


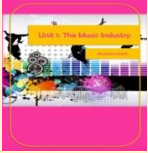
MUSIC TECHNOLOGY: BTEC L1/2 MUSIC FIRST (YEAR 11 ONLY). UNIT 1 MUSIC INDUSTRY REVISION SHEET, Jobs

& Organisations

<u>Performance and Creativity Roles</u>	<u>Management and Promotion Roles</u>	<u>Recording Roles</u>	<u>Media Based and Other Roles</u>
<p style="text-align: center;">Musician Plays / sings Excellent standard – will read music Rehearses and practices ready for audition/performance</p>	<p style="text-align: center;">Artistic Management Looks after artist / finance / image “brand” Gives advice on contracts – speaks on their behalf</p>	<p style="text-align: center;">Producer What output should sound like – has final say – think Simon Cowell. Has total artistic control of the end musical product.</p>	<p style="text-align: center;">Live DJ Plays live gigs – mixes music for dancing Chooses correct type of music for the audience – understands what their musical taste will be</p>
<p style="text-align: center;">Composer Writes music – may use acoustic instruments or DAW May compose to brief or for client – will orchestrate and arrange music</p>	<p style="text-align: center;">Venue Management Health and Safety / catering / booking system at venue / put safety procedures in place / facilities / staffing</p>	<p style="text-align: center;">Studio Engineer Controls and sets up recording equipment – sets recording levels and EQ -operated DAW and control desk in studio</p>	<p style="text-align: center;">Broadcaster (TV and Radio) Job on TV/Radio – good knowledge and persona – appeals to certain audiences They will do a great deal of research into a band/artist before interviewing them on air</p>
<p style="text-align: center;">Musical Director Directs a group – auditions them, selects music and leads the rehearsal. Decides on rehearsal schedule.</p>	<p style="text-align: center;">Studio Management Books studio time Looks after studio Ensures all equipment and facilities are working / safe</p>	<p style="text-align: center;">Assistant Engineer and Technical Support Helps chief sound engineer – does donkey work – may help set up mics in studio etc / check levels</p>	<p style="text-align: center;">Musical Journalist / Blogger Writes about artists – knows what audience wants to know May be attached to a certain newspaper or pay be freelance</p>
<p style="text-align: center;">Live Sound Technician Balance / sound output /levels Does the sound check and mixes a performance live – places the mics in the right position</p>	<p style="text-align: center;">Promoter Promotes artist to sell more – may get them guest appearances on shows / TV. Publicity and promotion of artist.</p>	<p style="text-align: center;">Mastering Engineer Finishes the final product / masters recording – this is what will be bounced down and sold / played online.</p>	<p style="text-align: center;">Software Programmer /App Developer Creates software – uses music – will probably compose using a DAW</p>
<p style="text-align: center;">Roadie Moves kit / sets up Loads lorry – packs up and moves the kit. Probably drives transport.</p>	<p style="text-align: center;">Marketing (PR) Ways to sell artist’s “brand” Methods of marketing a product include adverts online / producing promotional trailers and videos etc</p>	<p style="text-align: center;">CD / Vinyl Manufacturer Makes CDs and records (VINYL) – album artwork – these can be collectable items</p>	<p style="text-align: center;">Retail Selling product/merchandise May do this online or in shops – also at gigs and venues.</p>
<p style="text-align: center;">Instrumental Technician Looks after instruments – re-strings guitars / tightens drum skins / replaces broken parts / may tune guitars/bass guitars/ checks all in working order</p>	<p style="text-align: center;">A&R (Artists and Repertoire) Talent scout – goes to gigs and looks online to find new bands/artists to sign up to a record label – has to know what is popular at the moment</p>		<p style="text-align: center;">Distribution Moving CDs/merchandise from warehouse to retail outlets, logistics, selling via mail order and through online stores.</p>

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<p>Types of Venue Where music is performed – think audience size / popularity of the artist / how many tickets do you need to sell? Is it local or national interest?</p>	<p>Royalty collection agencies Get money for the artists – they ensure that if their music is used or played they get some money for this (called ROYALTIES)</p>		
<p>Small Venue Pub / Café bar / Village Hall More intimate / smaller audience Cheaper to hire – cheaper tickets Intimate atmosphere</p>	<p>PRS Performing Rights Society Represent the members performing rights – whenever their music is played in a public space they collect royalties in form of licenses</p>	<p>Unions Have the artists 'back'. Give support over employment conditions and contracts / advice on tax and National Insurance (NI) / Pay disputes</p>	<p>Types of Contract / Pay Models Understand the different employment models and how the artist gets paid</p>
<p>Large Venue Stadium - Etihad Glastonbury – Music Festival Arena (Wembley / Manchester AO) Large scale – expensive to set up</p>		<p>Musicians Union Musicians / composers and instrumental teachers</p>	<p>Full time Permanent contract – working around 37 hours per week. Tax and NI paid – paid holiday and sickness pay. Usually fixed hours will little flexibility</p>
<p>Health and Safety Trip hazards / electrical safety / noise levels / sanitation and toilet facilities / ventilation / first aid / lighting / transport infrastructure / crowd control / emergency exits / access</p>	<p>PPL Phonographic Performance Limited Protects the rights of recorded / video of music – collects money by granting licenses</p>	<p>Equity Actors / dancers / theatre performers</p>	<p>Part Time As full time but only for a few days per week – has some flexibility but may not earn enough money to survive on</p>
<p>Service Company Hire Company: sound / lighting equipment / PA systems Transport company – hire equipment for touring</p>	<p>MCPS Mechanical Copyright Protection Society Protects their members mechanical rights – whenever a piece of music is reproduced as a physical product</p>	<p>BECTU Broadcast Entertainment Cinematograph Theatre Union (BECTU) – union for those working in production and/or technical roles</p>	<p>Freelance Shorter fixed term contracts – more freedom of how the artist works BUT no benefits like sick pay / holiday pay Tax and NI may not be paid – you may have to sort this out yourself</p>
	<p>Don't forget to use this booklet and past papers to revise from as well</p>	<p>PLASA Lighting technicians / sound engineers</p>	<p>Self-employed Freedom to take work that you want to do but rather like freelance – none of the additional benefits</p>

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