

BTEC Music Technology

(Digital Music Production)

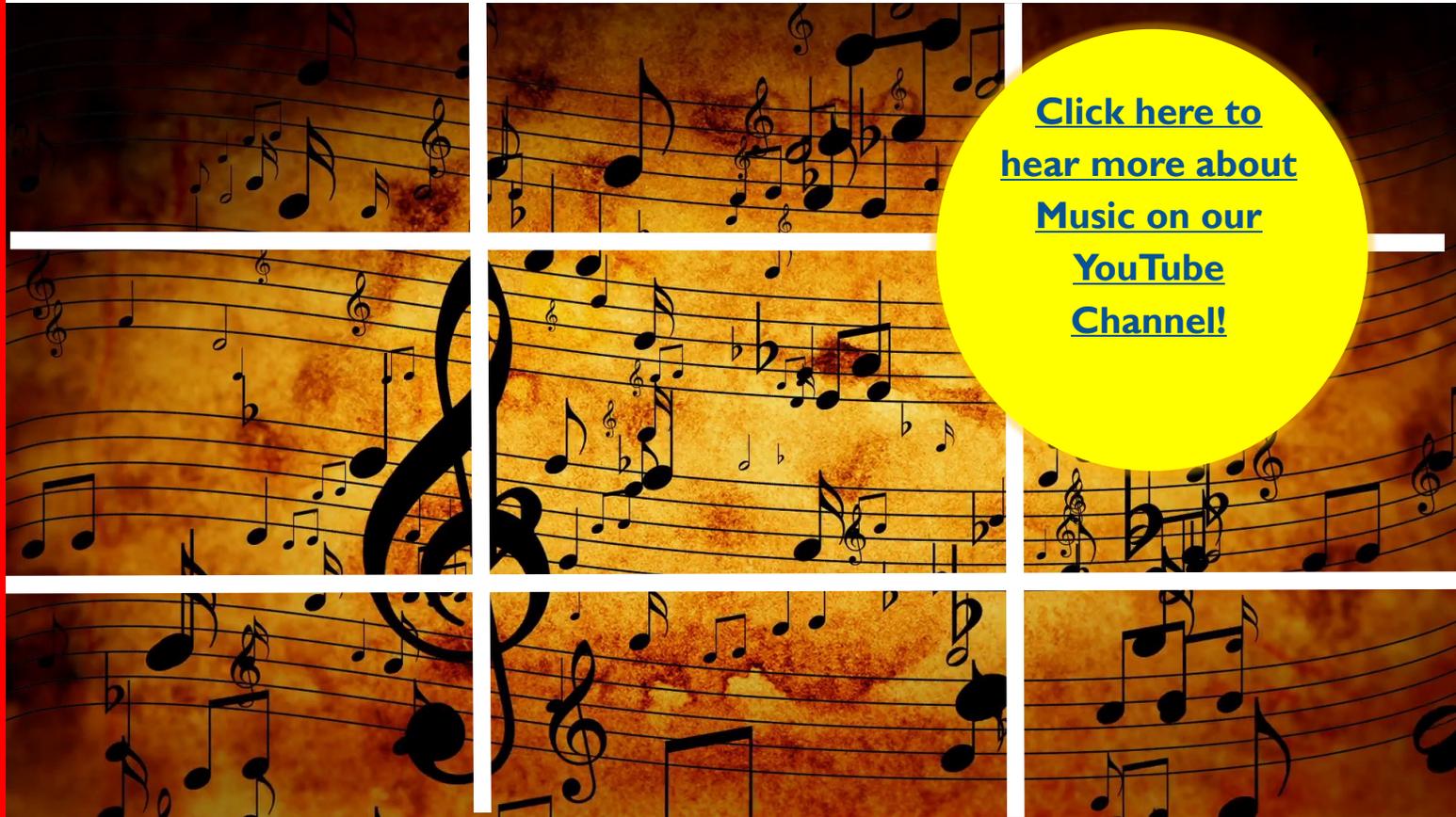
Description

This qualification provides the knowledge, understanding and skills that will prepare you for further study or training. It consists of two units, of which one is mandatory. Learners will explore the features of a DAW to create and develop their own music and learn some of the background principles of how a DAW works along with the associated specialist and technical terms. As well as its creative musical possibilities, a DAW can also be used for audio restoration and repair, and for a wide range of multimedia sound work.

Entry Requirements

GCSE average of a 3.6, GCSE English Language 4, GCSE Maths 4 and a Merit in Level 2 BTEC if taken.

No Previous Musical Qualifications are required however knowledge Garageband and a keen interest in music production is needed.



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Progression

This qualification supports progression to Music technology degrees, Apprenticeships and employment when taken as part of a programme of study that includes other appropriate BTEC Nationals or A Levels. It is a basis of study for the music production sector with a focus on music and sound for media and digital audio workstation (DAW) production.



Course Details

“Studying music is fun as you get to learn about a variety of musicians and composers while developing your own talents.”

BTEC Music Technology	Details
<p>Unit 3: Music and Sound for Media</p> <p>Learners will explore the production of the music, sound and effects that are used for media products such as games, films and apps.</p>	<p>In this unit, you will explore a range of music and sound creation scenarios that might exist in a typical portfolio for someone working in the music industry. You will create and produce music for games, films and apps, as well as create original sounds, noises and effects to support interactivity and action. As the online media industry emerges, sound skills are becoming increasingly important and in demand, for example audio engineers, foley artists and music editors. The skills you develop in this unit will help you to progress to employment in the music industry and to higher education.</p>
<p>Unit 6: DAW Production</p> <p>Learners will develop an understanding of how a digital audio workstation (DAW) can be used creatively to produce music, manipulate audio and mix music.</p>	<p>Externally assessed synoptic Assessment.</p> <p>In this unit, you will explore how the features of a DAW can be used to create and develop your own music. You will understand some of the background principals of how a DAW works, along with the associated specialist and technical terms. To complete the assessment task within this unit, you will need to draw on your learning from across your programme.</p>
<p>Unit 8: Creative Synthesis and Sampling</p>	<p>Learners will explore the creative functions of synthesisers and samplers in making music and sound design.</p>
<p>Unit 13: Mixing and Mastering Techniques</p>	<p>This unit aims to give learners the skills to mix and master a digital audio workstation (DAW) project to a professional standard.</p>
<p>Unit 16: Commercial Music Production</p>	<p>Learners will explore the audio production techniques and ear-catching songwriting styles associated with commercial music.</p>



Further Information

Course Leader: Mrs H. Corlett

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Examination board: Edexcel

www.qualification.pearson.com