

A Level

Music Technology

Component 1 NEA –
Understanding the Assessment
Criteria

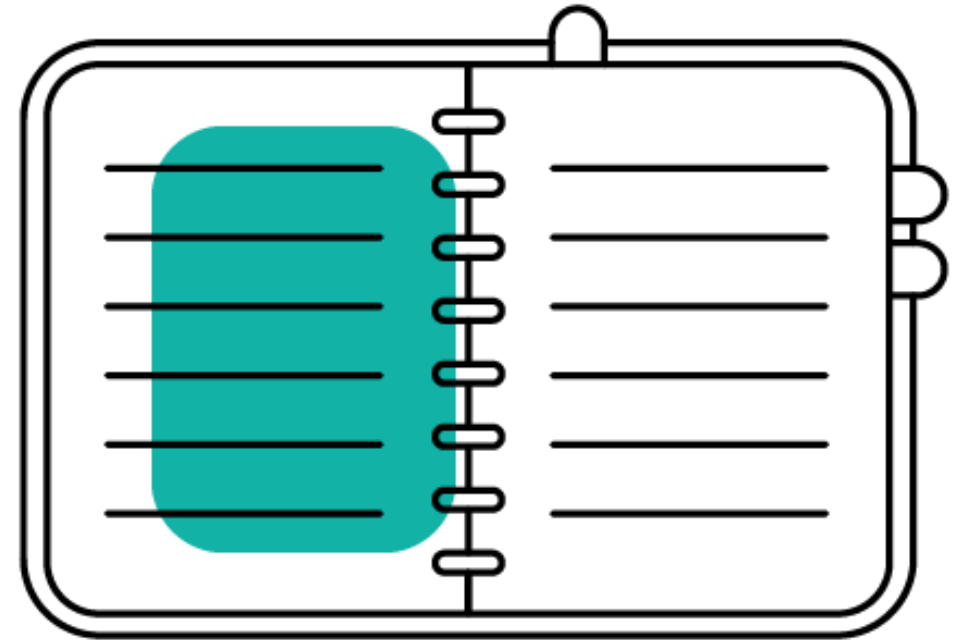
Recording



Agenda

In this session we are going to look at exemplars of candidate work from the 2024 exam:

- Examiner Mark Booklet
- Candidate H
- Candidate M
- FAQ



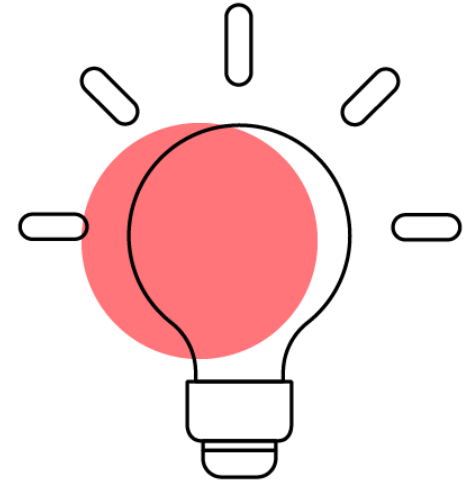
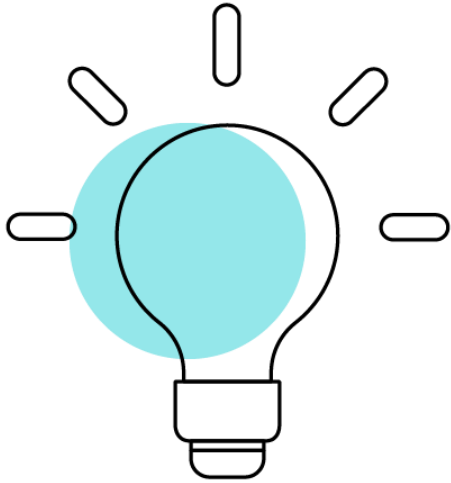
Exemplar from 2024



