

# Harris Academy

## Music Department

### Home Learning Pack for S3 Music Technology

Looking after your mental wellbeing is vital to helping you through this challenging time. It is so important that you give yourself breaks throughout the day.



This pack contains approximately two weeks of work.

Under normal circumstances, you would visit Music Technology 3 times per week.

Try and work through the activities with this in mind, and do what you can.

Name: \_\_\_\_\_

Music Class: \_\_\_\_\_

Due date: **1st May 2020**



# ASSIGNMENT 1: Marconi and the Radio

Read the following passage and answer questions on the following page.

Twenty years after the telephone was invented, and music was first sent down on a telephone line, Guglielmo Marconi sent radio signals.

Marconi (1874-1937) was born in Italy and studied at the University of Bologna. He was fascinated by Heinrich Hertz's earlier discovery of radio waves and realised that it could be used for sending and receiving telegraph messages, referring to it as "wireless telegraphs".

Marconi's first radio transmissions, in 1896, were coded signals that were transmitted only about a mile and a half far. Marconi realised that it held huge potential. He offered the invention to the Italian government but they turned it down. He moved to England, took out a patent, and experimented further. In 1898 Marconi flashed the results of the Kingstown Regatta to the offices of a Dublin newspaper, thus making a sports event the first "public" radio broadcast.



The next year, Marconi opened the first radio factory in Chelmsford, Essex and established a radio link between Britain and France. A link with the USA was established in 1901. In 1909 Marconi shared the Nobel Prize in physics for his wireless telegraph. Marconi became a very wealthy man.

How often do you listen to the radio?	
In your opinion, why is the radio important?	
When was it invented?	
Who invented it?	
In what form were the first transmissions?	
What happened after the first transmissions?	
Where was the first radio factory opened?	
What did Marconi win for his invention?	

# ASSIGNMENT 2: Capturing Sound

## Task 1: Capturing sound

There are many ways to capture sound. In the space below write down as many ways you can capture sound.

## Task 2: Microphone Types

There are two main microphone types – condenser microphones and dynamic microphones. Read the following information about these microphones.

**Dynamic microphones** are very robust and affordable. They are useful for live performances as they only pick up sound directly in front of them and don't pick up much background noise. They do not need phantom power to work – you will learn more about phantom power below.



**Condenser Microphones** are more expensive but are a better quality of microphone. These microphones are very sensitive to sound which means it can pick up very quiet instruments. They can also pick up fine details such as the whole sound of a room. Due to their sensitive nature they are commonly used in studio recording. They require phantom power to work. Recording very loud sounds can damage the internal workings of a condenser microphone.

**Phantom power** is used when a condenser mic is plugged in as it has an electrically charged plate inside. To charge this plate it requires power – the dynamic microphone does not. Phantom power sends the correct amount of power to a condenser microphone – 48 volts. If you plug a condenser microphone in but do not turn on phantom power, it will not pick up any sound signal.

### Task 3: Capturing sound and Microphone Types

For each instrument you see below, identify the type of instrument and which family it is from, decide on the sound source (where the sound comes from), suggest which type of microphone you would use for this and give a reason why.

Instrument /Family	
Sound Source	
Microphone type and why.	



Instrument /Family	
Sound Source	
Microphone type and why.	



Instrument /Family	
Sound Source	
Microphone type and why.	



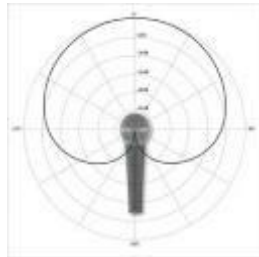
Instrument /Family	
Sound Source	
Microphone type and why.	



#### Task 4: Microphone Polar Patterns

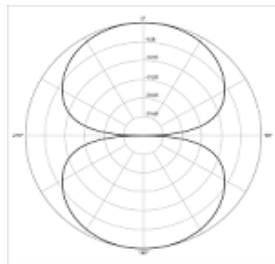
A **polar pattern** is the area around a microphone where sound can be picked up. There are three polar patterns that are the most common.

##### Cardioid



Sound is picked up only from the front.

##### Bi Directional/ Figure of 8



Sound is picked up from the front and back

##### Omni-directional



Sound is picked up from all directions.

**Task 4:** Microphone Polar Patterns in Action

Look at the below tables and decide which type of microphone and which polar pattern would be best suit each situation.

*a) Acoustic guitar in a recording studio.*

Microphone type, why?	
Polar Pattern, why?	

