National 4 Music Technology (Course Code: C751 74)

SCQF Level 4 (24 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?

Entry is at the discretion of the school or college but you would normally have achieved:

- **National 3 Music Technology**

What will I study?

This course allows you to develop your knowledge and understanding of music technology and of music concepts, particularly those relevant to 20th and 21st century music. You will get to develop technical and creative skills through practical learning, as well as learn skills and knowledge relevant to the needs of the music industry. You will also practise how to reflect on your own work and that of others.

The course has **three** compulsory units, plus an **added value** unit that assesses your practical skills.

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.

Added Value Unit: Music Technology Assignment (6 SCQF credit points)

In this unit you will:

- plan and carry out a short creative production using music technology.

How will I be assessed?

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

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

You must pass all units, including the practical assessment 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 5 Music Technology**

Further study, training or employment in:

- Communications and Media
- Music Technology

- Performing Arts