

At New Mexico Highlands University, a student majoring in Music and Music Technology might take the following introductory Computer Science (CS) courses:

1. **CS 110: Introduction to Computer Science** – This course typically covers basic computer science concepts, programming fundamentals, and problem-solving techniques.
2. **CS 150: Programming Fundamentals** – An introductory course in programming, often using languages like Python or Java. This could be helpful for understanding software development and algorithms.
3. **CS 160: Introduction to Software Engineering** – A course focused on software development methodologies, which could be useful for creating and managing music technology software.
4. **CS 202: Data Structures** – Covers data organization and manipulation, which can be beneficial for handling complex data related to music technology.
5. **CS 210: Introduction to Game Development** – If available, this course might be relevant for those interested in interactive music applications and game-based learning environments.

These courses would provide a solid foundation in computer science and programming, which can be particularly useful in developing and working with music technology systems. It's always a good idea to check with the university's current course catalog or academic advisor for the most accurate and updated course offerings.