

CRMT220 Art of Production Ass. #2 Feedback Form

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Assessor	Dr Simon Waite	
Course	BA(Hons) Creative Music Technology	

Learning Outcome	Assessment Criteria	0-29	30-39	40-49	50-59	60-69	70-79	80-89	90-100
		Very poor	Poor	Satisfactory	Good	Very good	Excellent	Outstanding	Exceptional
Creativity Demonstrate the creative approach you have taken.	Evidence of considered approach to pre-production, recording, mixing and mastering.				X				
	The track clearly demonstrates creative production techniques.				X				
Critical Thinking Clear rationale for the artistic and technical decisions made.	The track clearly links to the wider production aesthetic of the group.					X			
Professionalism Awareness of best practice, as benchmarked against industry standards, in the technical and artistic skills needed.	Well-presented and organised submission.						X		
	Track adheres to professional audio production standards.			X	X				
	The video clearly documents your work.				X				
Research Demonstrate the technical and artistic research undertaken.	The track is consistent with the research detailed in the report and is indicative of substantial listening, reading, experimentation and reflection.				X				
Skills Competency in a range of pre-production, recording, mixing and mastering techniques.	The track showcases a variety of well-executed technical skills, using a range of technologies.			X					
	The video and additional portfolio material showcase collaborative and organisational skills.					X			

Note: All marks are provisional until approved at the Assessment Board. The mark shown does not consider adjustments for issues such as late submission, COVID-19 related scaling, extenuating circumstances, and academic misconduct.	Ass. 2 mark	55%
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LO	Feedback
Creativity	<i>The track is very repetitive and limited to the main synth riff with filter adjustments, drum elements coming in and out and snippets of processed vocals. I would have liked to have heard more complexity, more arrangement detail and more variation throughout the track. Thinking about song sections and how production techniques can be used to accentuate structure and maintain a listener's interest may have helped further development.</i>
Critical Thinking	<i>Fits in reasonably well with the group theme and '1st person shooter' idea but there might have been more incorporation of these ideas to create more detail and variation in the track.</i>
Professionalism	<i>Excellent submission with lots of material submitted. There are some errors in how you have bounced your track - it doesn't start at the beginning and some of the fade out is missing from the end. The peak levels are too loud and clipping was detected. Make sure you use a limiter to avoid this - usually set to -1bBFS. The video shows some good documentation in terms of the group project but there could be much more detail about the track that you took the lead on - e.g. how you used the synth hardware, edited the vocal recordings and created the final mix and master.</i>
Research	<i>The report contains some excellent research - more ideas from this needed to be implemented in your track.</i>
Skills	<i>The vocal gets somewhat lost in the mix and sounds out of tune. It may have helped to record this to get a cleaner, more in-tune source recording. The synth is very dominant throughout which is OK, but the vocals don't come across as well as they might and the percussive elements lack power in comparison - you might have tried adding some parallel compression and/or saturation to the drums. Strong evidence of collaborative working in the video.</i>
OVERALL	<i>Well done Michael. However, while this is a strong submission overall, the track could be improved significantly and the video needed to be more focused on your track as well as the wider group project.</i>