

Record, Edit, Produce, Compose!

Develop your leadership & management skills and become a professional Sound Engineer!

MUSIC TECHNOLOGY (National 4, National 5 & Higher)

The Creative Technology industry is one of the fastest growing and developing industries in the world. It is integral to Hollywood films, gaming and chart music and a fast and hands on area of work.

Perth Academy's Music Technology courses are exciting courses where pupils learn technological skills and techniques used in the film, TV, music, computer games and radio industries.

Using the latest sound technology and equipment, pupils will develop a range of skills in recording, editing, mixing and mastering in order create professional pieces of audio and visual work. The course is highly individual and pupils are able to work in a genre which interests them – from computer gaming to film making. Pupils will gain many new I.T skills and work closely with both Mac and PC platforms. Pupils will learn how to record and edit audio, mix live sound and work in a recording studio.

The course also encourages pupils to develop their knowledge and understanding of modern 20th & 21st century music, and an understanding of how music technology has influenced and been influenced by 20th and 21st century musical developments.

Through discussion and presentation, the music industry and the implications of copyright and intellectual property rights are explored and investigated.

Pupils leave the course with a show-reel of work and a variety of practical skills much sought after by digital media employers, colleges and universities.

National 4 , 5 and Higher are structured in very similar ways however in National 4, the final coursework is marked internally whereas in National 5 and Higher, the final coursework is marked by SQA.

Pupils study the following areas:

1. Music Technology Skills

The general aim of this unit of study is to allow learners to develop skills and techniques relating to the creative use of music technology. Learners will be able to use hardware and software to capture and manipulate audio. Learners will explore a range of uses of this technology through practical activities.

2. Understanding 20th and 21st Century Music

The general aim of this unit of study is to allow learners to develop knowledge and understanding of 20th and 21st century musical styles and genres, and how these relate to developments in music technology. Learners will explore this through a variety of investigative and listening activities. On completion of this topic, learners will be able to describe relationships between technological developments and 20th and 21st century music. This area is assessed in a written examination in National 5 and Higher courses.

3. Music Technology in Context

Learners bring together skills from units 1 and 2 to produce two clearly different short pieces of work which demonstrates the ability to capture, manipulate and mix down to an audio master. Pupils will produce (at least) two clearly different short pieces of work which will demonstrate their ability to capture sound, manipulate it, and then mix it down to an audio master. Suitable contexts could include: Recording a rock band including at least one overdub, recording a choir or ensemble, creating a short sound track for a film, producing a short radio broadcast, arranging or composing using MIDI, producing sound effects for drama, recording narration/sound for an audiobook, creating an advertising jingles, making use of samples and loops for remixing.