

## MUSIC TECHNOLOGY

Music technology is working with various hardware and software to produce and design sound for a wide variety of functions. Whether it's making sure a rock band can be heard in a packed stadium, designing music and sound effects for the latest video game or blockbuster film, broadcasting, telemarketing or creating your own music in a studio, music technology is an ever expanding industry worth millions. This very practical based course will give students experience and insight into the exciting world of music technology.

The purpose of the National 4 and National 5 Music Technology courses is to enable learners to develop their knowledge and understanding of music technology and of musical concepts, particularly those relevant to 20<sup>th</sup> and 21<sup>st</sup> century music. Learners will develop technical and creative skills through practical learning. This course will provide opportunities for learners to further their interests in music technology and to develop a range of knowledge and skills relevant to the needs of the music industry.

Learners will gain a wide understanding of musical concepts, legal issues, technical theory and practical skills; later using this knowledge in a range of projects. Projects will include: a studio recording; live performance recording; creating a soundtrack (or sound design) for Animation/Film/Gaming; producing a radio broadcast; creating an advertising jingle; making use of samples and loops.

NATIONAL 4/5 MUSIC TECHNOLOGY	
REQUIREMENTS	Students do <b>not</b> require to be able to play a musical instrument for this course, however a basic understanding and appreciation for music based on knowledge gained at BGE along with a good ear would be highly recommended. A good grasp of I.T skills is also recommended. The National 5 course requires a greater amount of technical expertise and creativity than National 4.
COURSE CONTENT	<p><i>Mandatory Units for National 4 &amp; National 5:</i></p> <ul style="list-style-type: none"> <li>• Music Technology Skills</li> <li>• Understanding 20<sup>th</sup> and 21<sup>st</sup> Century Music</li> <li>• Music Technology in Context</li> </ul>
ASSESSMENT	<p>Both the National 4 and National 5 courses have 3 mandatory units as well as an Added Value Unit. The Added Value unit of the National 4 and National 5 courses is different.</p> <p>For <b>National 4</b> the Added Value Unit involves creating a portfolio of Music Technology projects, based on the learner's choice, which is <b>internally</b> marked under SQA guidelines. To gain a course award the learner must pass all of the mandatory units and the Added Value Unit.</p> <p>For <b>National 5</b> the Added Value Unit has 2 <b>externally</b> assessed components, which is the basis for the grade awarded:</p> <ul style="list-style-type: none"> <li>• Practical Assignment (70%)</li> <li>• Question Paper (30%)</li> </ul> <p>The Practical Assignment will require learners to plan, develop and evaluate projects of work using their own creativity, skills, knowledge and understanding. These projects will allow learners to build up a portfolio of their own projects drawn from a wide range of areas in the Music Industry.</p> <p>The Question Paper will test learners' knowledge and understanding of music technology and concepts.</p>
PROGRESSION / NEXT STEPS	Universities and colleges offer courses in music technology which prepare students for work in broadcasting, theatre and the recording industries. Pupils may wish to discuss relevant work experience/placements with Faculty staff and their Guidance Teacher.