

Music Technology

Overview of the course

It has been designed to inspire, nurture, and develop learners. It will foster their interest and enjoyment in Music. The qualification is designed to develop knowledge and skills for the further study of Music in higher education. The content of this course has been split into 6 units to cover the wide ranging and diverse nature of Music and all its components.

Course Details and Assessment

Unit 01 – Using a digital audio workstation (DAW)

Contents summary – The aim of this unit is to be able to use a DAW to create music. First off you will research and learn what a DAW is and how they have progressed throughout the years. After learning how a DAW will have been used you will then create a piece of music using the different options within a DAW. For example, Audio and MIDI tracks. You will also need to be able to use Built in effects (Plug ins) and other sound manipulation techniques (Panning) to enhance the music you have created.

Unit 02 – Creating music

Contents Summary – This unit revolves around creating three musical pieces. At the start of the unit students will learn about musical genres and elements of culture and how they have influenced genres. This will then be linked into creating their pieces as the genres that get selected by the student will have to be shown and represented within what has been created. This will push students out of their comfort zones and testing them whilst also allowing them to create something within their own sound. All music that is created will have to be supported within a form of written music. For example, Chord sheets, Guitar Tab or notation.

Unit 03 – Multi-track audio recording, mixing, and mastering

Contents summary – For this Unit students will undertake the role of a sound engineer and or Producer. Students are asked to plan the recording of one song that will be using 8 or more tracks. You must also use multiple different sources to record for example, D.I box, Microphone or Preamp. During the planning process you will have to assess time scale, Space, Equipment and health and safety. This will have been documented before going into the studio to record. After undertaking the recording session, you will then mix and master the track using your DAW and the tools it offers.

Unit 04 – Sound Creation

Contents Summary – Students will learn about sampling and Synthesizers. These sound creation methods are now very commonly used within the music industry, and it is vital to know how to use them and how to make them work. Synthesizer sounds will be researched and then re-created using a DAW. These sounds can then be used and applied within the work created by the students. Sampling is another method of reusing already programmed sounds but as it is already used elsewhere, we must be able to go around this correctly. Therefore it is important that the students learn the correct way to apply sampling.



Unit 05 – Live sound performance technology

Contents Summary – Students will plan and lead a Live Performance. The techniques used here will mirror to some degree that of the unit 3 skills. The difference is that during a Live Performance sound quality and levels are very different. Students will have to take a different approach on how to manage their sound within this situation. With Live performances being louder than a recording students will need to be able to manage problems such as feedback and other possible issues.

Unit 06 – Digital music business

Contents Summary – Throughout this unit Students will be learning how to release and platform their musical creations. Students will release a track on a musical platform and go through the process of creating a brand and image for that product.

Background Requirements

It is useful to have undertaken music at GCSE level but not essential. It is vital that you would want to grow your interest within the music industry and learn more about what goes on behind the scenes of the industry. You must also be able to create and craft music independently that you would be willing to release and share. You should therefore be able to understand and use a DAW (Digital Audio Workstation). Have a varied music taste and be willing to experiment with in other genres. Have some basic skills on an instrument or understand how to read, write, and create music using notation



Future Career Prospects

The NCFE music Technology can lead to further study within higher education

- BA (Hons) Music Performance
- BMus (Hons) Musical Performance
- FdA Music Performance
- BSc (Hons) Live and Technical Events
- FdSc Audio and Music Technology

Future careers could involve the following roles.

- Professional Musician
- Sound Technician
- Studio Engineer
- Studio Producer
- Events Planner
- DJ

For More Information

Students interested in following this course, should contact the Head of Faculty or course teachers.

Head of Faculty

Miss. F. Anglesea BMUS (Hons), P.G.C.E

Subject Staff:

Mr S. Clark BA (Hons), MA

Exam Board

Exam Board – NCFE Level 3 Applied General Certificate in Music Technology

Website

Further details of this course can be found on the exam board's website.

www.Qualhub.co.uk