

Music Technology

Why study Music Technology?

Getting into the music industry is a tough gig, but our music technology course gives you a foot in the door. If you have a strong interest in music technology and are considering higher-level study, such as a Foundation Degree, HND or Degree course, or you wish to gain specialist vocational skills to improve your employability, then this course is for you.

What does the course cover and what is expected of you?

You will run and perform as part of recording studio sessions. You create, produce, mix and master stereo and surround recordings. You perform and engineer live performances, programme sound synthesizers, create and dub music, sound effects and foley to video and other media.

This BTEC course is the equivalent of 1.5 A Levels and will cover a range of skills and units which can be tailored to your interests. For example:

- Audio Engineering
- DJ Performance
- Music Technology in Performance
- Music Sound in Moving Image
- Music Production
- Sequencing Systems
- Sound Creation and Manipulation
- Sound and Music Industry

In short, at Mary Hare our aim is to enable you to gain knowledge, understanding and practical skills based on industry requirements.

Where can it take you?

Production and design (including audio engineering; mastering; mixing; music directing; producing; program directing; programming; recording engineer; studio manager; MIDI technician)

Event collaboration and production (including management, planning, technology support)

Recording (including research, publicity, marketing, public relations, sales)

Entry requirements

GCSE Music or a course in Music Technology would be desirable. A love of music, an ability to use a computer and 5 GCSEs at C grade.

Student View

“I’ve got to learn real industry skills delivered by real industry professionals – it’s so cool”

Teachers Tip

Give yourself a head start. Learn in our specialist teaching rooms with the latest apple macs and software. You'll be amazed at what you have yet to achieve!