MUSIC TECHNOLOGY

Exam Board: Edexcel
Entry Requirements: Students should have a grade 6 in GCSE music or equivalent music or music technology course.
Other Requirements: Students are not expected to know how to play an instrument, however good keyboard skills are necessary. Good listening skills are also important to success in Music Technology.

COURSE SUMMARY

Music Technology is an exciting A Level subject that combines creativity, hands-on practical work and scientific understanding of music production. The specification involves recording, engineering and composition, as well as analytical study of sound and recorded music. Students will have opportunities to sequence MIDI, sequence audio, record live instruments, produce and mix in a dedicated music studio, and compose using music technology. A Level Music Technology is an ideal stepping stone towards third level qualifications in production, sound engineering, composition, sound editing, film sound and many more.

COURSE STRUCTURE

Music Technology A Level is assessed through coursework (40%) and two exams (60%)

Component 1: Recording (coursework 20%)

Students will have to produce a multi-track recording of a commercially available track, chosen from the work of a given list of artists.

Component 2: Composition (coursework 20%)

Students will have to compose and produce a technology-based composition in response to a brief supplied by the exam board.

Component 3: Listening and Analysing (exam 25%)

Students will sit a written exam that assesses their knowledge and understanding of recording and production techniques and principles in the context of unfamiliar commercial recordings.

Component 4: Producing and Analysing (exam 35%)

Students sit a written/practical exam that assesses their knowledge and understanding of editing, mixing and production techniques, to be applied to unfamiliar materials.

CAREER CHOICES

Music Technology can lead you into a career in the music and media industries. The skills that you will develop are essential for working in recording studios and live music venues, as well as working as a composer/producer or engineer for films, radio, TV, theatre and computer games. Students will also develop valuable skills in project management, team-work and creativity that will be in demand in many careers.