Area of study 3:

The development of recording and production technology

Component 1: Recording	Component 2: Technology Based Composition	Component 3: Listening and Analysing	Component 4: Production and Analysing
		3.1 Software and hardware: digital	
		3.2 Hardware: analogue	

Area of study 3: Task List

Topics	Content	Skills, knowledge and understanding	S	C	M
Software and hardware: digital (3)	Digital hardware/ software attributes	The differences between digital and analogue recordings The advantages and disadvantages of digital hardware/software			
	Digital sequencing and digital audio workstations (DAW)	Core and advanced functions of a digital audio workstation Real-time (native) processing; software instruments Non-destructive and non-linear editing			
	Digital consumer formats	CD; mp3/m4a; high definition masters;			
	Digital recording and sampling hardware	Digital multitrack formats Sampling with limited available memory			
Hardware: analogue (3)	Analogue hardware attributes	The differences between analogue and digital recordings The advantages and disadvantages of analogue recordings Valves; soft clipping; tape saturation Solid state (transistor) amplifiers/distortion for hard-clipping Maintenance issues and variations in frequency/pitch			

	Tape machines	Editing and splicing Multitrack tape formats			
	Analogue consumer formats	Vinyl; cassette tape Mono and stereo releases			
	Analogue effects	Delay: tape; Mechanical reverbs: plate; spring Rotary speaker (Leslie cabinet) Pitch changes and reversing using vinyl and tape			
	Analogue synthesisers	Advantages and disadvantages			
	Electric instruments	Electric guitar; bass guitar Theremin; Mellotron; electric organ; electric piano; Clavinet			