Advanced Higher Music Technology (Course Code: C851 77)

SCQF Level 7 (32 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:

- **Higher Music Technology**

What will I study?

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

Sound recording and the creative industries

You will:

- further develop knowledge and understanding of sound recording within the creative industries
- choose contexts for learning and research key music technology skills, techniques and processes that are used in the creative industries
- develop skills in project management and research-based learning, gaining knowledge and understanding of your chosen contexts.

Music technology skills

You will:

- further develop and extend a range of skills and techniques relating to the creative use of music technology hardware and software to capture and manipulate audio
- develop new skills relevant to your own chosen contexts through investigation and research, for example, in advanced sound design techniques, advanced synthesis, and extensive programming of effects.

How will I be assessed?

The course assessment has **two** components totalling **135 marks**:

- Component 1: project: research – worth 40 marks
- Component 2: project: production – worth 95 marks.

The research project allows you to apply the project management and research skills you have acquired from the course in a music technology context of your choice.

The production project allows you to apply the knowledge and skills you have acquired from the course in a practical context. You plan, implement, and evaluate a large-scale creative production using music technology.

The 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

What can I go on to next?

Further study, training or employment in:

- Communications and Media
- Music Technology
- Performing Arts