*b) Interview for a radio broadcast in a radio studio.*

Microphone type, why?	
Polar Pattern, why?	

*c) A meeting around a circular table.*

Microphone type, why?	
Polar Pattern, why?	

*d) Lead vocals during a live performance.*

Microphone type, why?	
Polar Pattern, why?	

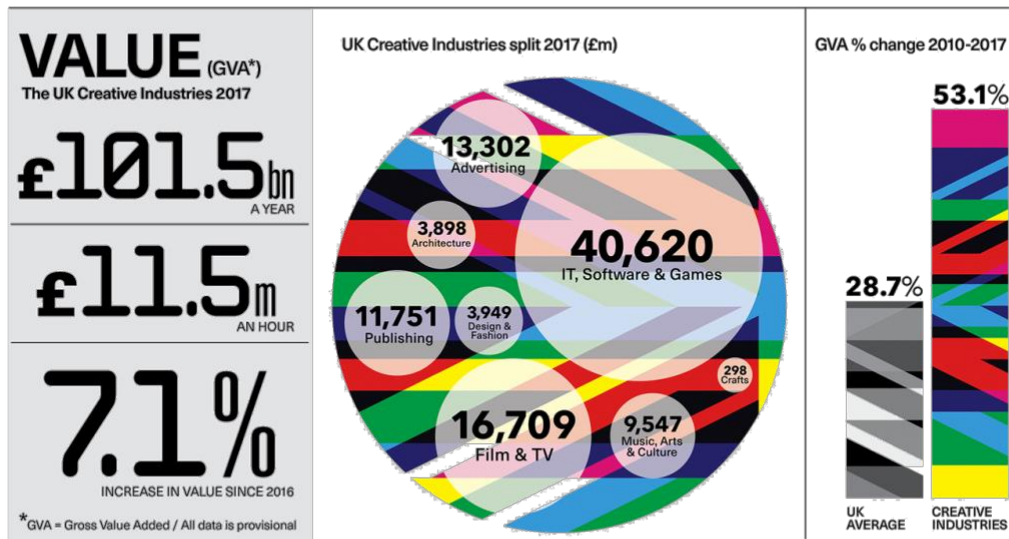
*e) A microphone pointed to a bass guitar amp during a live performance.*

Microphone type, why?	
Polar Pattern, why?	

# Assignment 3: Creative Industries

What are the creative industries?

## The UK Creative Industries



Some of the creative industries in the UK include:

Advertising and marketing

Architecture

Crafts

Design - product, graphic, fashion, film, TV, video, radio and photography

IT, software and computer

Publishing

Museums, galleries and ...

Music, performing and ...



## Task 1: Sector Information

Choose one of the sectors from the previous page and write a short fact sheet about it. If you have access to the internet you can find this online, if not, think about things relating to this sector. For example, for architecture think about different kinds of things an architect does.

Chosen Sector: \_\_\_\_\_

Key Facts:

1. \_\_\_\_\_

2. \_\_\_\_\_

3. \_\_\_\_\_

What type of products or services does this sector provide?

## Agencies or Organisations

In the creative industries, there are a number of agencies or organisations who contribute to the work within that sector.

For example:

In the film industry

BFI Film Forever

In the music industry

Creative Scotland

In the fashion industry

British Fashion Council

Animation, film, games

Screen Skills

### **Task 2: Agencies or Organisations**

Choose a sector, you may want to choose the same one you did in task 1.

Agency/Organisation: \_\_\_\_\_

Describe the purpose of the agency or organisation (in what way does it help in the sector?)

### Task 3: Jobs within each sector

Choose a job from one sector within the creative industries.

Job: \_\_\_\_\_

Identify three skills that are needed for that job? (if you have access to the internet this might help).

1. \_\_\_\_\_

2. \_\_\_\_\_

3. \_\_\_\_\_

For the job you have described above answer these questions for each of the skills you identified.

Do you have these skills? Circle your answer.

1		2		3	
Yes	No	Yes	No	Yes	No

If you answered **no**, how could you develop these skills?

# Assignment 4: Intellectual Property

What is intellectual property?

Someone's intellectual property is something they have created with their own mind. Such as:

Inventions

Artistic work

Designs

Symbols, names and images used in business.



Here are some key words you will need to know for the following section:

1. **Exclusive** – specific to one person or a group of people.

*My fingerprints are **exclusive** to me.*

2. **Legal Right** – something you are allowed by law.

