

# music technology

## A Level Product Design

### Exam Board: Edexcel

#### Course content

Music Technology is a course that explores the history of recording and making music, the technology used, and tracks this through to present day. Students will investigate the different recording eras, styles of music, and apply this to a wide variety of music.

There is a large amount of practical work as well, learning to record different instruments in different settings, editing and applying effects, and mixing a song. Students also learn to compose, synthesise their own sounds and instruments, and create their own tracks.

#### Assessment

##### Component 1: Recording (20%)

Students will be required to engineer a live recording of one song chosen from a list of ten artists or songs supplied by the examination board.

##### Component 2: Technology based composition (20%)

Students create a 3-minute composition written to a brief from a choice of three supplied by the examination board.

##### Component 3: Listening and analysing (25%)

A 1 hour 30 minute exam assessing knowledge and understanding of recording and production techniques and principles, in the context of a series of unfamiliar commercial recordings.

##### Component 4: Producing and analysing (35%)

A 2 hour 15 minute written and practical exam assessing knowledge and understanding of editing, mixing and production techniques, to be applied to unfamiliar materials.

#### Progression:

Sound engineering, music production, recording, software engineering, education, composing (film, TV, installations), performance, research, music promotion and management, sound design.

#### Entry requirements:

GCSE Music grade 4 or above.

You should be working at Grade 4

(ABRSM) or equivalent on your

instrument, and your theory. Students who can demonstrate significant experience with music sequencing software will also be considered.

