

## 1.2 Learning & Skills Development Plan

### Assessment of Current Knowledge & Skills

#### Key Strengths:

1. I have a full understanding of operating a PA system including setting the effects that can be accessed via a digital mixing desk, such as Delay, Reverb, EQ, Distortion and others.
2. I can utilise music technology software such as Bandlab and Cubase to create and edit pieces of music that fit the need I require them to. This is including skills such as cropping, automation, mixing applying effects.
3. I fully understand the Copyright, Designs and Patents Act 1988 as well as its implications within the music industry, mainly how it is used in order to provide legal ownership of music to benefit musicians.
4. I am knowledgeable in future education paths through music technology, such as pursuing an apprenticeship, or going to a University in order to obtain a Degree or any other form of qualification higher such as a master's degree.

#### Actions Needed to further develop

1. I will need to explore auxiliaries a little further and look into creating a better foldback experience for the performers. In-ear monitoring systems are definitely where I would start but I would also like to explore how to send effects such as compression and reverb to the in ears as performers are experiencing the raw signal only at the moment.
2. To expand my knowledge on DAW software and explore what other software such as Logic or garage band could offer. Some have better VST and pre-set plugins. I would need to dive deeper into learning and exploring the software as this would allow me to develop my understanding.
3. I will look through the record label's reviews to discover how other artists and employees are treated before looking into contracts if they are available.
4. I am looking to join a University to study music production. In order to develop my knowledge further, whilst at university, I am going to enrol in voluntary courses with my university to expand upon my knowledge and be in the recording studio as much possible.

#### Weaknesses:

1. I have very little knowledge of what employability skills are specific to what my future goals are (Becoming a , as they may be different for every opportunity that is given within music production and technology. Also there is very little available in terms of job application on the internet. It would be handy if it said "Music Sound Engineer" requirements - Degree in Arts for example. I feel that the industry I am about to enter is largely based on a self-built portfolio and experience.
2. Networking. At the moment I feel like I am alone in my venture. Apart from my teachers and peers I do not have any professionals or anyone around me with similar aspirations to be a professional in the music industry.

3. Composing using harmony. When I listen to music that's used within games more and more of it is orchestral and has layers of notes played together at different pitch (harmony). Currently my knowledge of writing harmony for melodies is very weak.

#### **Actions Needed**

1. To improve, I'm going to speak to local radio stations, theatres and even try to ring big gaming companies to see what the best route into the profession is.
2. I will need to start networking. Simple solutions such as joining a Facebook group is good and starting to follow events on twitter are ways to keep myself informed of what's going on but I will need to reach out to professionals in the music and gaming industry to make initial connections.
3. I will do a number of things to improve this. First of all I would like to start having piano lessons once my studies are over but immediately I will use Cubase and band lab and get stuck into composing melodies (which I can already do) and then use the midi editor to start creating harmonies. The theory behind this will be supported by YouTube account Music matters where an online Teacher Gareth explores basic to advanced harmony like Bach Choral (wish me luck).

## **Aspirations and Goals**

#### **Aspirations**

I wish to be a Music Sound designer for any large triple A video games developer e.g Bethesda, Ubisoft, Rockstar. I want to be able to work on a variety of projects and ensure that the music for those projects is the best it can be. This is important to me as I am very passionate about creative media and the use of music to set the tone in the media.

#### **Goals**

Go to University to study the sound design aspect of music development, While studying at University continue to compose my own music to add to my portfolio while building an EP, Apply to smaller companies in the position of intern in order to gain some experience working in the industry, over time build up a reputation with my work at smaller companies as a means of having some proof that I can develop my composition skills music, Apply to a triple A games development studio. I will also complete my music technology A level with a distinction

## **Knowledge & Skills Required to attain Goals**

**Goal 1 - Complete Music Technology A Level**

Knowledge Required	Skill Required
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<ul style="list-style-type: none"> <li>● Recognizing the history of music</li> <li>● Good knowledge of song royalties and rights</li> <li>● The origins of copyright laws and how they can be applied to the industry</li> <li>● Being able to set a PA system</li> <li>● Operate a DAW</li> <li>● Understand microphones</li> </ul>	<ul style="list-style-type: none"> <li>● Good revision and note taking skills</li> <li>● The ability to be able to complete all coursework to an exceptional standard</li> <li>● Experiment and research as many possible different ways of approaching each scenario or outcome to ensure my answers are always fully informed</li> </ul>
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**Goal 2 - Search for and get into a university for Video Game Sound Design**

Knowledge Required	Skill Required
<ul style="list-style-type: none"> <li>● Find an appropriate University that enables me to follow my goals accordingly</li> <li>● Find a course that fits what I want to do with my future</li> </ul>	<ul style="list-style-type: none"> <li>● The skill to research different universities, leaning about what each one offers in regards to benefits and content provided</li> <li>● Social skills required for being able to make a coherent group of colleagues in university that will allow me to further my knowledge in the music industry</li> </ul>

**Goal 3 - Gain experience working for small projects in order to have something on my record**

Knowledge Required	Skill Required
<ul style="list-style-type: none"> <li>● Understand some/most applications regarding music</li> <li>● Have a group of people and/or a teacher at university that will give me the motivation and the knowledge I desire.</li> </ul>	<ul style="list-style-type: none"> <li>● I need skills surrounding how to work basic software as well as the requirements in getting a position within the music industry. I will acquire these skills from University as this will be my staging ground for launching myself into a career in music.</li> <li>● Some networking skills will also be required as many jobs in the music industry are obtained through contacts further up the command structure.</li> </ul>

**Goal 4 - Have a permanent position or be well known within the industry for music development**

Knowledge Required	Skill Required
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<ul style="list-style-type: none"> <li>• Have a plethora of experience in the industry that I will have gained from my experiences in the field</li> <li>• Knowledge surrounding the field that I work which will enable me to move and transition jobs if the need arises</li> <li>• understand the social and professional responsibilities in having a permanent position in a company</li> </ul>	<ul style="list-style-type: none"> <li>• I need the skills required in order to keep me employed within a music production company, these include confidence, knowledge regarding my field of expertise etc.</li> <li>• I need the skills that will allow me to develop my field of expertise in order to progress the music industry</li> </ul>
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## How current skills will contribute towards Goals

### Goal 1

I have enjoyed all of the topics we have covered in Music Technology which I feel have prepared me for this role but the main one is the Podcast cast unit where I was able to learn how to operate a DAW at a really detailed level but composing using MIDI and samples. Capturing audio and exploring microphones and editing both audio and MIDI.

### Goal 2

At sixth form we have one hour per week for professional studies where we look at UCAS points and research university life and prepare our portfolios and CVs. This is almost ready now and I have submitted my university placement choices.

### Goal 3

I have experience working with DAWs and PA systems so I am going to explore local radio to see if I can get some unpaid experience and look into the local festival (Brown Stock) and hopefully gain some unpaid work supporting the sound engineer. My teacher has said he will support me with this too.

**Goal 4** - Have a permanent position or be well known within the industry for music development

This feeds on from goal number one and three. Once that has been achieved I hope that having an A level in Music technology, a degree in music production and experience with radio and live sound will all help support my CV.

## Review of Progress Towards Goals

	Review Date:	Review Date:	Review Date:	Review Date:
Goal 1	15/9/2021	20/12/2021	6/3/2022	24/6/2022

<b>Goal 2</b>	15/12/2021	9/3/2022	12/6/2022	15/8/2022
<b>Goal 3</b>	3/4/2022	16/6/2022	5/8/2022	14/10/2022
<b>Goal 4</b>	15/6/2023	20/7/2023	30/12/2023	15/4/2024