

# MUSIC PRACTITIONER LEVEL 3 DIPLOMA

For more information please see Mrs Gardner

## For whom is this course suitable?

As a vocational qualification with RSL, this course is suitable for anyone with a distinct interest in music and pursuing a career in the music industry. It is a wholly practical course, with no written examination. By complete contrast to music GCSE, it is not essential for you to be a performer or sequencer. Instead you choose from one of 3 pathways;

- Performance
- Business
- Technology

It is not necessary to be able to read music or in fact to have any prior knowledge of the music industry. You will just need to possess a willingness to get involved in practical projects as you work your way through a host of optional units.

Students initially register for the SUBSIDIARY DIPLOMA (90 credits) and worth the equivalent of 1.5 A levels in terms of UCAS points. Those students who excel may be offered the opportunity to add to their units and top up their qualification to the EXTENDED DIPLOMA (180 credits) worth the equivalent of 3 A levels in UCAS points.

## What will I learn on this course?

For your chosen pathway, you will have two compulsory core units, one of which will be 'Planning a career in the music industry'. The other core unit will be specific to your chosen pathway. The remainder of your credits are collected through option units. A popular selection are;

<ul style="list-style-type: none"> <li>• Music video production</li> <li>• Music stage manager</li> <li>• Lead performer</li> <li>• Music artist and the media</li> <li>• Live sound engineer</li> <li>• Radio / podcast production</li> <li>• Composing lyrics</li> </ul>	<ul style="list-style-type: none"> <li>• Auditioning for music</li> <li>• Music event planning</li> <li>• Improving musical performance</li> <li>• Studio sound engineer</li> <li>• Music press &amp; journalism</li> <li>• Choreography for music</li> </ul>
--	---

## What could I do at the end of my course?

- Sound engineering for stage, film or television
- Session musician
- Theatre management
- Event planning
- Business & marketing
- Teaching
- Professional recording artist
- Gaming music composer
- Live gig sound engineer