*It is my **legal right** to return this faulty item.*

3. **Originator** – the person from which something first came.

*I told my friend a story and now everyone knows! I was the **originator** of the story.*

## Task 1: Intellectual property or not?

Look at the following images and decide whether this is someone's intellectual property or if they have used someone else's idea. Circle the examples that **are** intellectual property.



Secret ingredient

I'm Lovin' It



Just Do It



How does this apply to music?

A lot of aspects of music can be classed as intellectual property. Here are a few examples:

Melody, chord progression, riff, lyrics or a combination of these.

It is important to remember that even though when someone creates a piece of music it isn't something you can physically hold, it is still classed as intellectual property as someone has created it.

If somebody creates something they can 'copyright' it which means that they are the only person who is allowed to recreate or reuse a certain thing. If someone uses something that is copyrighted without the owners permission, they are guilty of 'copyright infringement'. To avoid this, the user can either decide not to use it, or pay the originator for the rights to use it.

In situations where somebody plagiarises (copies) someone else's idea. When this happens, the originator often takes the person who has plagiarised them to court. In order for there to be a valid court case, the following statements must be true.

1. Both pieces of music share a high degree of similarities.
2. The earlier piece was an original (not already copied someone else).
3. The people accused of copying had access to the earlier song.

Look at an example of a court case below.

### **Ray Parker Jr. vs. Huey Lewis and the News (1984)**

#### **"Ghostbusters" by Ray Parker Jr. (1984) vs. "I Want a New Drug," by Huey Lewis and the News (1984)**

**The Case:** Producers of the film Ghostbusters originally approached Huey Lewis to pen the film's theme, but he was already committed to work on another sci-fi comedy – Back to the Future – and declined. Producers tapped Ray Parker Jr. to do the honours, apparently directing him toward a sound that could be described as "Huey Lewis-esque." Lewis himself certainly thought so, and filed a suit against Parker, alleging that he lifted the melody from his own song "I Want a New Drug."

**The Verdict:** The pair settled out of court in 1995 on the condition that both parties refrain from speaking about the suit in public. All was well until Lewis unloaded about the settlement on a 2001 episode of VH1's Behind the Music. Parker sued him soon after for breaching the confidentiality agreement.

**Why It Matters:** Though no legal precedents were set, the lawsuit's ghostly re-emergence served as a strong reminder that confidentiality agreements weren't just a formality. Here is another example.

Here is another court case.

### **Robin Thicke vs. Marvin Gaye (2014)**

#### **"Blurred Lines," by Robin Thicke (co-written by Pharrell) (2013) vs. "Got to Give It Up," by Marvin Gaye (1977)**

**The Case:** In April 2014, the family of late soul singer Marvin Gaye filed a suit alleging that Robin Thicke's 2013 pop juggernaut "Blurred Lines" infringed on Gaye's 1977 funk-fueled "Got to Give It Up." In addition to Thicke, producer and cowriter Pharrell Williams, guest rapper T.I. and Universal Records were also named in the suit. The hearings were something of a tabloid spectacle, with Thicke coming clean about his Vicodin and alcohol abuse, and Williams becoming surly with prosecutors.

**Verdict:** T.I. was cleared in March 2015, but Thicke and Williams were not as lucky. A Los Angeles jury found them guilty of unlawfully copying "Got to Give It Up" and ordered the pair to pay the Gaye family \$7.3 million. The judge later decreased the figure to \$5.3 million, while awarding the Gayes 50 percent of the song's future royalties. It was one of the largest pay-outs in music-copyright history.

**Why It Matters:** Judging by the sheet music alone, "Got to Give It Up" and "Blurred Lines" are not remarkably similar. But in this case, studio arrangements were factored in. The strident walking bass, background chatter, even the cowbell — all were taken into account. The court ruled that "Blurred Lines" aped the vibe of Gaye's song, which is something that had previously been beyond copyright protection. Legal experts and artists alike fear that this sets a dangerous precedent. "The verdict handicaps any creator out there who is making something that might be inspired by something else," Pharrell said last year.

## Task 2: Questions

1. What is intellectual property?
2. In your own words, describe an originator.
3. Name something that is **your** intellectual property.
4. What is a benefit of settling an intellectual property issue outside of court for both parties? Consider things like press coverage, costs etc.
5. What are the pros and cons of settling an intellectual property case in court for the originator?
6. What are the pros and cons of settling an intellectual property case in court for the person who has committed copyright infringement?