOOL PREPARATION

Museum studies, storytelling, project management

LINKED ACTIVITIES

Interactive Sound Installation Project

KEY SKILLS

- Design Exhibits that Bring Music History and Culture to Life: Select artifacts, stories, and media that engage audiences across generations.
- Research and Interpret Musical Movements, People, and Places: Write labels, guides, and educational content that connect deeply with visitors.
- Collaborate with Designers, Educators, and Communities: Create interactive, inclusive, and meaningful experiences in gallery or digital formats.

Standard: EX.1 — Exhibition, Interpretation, and Audience Experience Design

8 PATHWAYS

Creative & Performing Arts

Creative & Performing

Music Director / Conductor

Media Production & Broadcasting

$34,990 - $157,010

0% to 2033 · 5,255 jobs (2024)

Music Directors and Conductors lead musical ensembles in rehearsals and performances, shaping the artistic interpretation and ensuring cohesion among musicians.

HOW TO GET THE JOB

- Bachelor's or Master's Degree typically in
- Conducting
- Music Performance or Composition
- Music Education or Choral Studies

RAMP / ADJACENT COURSES

- Alternative Pathways
- Begin as a section leader, accompanist, or assistant conductor
- Lead community ensembles, school bands, or church choirs

HIGH SCHOOL PREPARATION

Music theory, ensemble participation, conducting basics

LINKED ACTIVITIES

Music Critique & Review Panel

KEY SKILLS

- Lead Ensembles to Deliver Artistic and Cohesive Performances: Interpret scores, shape musical phrasing, and guide musicians through rehearsals and concerts.
- Lead Ensembles to Deliver Artistic and Cohesive Performances: Interpret scores, shape musical phrasing, and guide musicians through rehearsals and concerts.
- Select Repertoire and Plan Programs: Curate works that align with ensemble strengths, audience interest, and cultural context.

Standard: MU.1 — Music Direction, Performance, and Artistic Expression

Performer & Singer

Performing Arts

$14.00 - $97.19

+1% to 2033 · 169,800 jobs (2024)

Performers and Singers interpret music vocally or instrumentally for live audiences or recordings, conveying emotion and artistic expression.

HOW TO GET THE JOB

- Bachelor's Degree helpful in
- Vocal or Instrumental Performance
- Music Theater or Commercial Music
- Music Education or Composition

RAMP / ADJACENT COURSES

- Alternative Pathways
- Perform in community groups, open mics, or school ensembles
- Study with private coaches or in artist development programs

HIGH SCHOOL PREPARATION

Choir

LINKED ACTIVITIES

Orchestra Performance & Ensemble Production

KEY SKILLS

- Deliver Expressive and Technically Skilled Performances: Interpret songs with accuracy, emotion, and stage presence in live or recorded settings.
- Train Continuously in Voice or Instrument Technique: Practice regularly, study repertoire, and build endurance for various performance settings.
- Engage and Grow Audiences: Communicate with listeners, build a fanbase, and collaborate with other creatives to expand reach.

Standard: MU.1 — Music Direction, Performance, and Artistic Expression

Composer / Arranger / Orchestrator / Copyist

Media Production & Broadcasting

$34,990 - $157,010

0% to 2033 · 5,255 jobs (2024)

These professionals create, adapt, and prepare written music for performance, recording, or publication—each role contributing to the final musical product.

HOW TO GET THE JOB

- Bachelor's or Master's Degree typically in
- Music Composition
- Orchestration or Film Scoring
- Music Theory or Arranging

RAMP / ADJACENT COURSES

- Alternative Pathways
- Compose for student films, local ensembles, or digital platforms
- Assist as a copyist or arranger on larger projects

HIGH SCHOOL PREPARATION

Composition, orchestration, DAWs

LINKED ACTIVITIES

Orchestra Performance & Ensemble Production

KEY SKILLS

- Create Original Music or Rework Existing Material: Write and adapt music for performance, media, education, or recording.
- Translate Musical Ideas into Accurate Scores and Parts: Use notation software to produce clean, playable materials for musicians.
- Understand Instrumentation, Harmony, and Genre Conventions: Arrange effectively for different ensembles and stylistic needs.

Standard: CP.1 — Composition, Songwriting, and Music Creation

Lyricist / Songwriter

Media Production & Broadcasting

$41,080 - $133,680

0% to 2033 · 5,255 jobs (2024)

Lyricists and Songwriters craft original words and melodies for songs, often collaborating with performers, producers, or publishers across genres.

HOW TO GET THE JOB

- Degree Requirements Bachelor's Degree helpful in
- Songwriting or Commercial Music
- Creative Writing or English
- Music Theory or Music Business

RAMP / ADJACENT COURSES

- Alternative Pathways
- Write songs for yourself, other artists, or sync projects
- Collaborate with producers, vocalists, or bands

HIGH SCHOOL PREPARATION

Creative writing, music literacy, rhyme and structure

LINKED ACTIVITIES

Orchestra Performance & Ensemble Production

KEY SKILLS

- Craft Original Lyrics and Melodies that Resonate: Write hooks, verses, and full songs that connect with audiences emotionally and rhythmically.
- Collaborate with Artists and Producers: Co-write across genres and adapt ideas to fit different voices and visions.
- Refine and Protect Your Work: Edit drafts, understand publishing rights, and register songs with PROs like ASCAP or BMI.

