



National
Qualifications
2023

2023 Music Technology

Higher

Finalised Marking Instructions

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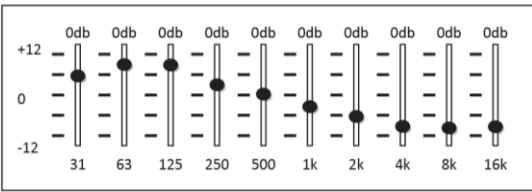
General marking principles for Higher Music Technology

Always apply these general principles. Use them in conjunction with the detailed marking instructions, which identify the key features required in candidates' responses.

- (a) Marks for each candidate response must always be assigned in line with these general marking principles and the detailed marking instructions for this assessment.
- (b) Do not accept any answer that is not in the marking instructions. Use professional judgement when candidates' responses do not exactly match marking instructions but carry the same meaning.
- (c) Where a question asks for a description, explanation or justification, do not award marks for simple one or two word answers.
- (d) Accept inaccurate spelling of English or Italian terms, as long as the meaning is clear.

Marking instructions for each question

Question			Expected response	Max mark	Additional guidance
1.	(a)		Harmonics Indie	2	1 mark for each. Do not accept other answers here.
	(b)		Chorus on electric guitar Driving rhythm section Electric guitar is the main harmonic instrument Live sounding recording (Lead and/or rhythm) electric guitar Ostinato or riff Reverb on electric guitar Unpolished vocals.	2	1 mark for each correct answer. Electric guitar on its own is acceptable. Also accept lo-fi recording Do not accept reverb on its own. Also accept anything that infers a raw sounding vocal.
2.	(a)		Electroacoustic Sounds created and/or processed by electronic means Tape manipulation Time compression Time expansion Use of delay Use of fade in/out Use of loops Use of multi-tracking Use of panning Use of pitch bend or pitch shift Use of reverb.	3	1 mark for correct genre. 2 marks for a reason related to a technological concept. Also accept sound being reversed. Also accept synthesiser. (Accept any inference to the extensive use of effects).
	(b)		Vocoder	1	Do not accept other answers here.
3.	(a)	(i)	Poorly balanced mix.	1	Accept any inference to the poor balance of parts.
		(ii)	Balance the audio correctly.	1	Accept any inference to the correction of the mix balance.
	(b)	(i)	(The MIDI kick drum track is) out of time.	1	Accept bass drum track is out of time. Accept quantise value set incorrectly. Do not accept (MIDI drums are) out of sync.
		(ii)	Quantise the (MIDI) kick drum track (to the correct value).	1	Accept re-record in time or re-program in time

Question		Expected response	Max mark	Additional guidance
4.	(a)	<p>EQ 2</p>  <p>Justification - Bass frequencies are boosted.</p>	1	Do not accept other answers here.
	(b)	Flanger	1	Accept phaser.
5.	(a)	Portamento Wah-wah	2	Do not accept other answers here.
	(b)	<p>A matched pair of cardioid condensers in XY/ORTF.</p> <p>OR</p> <p>Stereo pair of omni-directional condensers in AB/spaced pair.</p> <p>Microphones should be placed at least a metre from the source.</p> <p>This will ensure a good balance of direct sound and ambience.</p> <p>OR</p> <p>To ensure a good stereo image.</p>	3	<p>1 mark for microphone array.</p> <p>1 mark for placement.</p> <p>1 mark for justification.</p>
	(c)	Chromatic	1	Do not accept other answers here.
6.		1. High pass	1	Do not accept other answers here.
		2. Tremolo Flanger	2	<p>Also accept delay.</p> <p>Also accept phaser.</p> <p>Do not award 2 marks for flanger and phaser.</p>
		3. Threshold	1	Do not accept other answers here.
		4. Feedback	1	Also accept mix or wet or dry.
		5. Harmoniser	1	Do not accept other answers here.
		6. Homophonic	1	Do not accept other answers here.
7.		<p>Acoustic guitar plays fingerpicked riff</p> <p>Soprano vocal with hall reverb</p> <p>Arco strings</p> <p>Rolls played on marimba</p> <p>Cymbal rolls and single hits</p>	5	<p>1 mark for each correct feature.</p> <p>Features can be listed in any order.</p> <p>Do not accept other answers here.</p>

[END OF MARKING INSTRUCTIONS]