

YEAR 11 MUSIC TECHNOLOGY TRANSITION WORK:

Music Technology A-Level

It has a four-unit structure and is taken over two years. The course does not require any particular knowledge of music theory but focusses on production issues: recording techniques, mixing, sequencing, composition, sampling techniques etc.

The A-level **Music Technology** is based around 3 areas of study: Recording and **Production** Techniques for both Corrective and Creative Purposes. Principles of Sound and Audio **Technology**. The Development of Recording and **Production Technology**.

Pathways to careers / jobs / pay

Music Technology Degree

Music Degree

None music related degree

Careers:

Music supervisor – average £40K - £70K

Producer – Nigel Godrich (Radiohead Producer) Net Worth £4 Million

Live sound engineer – UK average £30,000

Studio Engineer – UK average £25-35,000

Media Composer – average £20K - £150K

Entry criteria for your subject and recommended suite of subjects

Confident right-hand keyboard skills with the ability to play in time

Active interest in creating music aided by computers

Suggested reading lists

<http://www.rhinegoldeducation.co.uk/product/edexcel-as-and-a-level-music-technology-study-guide/>

<http://www.rhinegoldeducation.co.uk/product/edexcel-a-level-music-technology-revision-guide/>

<http://www.rhinegoldeducation.co.uk/product/edexcel-as-and-a-level-music-technology-listening-tests/>

Specification included for students to view

<https://bluecoatschool-my.sharepoint.com/:b:/p/tyec/ERrPZkW8slZHovasZTUmAlUBmYQ1yLbuiCXlxegr69tssg?e=p6IRlO>

How the course is assessed

Component 1: Recording (*component code: 9MT0/01) 20%

During this component you will make your own studio recording to a set criterion, including drum kit, bass, guitar, vocals and piano.

Component 2: Technology-based composition (*component code: 9MT0/02) 20%

Here you will use technology to compose to a set brief that will take the form of a movie, a poem or a specific soundscape or theme.

Component 3: Listening and analysing (*component code: 9MT0/03) 25%

In this exam paper you will be asked to answer questions about six pre-existing recordings, identifying things like – effects used and production techniques present.

Component 4: Producing and analysing (*component code: 9MT0/04) 35%

This paper will require you to perform specific production tasks such as – editing audio, tuning out of tune vocals and mixing a small ensemble.

Further resources and work for completion

An introduction to the history of audio recording

Research the following musical genres: Jazz, Blues, Rock & Roll, Rock, Metal, Reggae and Punk. Create a short presentation on each style with an emphasis on - Historical context, music elements and development of technology.

Do some research and put these music technology devices in chronological order:

Mini disc recorder/player

Graphophone

Phonograph

Jukebox

Analogue 2" reel to reel recorder

16bit digital hard disc recorder

Commercial radio

CD

CDR

Cassette tape

What does DAW stand for?

Give me five examples of a DAW

How sound waves become computer files?

Watch this slightly dry but very clear and concise video on sample rate and bit depth (analogue to digital conversion) - It is essential to understand and is at the core of all things music tech. Make some notes to help you to retain the information.

<https://www.youtube.com/watch?v=zC5KFnSUPNo>

Different mics and their uses

Watch the link below and answer these questions:

What is phantom power?

Give 3 attributes of a dynamic microphone

Give 3 attributes of a condenser microphone

https://www.youtube.com/watch?v=Y01N_L1VA4I

Research and answer the following:

Tell me 3 facts about a RIBBON MICROPHONE

Explain how a CARBON MICROPHONE FUNCTIONS

Where are ELECTRET MICROPHONES most often used?

Mixing and mastering

Watch the attached resources and answer the following in as much detail as you can:

Why do we mix music?

What tools do we use? Eg reverb, compression...

Explain why and how we use audio compression

Why do we then master mixed music?

<https://www.youtube.com/watch?v=XHMGkShzLSU>

This guy has a really nice clear way of explaining things. In this video he talks you through how he likes to master songs. Pop your headphones on if you have any or listen on the best speakers you have so that you can hear the alterations he makes.

<https://www.youtube.com/watch?v=IbIC7B4BU6g>

During the music tech a-level you'll hear me talk lots about compression, it can be a tricky concept to understand. It's something I love to teach so have no fear! – but to give you a head start watch this short video about how compression works.

<https://www.youtube.com/watch?v=YEorsfZe4vU>

This video outlines the basics of mixing music and the various tools we use to do so. Enjoy!

<https://www.youtube.com/watch?v=UL73lwwBy5M>

This link makes a clear distinction between mixing and mastering, you'll find it really useful.

<https://www.youtube.com/watch?v=E-6Lnp8RB00>

This guy is a legend! He's mastered all the greats. He manages to explain quite complex concepts in an extremely clear and concise manner.

Pick 2 contrasting songs and analyse the things you like and dislike about the production/mix/sound of the track. Include a YouTube link so I can listen to the song whilst reading your analysis.

Synthesizers and drum machines

See PowerPoint (DRUM MACHINES) – maybe you could look up each drum machine on YouTube to hear what they sound like.

See PowerPoint (SYNTHS) – maybe you could look up each synth on YouTube to hear what they sound like.

Watch this AMAZING documentary and make notes, it will give you an amazing insight into the birth of synthesiser's and their in popular music. It's useful to see how significant these machines were in the formation of certain genres.

<https://www.youtube.com/watch?v=mjDHVPOWAYc>

Your notes should include details of:

- Specific synths mentioned eg Roland 808
- Which bands are using them
- The sounds you hear from the machines
- What you notice about wider cultural context of this music – the politics of the time? Fashion? ...

Consider and then write down some answers for the following questions, there are no right or wrong responses!

- What interests you about music technology?
- Would you like to work within the music / music technology industry when you are older?
- Are you more comfortable with practical coursework, exams or both?
- What style of music would you like to create?