Standard: CP.1 — Composition, Songwriting, and Music Creation

Voice-Over Artist

Media Production & Broadcasting

$14.00 - $97.19

+1% to 2033 · 84,900 jobs (2024)

Voice-Over Artists use their vocal talents to narrate, act, or advertise content for TV, film, animation, games, or commercials.

HOW TO GET THE JOB

- Bachelor's Degree helpful in
- Theater or Performing Arts
- Communications or Media Production
- Voice Studies or Music Performance

RAMP / ADJACENT COURSES

- Alternative Pathways
- Train with a voice coach or in acting workshops
- Start by voicing ads, student projects, or indie games

HIGH SCHOOL PREPARATION

Drama, vocal training, audio recording

LINKED ACTIVITIES

Orchestra Performance & Ensemble Production

KEY SKILLS

- Deliver Professional Voice Performances Across Media: Narrate for commercials, audiobooks, animations, or video games with tone and clarity.
- Adapt Voice to Character, Mood, and Script Needs: Use vocal control and interpretation to bring scripts to life.
- Record and Edit from a Home or Pro Studio: Work independently using mics, interfaces, and software like Audacity or Adobe Audition.

Standard: AP.1 — Audio Performance, Broadcasting, and Voice Production

Broadcast Announcers and DJ's

Media Production & Broadcasting

$26,000 - $131,780

-6% to 2033 · 24,100 jobs (2024)

Broadcast Announcers and DJs host radio or streaming shows, play music, deliver news, and engage audiences with commentary or interviews.

HOW TO GET THE JOB

- Bachelor's Degree helpful in
- Broadcast Journalism
- Communications or Media Studies
- Radio/TV Production

RAMP / ADJACENT COURSES

- Alternative Pathways (Shortened Version)
- Host for college radio, livestreams, or podcasts
- Intern at radio stations, clubs, or media networks

HIGH SCHOOL PREPARATION

Music tech, rhythm training, performance practice

LINKED ACTIVITIES

"Music Today Podcast"

KEY SKILLS

- Engage Audiences with Personality and Style: Host radio shows, events, or livestreams that blend music, commentary, and interviews.
- Operate Broadcast or DJ Equipment Smoothly: Cue tracks, control sound levels, and manage live feeds or club sets.
- Plan Content and Interact in Real Time: Prepare playlists, write intros, and connect with audiences on-air or online.

Standard: AP.1 — Audio Performance, Broadcasting, and Voice Production

Recording Artist

Media Production & Broadcasting

$18.68 - $105.44

+1% to 2033 · 84,900 jobs (2024)

Recording Artists perform and record music professionally, either as solo acts or group members, often collaborating with producers and labels to distribute work.

HOW TO GET THE JOB

- No formal degree required Degrees helpful in:
- Music Performance or Commercial Music
- Music Business
- Sound Engineering or Media Arts

RAMP / ADJACENT COURSES

- Alternative Pathways (Shortened Version)
- Release music via SoundCloud, Spotify, or Bandcamp
- Collaborate with producers, labels, or collectives

HIGH SCHOOL PREPARATION

Performance, songwriting, business literacy

LINKED ACTIVITIES

Live Music Showcase

KEY SKILLS

- Create and Perform Original Music: Record vocals or instruments in studio or home settings with artistic and technical quality.
- Develop a Unique Sound and Personal Brand: Refine musical identity while maintaining consistent visuals and messaging.
- Collaborate and Promote Effectively: Work with other creatives, manage releases, and engage fans through marketing and media.

Standard: MP.1 — Music Production, Artist Development, and Interactive Media Integration

Video Game Composer

Media Production & Broadcasting

$34,990 - $157,010

0% to 2033 · 5,255 jobs (2024)

Video Game Composers create original music scores that enhance gameplay, mood, and storytelling across interactive platforms.

HOW TO GET THE JOB

- Bachelor's Degree typically in
- Music Composition or Film Scoring
- Game Audio or Interactive Media
- Music Technology or Sound Design

RAMP / ADJACENT COURSES

- Alternative Pathways
- Compose for indie games, student projects, or game jams
- Intern with game studios, composers, or audio teams

HIGH SCHOOL PREPARATION

Music composition, game design, interactive media

LINKED ACTIVITIES

Music Composition & Arrangement Lab

KEY SKILLS

- Write Music That Reacts to Gameplay and Emotion: Create adaptive scores that shift with player actions, mood, and level design.
- Use Game Audio Tools and Middleware: Implement interactive music using software like FMOD or Wwise integrated with engines like Unity or Unreal.
- Collaborate with Game Designers and Developers: Align musical themes with storytelling, pacing, and user experience across platforms.

Standard: MP.1 — Music Production, Artist Development, and Interactive Media Integration

Inspire EDU

This guide was compiled from original career-pathway research connecting high school programs to national labor-market data and instructional standards. Figures reflect the occupational data compiled during this project and are intended for planning and advising use.