National 3 Music Technology (Course Code: C751 73)

SCQF Level 3 (18 Credit Points)

Why study Music Technology?

Studying music technology allows you to express yourself through music while developing your knowledge of music and technology. You will develop a broad understanding of the music industry and the skills it requires, such as planning and organising, creative thinking, research, critical thinking and decision making, as well as working both collaboratively and independently.

This course is especially suitable if you have broad musical interests, and are particularly interested in music technology and 20th and 21st century music. This course also provides pathways to higher levels of study.

The skills that you develop in Music Technology are useful in careers such as musician, DJ, sound technician, roadie and musical instrument technologist.

Career Pathways

To see what career areas this subject could lead to and the routes to get there, download and view these career pathways:

Communications and Media

Performing Arts

What do I need to get in?

The school or college will decide on the entry requirements for the course. You would normally have achieved:

- **National 2 Performance Arts**

What will I study?

This course allows you to develop basic skills using music technology hardware and software in sound production, and gain a basic understanding of 20th and 21st century musical styles and genres. You will also learn to reflect on your own work and that of others. You may also have the opportunity to personalise aspects of the course to suit your individual interests or needs.

The course has **three** compulsory units:

Music Technology Skills (6 SCQF credit points)

In this unit you will:

- develop skills and techniques relating to the creative use of music technology and hardware and software to capture and manipulate audio

- explore a range of uses of this technology through practical activities.

Understanding 20th and 21st Century Music (6 SCQF credit points)

In this unit you will:

- develop a basic understanding of 20th and 21st century musical styles and genres, and of related developments in music technology.

Music Technology in Context (6 SCQF credit points)

In this unit you will:

- use music technology skills in a range of straightforward contexts such as live performance, radio broadcast, composing for film, TV themes, adverts and computer gaming.

How will I be assessed?

You will be assessed by your teacher or tutor on an ongoing basis throughout the course. Items of work might include:

- practical skills – such as using hardware or software for audio capture
- listening skills – understanding the context of musical styles, such as jazz and rock projects.

You must pass all three units to gain the course qualification.

Study Materials

What can I go on to next?

If you complete the course successfully, it may lead to:

- **National 4 Music Technology**
- **National 4 Music**

Further study, training or employment in:

- Communications and Media
- Music Technology
- Performing Arts