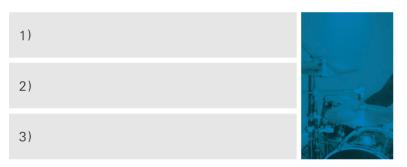
YOU MUST HAND IN YOUR WORK BY TO Every person works at his / her own pace. As a guide, this should take you 2 hours to **HOW LONG** read and research and another 2 hours to write your answers and discuss them with should this assignment take? vour tutor. Your tutor will assess your work. He / she will give you feedback on how you have done. If you have not completed the work, you will be given the chance to do further HOW will I be assessed? work to bring it "up to scratch". For more details, please refer to your MOLP's own guidance. Read the TASKS section below. **WHAT** Then read the NOTES AND GUIDANCE section. do I do now? Carry out the TASKS.

TASKS

Read 'notes and guidance' to answer these questions

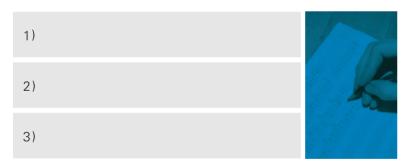
1 List 3 chapters from the workbooks which would be useful for someone wanting to organise a **GIG**.



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**.



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	Carr	y out	the following tasks using a co	mputer.					1	TICK when co	ompleted
	\	L	Turn the computer on and ope	n a word process	sing appl	lication (e.g.	Microsoft W	ord)			
	`	Using a word processing application, write a paragraph about yourself and save it to a disk, CD or hard drive of the computer.									
	`	L	Print your work, then close the	e application.							
	\	L	Open an Internet browser (e.ç	g. Internet Explor	er) and g	go to www.g	oogle.co.uk				
		L	Shut down the browser and then the computer.								
9	Writ	te you	ır e-mail address here, or follo	w the instruction	s in Note	es and Guidar	nce on P121	to set up an	account.		
			My e-mail address is								
10	Cho	ose f	rom these words below to con	nplete the senter	nces acci	urately					
	15 30 9 Music Industry Consultant (MIC) a selection of MOLP tutor NDPA (New Deal Personal Adviser)										
	QUE	ESTIC	NS								
	1)	Му		will assess how	well I ar	n doing with	the workboo	ks.			
	2)	Му		will give me ger	neral guid	dance and he	p me make	contacts wit	h other m	nusic industry	/ people.
	3)	Ine	ed to prove that I have spent at	least		hours per we	eek in open l	earning.			
	4)	I hav	e a choice of	٧	vorkbook	s to study or	MOLP.				
11	11 LDP stands for										

YOU MUST HAND IN YOUR WORK BY

TO

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
WORKBOOK 1	Introduction to OLM	No project in this section	
essential THE MUSIC	1. How to use the Open Learning Materials	You're learning this now!	
YOU	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.	
WORKBOOK 2 essential	1. A Job in Music	About all the jobs in music, UK and abroad.	
WORK AND JOBS	2. Skills, experience and training	How to get the skills you need.	
2	3. How to find work and work placements	CVs, biogs, finding work, interviews.	
WORKBOOK 3 CREATING	1. Songwriting for rock and pop music	Understand your songs and make them better, with tips on music theory.	
	2. Creating music- 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.	
3	4. Arranging	Arrange your music for other styles and instruments.	
WORKBOOK 4 PERFORMING	1. Improving your skills: - 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.	
4	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	1. Studio recording equipment	Getting started in a recording studio, using equipment to get the best results.	
PRODUCTION	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	5. Live Sound	Get the best sound – big and small, vocal and karaoke setups.	
WORKBOOK 6 MARKETING,	Why marketing, promotion and distribution?	Understand marketing, promotion and distribution.	
PROMOTION DISTRIBUTION AND RETAIL	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	6. Retail	Record shops, online, mail order clubs, digital downloads, music shops, pro-audio retail.	
WORKBOOK 7 COPYRIGHT, LEGAL AND	1. Dealing with intermediaries	Manager, accountant, lawyer – when do you need one?	
MANAGEMENT	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.	
7	5. Legal and business issues	Do's and Don'ts – how to survive in business – PAYE and tax	
WORKBOOK 8 BUSINESS AND	Dealing with financial advisers	Book keepers, accountants – when do you need one?	
MONEY	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.	
8	5. Money and earnings	Be Money Wise - Budgets, cashflow, funding. What do people earn?	
WORKBOOK 9	1. A career in teaching music	Different teaching roles and how to do them.	
TEACHING MUSIC	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.	
9	4. Schools and colleges teacher	Skills, experience and training – how to get what you need.	