

YOU MUST HAND IN YOUR WORK BY TO



HOW LONG
should this assignment take?

Every person works at his / her own pace. As a guide, this should take you 2 hours to read and research and another 2 hours to write your answers and discuss them with your tutor.



HOW
will I be assessed?

Your tutor will assess your work. He / she will give you feedback on how you have done. If you have not completed the work, you will be given the chance to do further work to bring it "up to scratch". For more details, please refer to your MOLP's own guidance.



WHAT
do I do now?

Read the TASKS section below.
Then read the NOTES AND GUIDANCE section.
Carry out the TASKS.

TASKS

Read 'notes and guidance' to answer these questions

1 List 3 chapters from the workbooks which would be useful for someone wanting to organise a **GIG**.

1)

2)

3)



4 Are you a library member? (If YES, skip this question)
If NO, find out where your local library is and join it.

YOUR LOCAL LIBRARY

address

2 List 3 workbooks which would be useful for someone wanting to develop a career as a **SONGWRITER** or **COMPOSER**.

1)

2)

3)



5 You will need to read music magazines, papers and books to do some of the projects in the workbooks. List some of the examples here:

Examples of music **MAGAZINES** :

Examples of music **BOOKS** or **DIRECTORIES** :

Examples of local **PAPERS** :

3 Every chapter has the same sections. Tick the section where you would find information to help you complete the project.

- ☐ **WHAT IS IT?**
- ☐ **WHY DO I NEED TO KNOW ABOUT THIS?**
- ☐ **PROJECT**
- ☐ **NOTES AND GUIDANCE**
- ☐ **WANT TO KNOW MORE?**

6 When you study, you need to spot important points.
Read through the following paragraph and highlight the most important words, as if you were taking notes.
Underline, circle or use a highlighter pen.

"An agent is responsible for booking all live appearances on behalf of the artist. The agent will normally be appointed by the manager. Commission is typically 15% of performance fee / ticket sales. An agent may work with many local promoters to set up a tour."

8

Carry out the following tasks using a computer.

TICK when completed

- ↓

Turn the computer on and open a word processing application (e.g. Microsoft Word)

☐
- ↓

Using a word processing application, write a paragraph about yourself and save it to a disk, CD or hard drive of the computer.

☐
- ↓

Print your work, then close the application.

☐
- ↓

Open an Internet browser (e.g. Internet Explorer) and go to www.google.co.uk


☐
- ↓

Shut down the browser and then the computer.

☐

9

Write your e-mail address here, or follow the instructions in Notes and Guidance on P121 to set up an account.



My e-mail address is

10

Choose from these words below to complete the sentences accurately

15

30

9

Music Industry Consultant (MIC)

a selection of

MOLP tutor

NDPA (New Deal Personal Adviser)

QUESTIONS

- 1)

My

will assess how well I am doing with the workbooks.
- 2)

My

will give me general guidance and help me make contacts with other music industry people.
- 3)

I need to prove that I have spent at least

hours per week in open learning.
- 4)

I have a choice of

workbooks to study on MOLP.

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LDP stands for

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INTRODUCTORY PLANNING EXERCISE

Start work on your Learning and Development Plan (LDP). Look at the contents of each workbook and decide which ones you think you need to complete first. (Read the Notes and Guidance section)

1. Look at the contents of each workbook and decide which ones you think you need to complete.
2. Put a tick next to the chapters you want to do.
3. Put two ticks next to the chapters which are MOST IMPORTANT to you.
4. Discuss your LDP with your MOLP
5. Add your other open learning goals into your main LDP, with the help of your MOLP, for example, rehearsing with your band, finding other musicians to work with, or writing material.

Ask for help from your MOLP to do this.

