Higher Music Technology (Course Code: C851 76)

SCQF Level 6 (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/college but you would normally be expected to have gained:

- **National 5 Music Technology**

What will I study?

The course consists of **three** areas of study.

Developing an understanding of 20th and 21st century music

You will learn about:

- 20th and 21st century styles and genres of music
- how music technology has influenced, and been influenced by, developments in 20th and 21st century music and by key innovators
- aspects of the music industry, including an understanding of the implications of, and the need to protect, intellectual property rights
- developing listening skills, allowing you to identify a wide range of genres and styles and their main

attributes, and a wide range of relevant music concepts in the context of 20th and 21st century music.

Developing music technology skills

You will develop a range of skills and techniques relating to the creative use of music technology hardware and software to capture and manipulate audio.

These skills include selecting and using appropriate audio input devices and sources; applying microphone placement techniques; designing and constructing the signal path for multiple inputs; setting input gain and monitoring levels; overdubbing and editing tracks; applying creative and corrective equalisation, dynamics processing, time domain and other effects; applying a range of mixing techniques; and editing multiple takes into a single take.

Music technology contexts

You will gain experience in using a wide range of music technology skills to capture and manipulate audio and sequenced data, and mix down to an audio master in an appropriate file format, in a range of contexts such as radio broadcast, composing and/or sound design for film, audiobooks and computer gaming.

How will I be assessed?

The course assessment has **two** components **totalling 120 marks**:

- Component 1: question paper – worth 40 marks (scaled to 30 towards overall mark)
- Component 2: assignment – worth 80 marks (scaled to 70).

For the assignment component, you will be asked to produce the audio for a film soundtrack, radio broadcast, computer game or other similar context. Marks are awarded for: planning the production (20 marks); implementing the production (50 marks); and evaluating the production (10 marks).

The question paper and assignment components will be set and externally marked by SQA.

The grade awarded is based on the total marks achieved across course assessment.

The course assessment is graded A-D.

Study Materials

- SQA Past Papers Music Technology Higher
- SQA Specimen Paper Music Technology Higher
- SQA Understanding Standards Music Technology
- BBC Bitesize Music Technology Higher

What can I go on to next?

Further study, training or employment in:

- Communications and Media
- Music Technology
- Performing Arts