

# CRMT150 The Electronic Toolkit

## Assessment #1: Portfolio (30%)

### Brief

For your first assessment, you will create an electronic music composition lasting between three and five minutes. It can be written in any genre or style though it should result from extensive listening and demonstrate how you have been inspired by the work of other artists. You should use a range of software and hardware tools. In order to demonstrate your learning on the module, your work should not rely on the use of presets or samples.

A short report of 700 words (+/- 10%) covering a selection of the compositional and technical processes involved in realising your work should accompany your track. It should include an aim, a conclusion and labelled images to help illustrate your discussion. There should also be references (in the Harvard format) to link your work to music, artists and genres that have inspired you.

### Submission

Submit your track as a 16bit, 44.1kHz .wav file and your report as a PDF to the link on the Learning Space.

Please use the following naming conventions:

- Track: CRMT150\_Assessment1\_Track\_*SurnameFirstname*.wav
- Report: CRMT150\_Assessment1\_Report\_*SurnameFirstname*.pdf

Please see MyFalmouth for your deadline.

### Marking criteria

Marks are awarded as follows:

Percentage	Classification	Description
90-100%	1 <sup>st</sup>	Exceptional
80-89%	1 <sup>st</sup>	Outstanding
70-79%	1 <sup>st</sup>	Excellent
60-69%	2:1	Very good
50-59%	2:2	Good

40-49%	3 <sup>rd</sup>	Satisfactory
30-39%	Fail	Poor
1-29%	Fail	Very poor

Detailed criteria for each learning outcome are given in the following table:

Learning Outcome	Assessment Criteria	Assessment Detail
<b>1. Creativity</b> <i>Demonstrate a creative and innovative approach to ideas, materials and methods.</i>	Demonstrate through practical work, your creative approach to using synthesis and signal processing.	<ul style="list-style-type: none"> <li>The track is indicative of significant experimentation with a range of tools and techniques.</li> <li>The track is not over-reliant on the use of presets or existing samples.</li> <li>The track foregrounds creative experimentation with tools.</li> </ul>
<b>4. Professionalism</b> <i>Demonstrate the application of industry standards and recognised external arbiters of best practice within your discipline, including appropriate project management.</i>	Demonstrate through practical and written submissions, an awareness of emerging trends in electronic music.	<ul style="list-style-type: none"> <li>The report evidences understanding of the tools and techniques used to create the track</li> <li>The report is well-written and presented.</li> <li>The report contains references to a range of material that has informed the practical work.</li> </ul>
<b>6. Skills</b> <i>Demonstrate a sufficiently high-quality skill-set to realise your work.</i>	Demonstrate through practical work, competency in a range of synthesis and signal processing techniques and your ability to integrate these into musical practice.	<ul style="list-style-type: none"> <li>The track's elements are suitably complex to suggest a high level of competency with electronic music tools.</li> <li>These elements have been well-combined into a composition.</li> </ul>

## Feedback

You will receive written feedback against the above criteria which will be uploaded onto Learning Space. This will be discussed during the feedback tutorials later in the module.

You will also be able to get formative feedback on your work before submission during taught sessions.

## Questions

Please use the Module Forum on the Learning Space or book Office Hours.