WORKBOOK	CHAPTER	IS IT FOR ME?	TICK HERE
<div>WORKBOOK 1</div> <div>essential</div> <div>THE MUSIC INDUSTRY AND YOU</div> <div><div>1</div></div>	Introduction to OLM	No project in this section	
	1. How to use the Open Learning Materials	You're learning this now!	
	2. How the Music Industry operates	The recording, publishing and live performance industries, who's who and how it all works.	
	3. Where now? Setting your goals	About you, where you're headed and how you can get there.	
	4. Networking	Who you need to know, why and how to do it.	
<div>WORKBOOK 2</div> <div>essential</div> <div>WORK AND JOBS</div> <div><div>2</div></div>	1. A Job in Music	About all the jobs in music, UK and abroad.	
	2. Skills, experience and training	How to get the skills you need.	
	3. How to find work and work placements	CVs, biogs, finding work, interviews.	
<div>WORKBOOK 3</div> <div>CREATING</div> <div><div>3</div></div>	1. Songwriting for rock and pop music	Understand your songs and make them better, with tips on music theory.	
	2. Creating music <ul style="list-style-type: none">- Urban / Dance / R n B- Classical, Jazz, World- TV, film, games music	Understand and write the best music, including tips on music theory.	
	3. Remixing	Everything you need to know about remixing.	
	4. Arranging	Arrange your music for other styles and instruments.	
<div>WORKBOOK 4</div> <div>PERFORMING</div> <div><div>4</div></div>	1. Improving your skills: <ul style="list-style-type: none">- Guitar / Bass- Piano / Keys- Vocals- Drums- DJ	How good are you? Different styles, genres, techniques to use.	
	2. Rehearsing	Get more out of your rehearsals.	
	3. Performing	The art of gigging and touring – musicians and DJs.	
	4. Health and Safety	What the law and other musicians say about health and safety.	
	5. Equipment	How to choose, maintain and repair your equipment for a price you can afford.	

WORKBOOK	CHAPTER	IS IT FOR ME?	TICK HERE
WORKBOOK 5 RECORDING AND PRODUCTION 	1. Studio recording equipment	Getting started in a recording studio, using equipment to get the best results.	
	2. Music Technology equipment and software	Music Technology – getting started with the key equipment.	
	3. Production - Rock / Pop - Urban / Dance / R n B - Classical, Jazz, World - TV, film, games music	Get your demo together, with tips from producers.	
	4. Manufacture	How to get your product manufactured (small runs, design, packaging, duplication, web, CDR, DVD, MP3/MP4).	
	5. Live Sound	Get the best sound – big and small, vocal and karaoke setups.	
WORKBOOK 6 MARKETING, PROMOTION DISTRIBUTION AND RETAIL 	1. Why marketing, promotion and distribution?	Understand marketing, promotion and distribution.	
	2. Define your audience	Manager, Label, Publisher, Agent, Promoter, Public.	
	3. Creating and marketing your package	Market your product and yourself -getting gigs and finding venues.	
	4. Promotions	Radio, media, live events, publicity, sponsorship and merchandise.	
	5. Distribution	Where and how to distribute your product.	
	6. Retail	Record shops, online, mail order clubs, digital downloads, music shops, pro-audio retail.	
WORKBOOK 7 COPYRIGHT, LEGAL AND MANAGEMENT 	1. Dealing with intermediaries	Manager, accountant, lawyer – when do you need one?	
	2. What is copyright?	What copyright means - songs, sound recordings, publishing, clearance and infringement.	
	3. Music industry contracts	Recording, publishing, management, Agent / promoter / venue contracts.	
	4. Group agreements	If you collaborate with others, you've got to read this.	
	5. Legal and business issues	Do's and Don'ts – how to survive in business – PAYE and tax	
WORKBOOK 8 BUSINESS AND MONEY 	1. Dealing with financial advisers	Book keepers, accountants – when do you need one?	
	2. Preparing for self employment	Working for yourself – the real story. Includes business planning.	
	3. Exploitation of rights	Making music pay - how to get money from the music you create, play and record – PRS, MCPS and others.	
	4. The business of performance	Making money – from gigs, tours, merchandise.	
	5. Money and earnings	Be Money Wise - Budgets, cashflow, funding. What do people earn?	
WORKBOOK 9 TEACHING MUSIC 	1. A career in teaching music	Different teaching roles and how to do them.	
	2. Instrumental teacher	Musical and teaching skills, marketing and business plans for freelance work.	
	3. Community musician / music leader	Musical and workshop skills, marketing and business plans for freelance work.	
	4. Schools and colleges teacher	Skills, experience and training – how to get what you need.	