

## Higher Music Technology – Success Criteria

### Skills, knowledge and understanding:

- ✓ Knowledge and understanding of 20th and 21st century musical styles and genres, and how they relate to the development of music technology.
- ✓ Knowledge of the features and functions of music technology hardware and software.
- ✓ Skills in using music technology hardware and software to capture and manipulate audio.
- ✓ Planning, implementation and evaluation of sound production.
- ✓ Application of music technology in creative ways.
- ✓ Awareness of a range of contexts in which music technology can be applied.
- ✓ Awareness of the implications of intellectual property rights in the context of music production.
- ✓ The ability to critically reflect on own work.

Level: Higher	Music Technology. I can...
<b>Assignment</b>	<input type="checkbox"/> An audio production that incorporates two contexts with electronic recordings.
<b>Planning sound design:</b>	<input type="checkbox"/> A detailed sound design map containing each element of the soundtrack (for example sound design, Foley, dialogue, music). <input type="checkbox"/> A detailed production plan itemising each piece of sound design, Foley or dialogue, including planning of microphone type and position, EQ, effects, processing and automation. <input type="checkbox"/> An outline of the music required.
<b>Planning the recording, creating, editing and mixing:</b>	<input type="checkbox"/> A detailed performance plan for the musical elements of the production. <input type="checkbox"/> A production plan which describes how each sound element will be recorded and/or created, including microphone types, pattern and placements and the reasons for choices. <input type="checkbox"/> A mixing plan, including intended use of effects, processes and automation, and the reasons for choices.
<b>Implementing the production – Audio capture:</b>	<input type="checkbox"/> Selecting and making appropriate use of at least two types of microphone and two polar patterns, with placement appropriate to the sound source, and using at least one stereo recording technique. <input type="checkbox"/> Selecting and making appropriate use of at least one source which requires a direct line input. <input type="checkbox"/> Choosing and setting appropriate input gain and monitoring levels, with no distortion. <input type="checkbox"/> Selecting and using virtual and/or MIDI instruments to create electronic sound and/or music.

	<ul style="list-style-type: none"> <li><input type="checkbox"/> Successfully designing and safely constructing the signal path for multiple inputs.</li> <li><input type="checkbox"/> Overdubbing at least one track.</li> </ul>
<b>Implementing the production – Processing skills:</b>	<ul style="list-style-type: none"> <li><input type="checkbox"/> Applying creative and/or corrective equalisation.</li> <li><input type="checkbox"/> Applying dynamics processing, including the use of compression and/or limiting and noise gate.</li> <li><input type="checkbox"/> Editing tracks, including editing a minimum of three takes into a single take.</li> </ul>
<b>Implementing the production – Applying effects:</b>	<ul style="list-style-type: none"> <li><input type="checkbox"/> Applying time domain and other effects, including at least two from: <ul style="list-style-type: none"> <li>▪ Delay.</li> <li>▪ Echo.</li> <li>▪ Reverb.</li> <li>▪ Chorus.</li> <li>▪ Phase.</li> <li>▪ Flange.</li> </ul> </li> <li><input type="checkbox"/> Manipulating the controls of virtual and/or MIDI instruments (for example ADSR envelopes, LFO, filter).</li> </ul>
<b>Implementing the production – Mixing and sequencing skills:</b>	<ul style="list-style-type: none"> <li><input type="checkbox"/> Applying a range of mixing techniques, including using volume, panning, automation, send and insert effects and grouping/bussing to achieve a balanced and creative mix.</li> <li><input type="checkbox"/> Accurate synchronisation and/or sequencing in complex scenarios involving multiple takes and/or simultaneous events.</li> <li><input type="checkbox"/> Mixing down to an audio master in appropriate file format(s).</li> </ul>
<b>Implementing the production – Creative and appropriate use of sound and/or music.</b>	<ul style="list-style-type: none"> <li><input type="checkbox"/> Candidates should show how creative they can be with the use of sounds through the implementations of audio choice and treatment of effects and processes.</li> </ul>
<b>Evaluating the Production:</b>	<ul style="list-style-type: none"> <li><input type="checkbox"/> Planning.</li> <li><input type="checkbox"/> Recording and creating.</li> <li><input type="checkbox"/> Editing and processing.</li> <li><input type="checkbox"/> Final mix, including: <ul style="list-style-type: none"> <li>○ Justification for significant technical and creative decisions.</li> <li>○ Suggestions for improvements, and information about how these suggestions could be achieved, in both the development and production processes.</li> </ul> </li> </ul>
<b>Question Paper</b>	<ul style="list-style-type: none"> <li><input type="checkbox"/> Understanding of the need to protect intellectual property (IP) rights, including: <ul style="list-style-type: none"> <li>○ Identifying ways in which IP may be infringed.</li> <li>○ Describing the effect of this on IP owners.</li> <li>○ Describing the effect of IP infringements on the music industry in general.</li> <li>○ The role of PPL PRS Ltd and the Mechanical-Copyright Protection Society (MCPS) in administering IP issues.</li> </ul> </li> </ul>

	<ul style="list-style-type: none"><li><input type="checkbox"/> Technological developments:<ul style="list-style-type: none"><li>○ The development of music technology through the decades will be assessed with key innovators both musical and technical.</li></ul></li><li><input type="checkbox"/> Audio Fault:<ul style="list-style-type: none"><li>○ To identify and rectify faults within the recording, editing and processing.</li></ul></li><li><input type="checkbox"/> Identify a range of technological concepts linked to audio</li><li><input type="checkbox"/> Identify a range of popular music genre and styles.</li><li><input type="checkbox"/> Identify a range of melodic and harmonic concepts.</li><li><input type="checkbox"/> Identify a range of rhythmic and tempo concepts.</li><li><input type="checkbox"/> Identify a range of texture/structure/form concepts.</li></ul>
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### **What will be taken into consideration when deciding on a teacher-estimated grade for Higher Music Technology?**

- Recording and manipulating 2 audio contexts combined with electronic sound supported by logbook worth 70%.
- Understanding 20<sup>th</sup> and 21<sup>st</sup> century music listening exam paper worth 30%.
- Commitment and Quality in class/homework.