GETTING AHEAD

HSDC ALTON

Start to develop skills that are relevant to your course before you join HSDC this September!

Music Technology – A Level

The A Level Music Technology Course is a two-year academic course which covers theoretical and practical course elements as well as stylistic, production, historical and aspects of Science and Maths that underpin the recording and production process.

The aim of these tasks/reading is to prepare you for the scope of the course and stimulate your own interest.

The course is structured as below:

Content/ Coursework	
1.Multi Track Recording	You are to record a band / artist from a list of artists determined by your teacher up to 3-3.5 mins with at least 8 tracks.
2. Technology Based Composition	Create a composition in a DAW (Logic X) using your creativity sampling, synthesis, programming, editing & mixing based on stimuli from Edexcel.
1 LOGBOOK:	To be compiled weekly as a guide and submitted to the external examiner at the end.
Areas of Study	
1.	Recording and production techniques for both corrective and creative purposes.
2.	Principles of sound & audio technology.
3.	The development of recording and production technology.
Units	
1. Recording	
2. Technology Based Composition	
3. Listening & Analysing	
4. Producing & Analysing	

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Preparatory Tasks and Research

The table below is designed to provide you with some grounding for the course; the books and resources are recommended for purchase if possible.

If you have access to a digital audio workstation such as Logic Pro or Garage Band or FL Studio / Cubase / Reason/Pro Tools etc then you will be able to complete the composition task below. If not, try to record this on your instrument/voice or loops etc on your phone.

Task/Skill	Detail	Books	Research
Listening	**Listen to the recommended tracks (below)** so you have a stylistic overview of tracks from 1920s to the current era. As you listen to these tracks choose one track and: Start to consider how these have been produced in terms of recording and mixing and **write a short analysis** of how you think they have achieved this. You can accomplish this by listening out for all the parts (vocals & instruments), listening for effects, as well as the relative balance & panning (L/R) between tracks as well as the overall loudness.	A Level Music Technology Study Guide- Tim Hallas-Rhinegold Education The History of Music Production: R J Burgess-Oxford University Press	Use the recommended Listening Guide attached. Or watch the BBC4 "Sound of Song" Series which charts music production through the eras.
Composition / Producing	**Create a one minute** (can be more) track that either: **(choose one)** (a) Is used as soundtrack for a short animation / film / video etc or extract thereof which may include music (you can choose an animation / gameplay	Logic Pro X-Cousins & Sawyer: Logic Pro X Audio & Music Production: Focal Press- complete functional guide	Read Sound on Sound Magazine online or hard copies as they have great articles on music production.

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	extract etc or any suitable visual media), sound effects, textures, samples, ambient sounds etc. (b) Write a short one minute song about the current situation in terms of restricted movement / isolation at home. You can use any instruments as well as lyrics, synths, drums etc. (c) Or create an experimental piece of Music about a theme of your choice eg. The news / social interaction / the internet. Try to use some original sounds you may have recorded or created in a key you may not have used before.		

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