

# Higher Music Technology

## Aim of course

To ensure that all pupils have the opportunity to create and explore different areas of Music Technology by capturing, manipulating and using audio in context.

## Why study Music Technology?

Music Technology allows pupils to develop their creativity and digital literacy through a variety of tasks and experiences. Development of these skills are not only transferable to a wide range of disciplines but also highly fulfilling. The subject allows the in-depth development of skills, knowledge and experience required to proceed to further study or to a career related to Music or Music Technology.

## Entry to the Course

You would normally be expected to have attained a course award at **National 5 Music Technology** or have appropriate previous experience.

## This course option consists of three units:

- **UNIT 1 Music Technology Skills**
    - Using appropriate hardware and software to capture and manipulate audio.
    - Develop knowledge of Music Technology hardware and sound recording techniques.
    - Demonstrate practical skills in, sound recording techniques, using appropriate software and hardware.
  
  - **UNIT 2 Understanding 20<sup>th</sup> and 21<sup>st</sup> century Music (30 marks)**
    - Develop listening skills, and knowledge of the music industry, within the context of 20<sup>th</sup> and 21<sup>st</sup> century styles and genres.
    - Listen to music from a variety of 20<sup>th</sup> and 21<sup>st</sup> century musical styles and genres and understand how this relates to developments in Music Technology.
    - Demonstrate a broad understanding of the music industry, including intellectual property rights.
    - Question paper based on recorded excerpts of music. A final exam listening to a series of musical excerpts and analysing the music and technology used. (Skills from Unit 2).
  
  - **UNIT 3 Music Technology in context (70 marks)**
    - Three audio projects using music technology and sound production creatively in a range of contexts (e.g. involving creating music for film, TV or computer games, radio broadcasts or multi-track recording).
- Final Assignment**
- Assignment / Added Value Unit (70 marks): A final assignment using Music Technology creatively in a combination of two chosen **contexts**. (**Combining skills from Unit 1, 2 and 3**).

## Assessment

- To achieve a course award, candidates must pass all three units.
- Higher is assessed externally and graded A-D.

**Further advice and information is available from Mr Ratcliff**

