

# Alder Grange Sixth Form Centre Music Technology

# A-LEVEL

# **EXAM BOARD EDEXCEL**

# COURSE CONTENT

#### **Component 1: Recording**

Students will use production tools and techniques to capture, edit, process and mix an audio recording.

### **Component 2: Technology-based Composition**

Students will create, edit, manipulate and structure sounds to produce a technology-based composition.

#### **Component 3: Listening and Appraising**

Students will develop a knowledge and understanding of recording and production techniques and principals, in the context of a series of unfamiliar commercial recordings chosen by the examination board. Students will be required to demonstrate the application of knowledge relating to recording and production techniques for both corrective and creative purposes, principles of sound and audio technology and the development of recording and production technology.

#### **Component 4: Producing and Analysing**

Students will develop a knowledge and understanding of editing, mixing and production techniques which will be applied to unfamiliar materials provided by the examination board. Students will also be required to demonstrate the application of knowledge relating to recording and production techniques for both corrective and creative purposes and principles of sound and audio technology.

## **ASSESSMENT**

Component	Assessment	Duration	Weighting
1. Recording	Practical	N/A	20%
2. Technology- based composition	Practical	N/A	20%
3. Listening and Analysing	Written exam	1 hour 30 minutes	25%
4. Producing and Analysing	Written and Practical Examination	2 hours 15 minutes (plus 10 minutes setting up time)	35%

#### CAREER OPPORTUNITIES

A Level Music Technology will prepare you for specialist Music Technology courses in higher education.

It also provides an excellent foundation for students to pursue careers in Music technology, Studio Engineering, Live Sound Engineering, Music Production, Music Business and Teaching.

The course also compliments studies in Music, English Language, Computing and Media Studies.