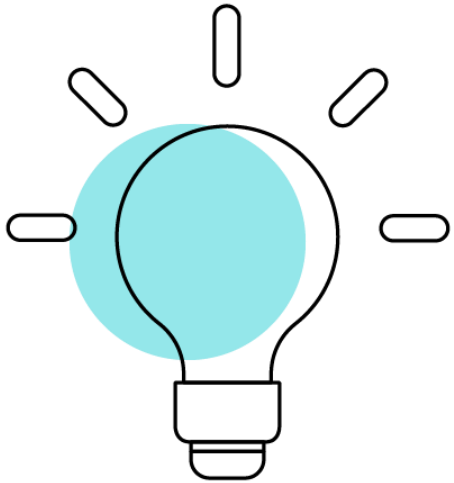
Comparative Judgement

Compare the two recordings we're looking at today.

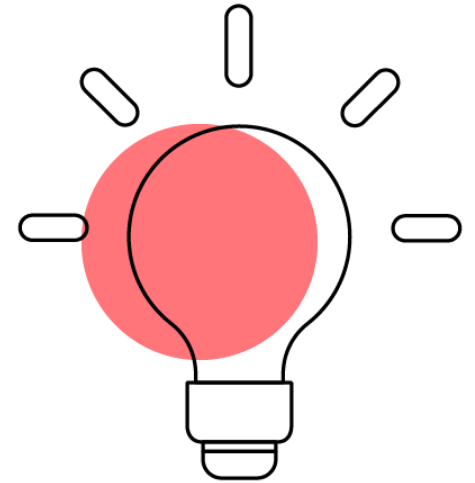
Overall, which recording deserves the higher mark?



Comparative Judgement



$H > M$



Assessment Grids

Assessment Grids – 9MT0/01

Examiner Number

Date

Candidate Number

Centre Number

Details of any omissions and subsequent action taken by the examiner

AG1

	Drum kit	Vocals	Other parts	Capture (drum kit, vocals, other parts) Use of microphones and DI to capture live performance
	0 <input type="text"/>	0 <input type="text"/>	0 <input type="text"/>	No rewardable material; no live capture using microphones or DI
Level 1	1 <input type="text"/>	1 <input type="text"/>	1 <input type="text"/>	Limited success of capture; misjudgements detract from the clarity throughout
Level 2	2 <input type="text"/>	2 <input type="text"/>	2 <input type="text"/>	Inconsistent capture; misjudgements occasionally detract from clarity
Level 3	3 <input type="text"/>	3 <input type="text"/>	3 <input type="text"/>	Competent capture; misjudgements do not impact significantly on clarity
Level 4	4 <input type="text"/>	4 <input type="text"/>	4 <input type="text"/>	Excellent capture throughout
Mark	<input type="text"/>	<input type="text"/>	<input type="text"/>	<div><div>Total mark AG1</div><div>0</div></div>

Comments:

Drums -
Vocals -
Other parts -

Assessment Grids

AG2				Editing – processing EQ (drum kit, vocals, other parts) Assessment of other parts must also consider distribution of frequencies across entire mix	
	Drum kit	Vocals	Other parts		
	0 <input type="checkbox"/>	0 <input type="checkbox"/>	0 <input type="checkbox"/>	No rewardable material, including extreme uncontrolled variation in EQ in a number of places	
Level 1	1 <input type="checkbox"/>	1 <input type="checkbox"/>	1 <input type="checkbox"/>	Limited success in shaping EQ; misjudgements detract from the overall mix throughout	
Level 2	2 <input type="checkbox"/>	2 <input type="checkbox"/>	2 <input type="checkbox"/>	Inconsistent shaping of EQ; misjudgements occasionally detract from the overall mix	
Level 3	3 <input type="checkbox"/>	3 <input type="checkbox"/>	3 <input type="checkbox"/>	Competent shaping of EQ; misjudgements do not impact significantly on the overall mix	
Level 4	4 <input type="checkbox"/>	4 <input type="checkbox"/>	4 <input type="checkbox"/>	Excellent shaping of EQ throughout	
Mark	<input type="text"/>	<input type="text"/>	<input type="text"/>	Total mark AG2	<input type="text" value="0"/>

Comments:

Drums -
Vocals -
Other parts -

AG3				Editing – dynamic processing (drum kit, vocals and other parts) Assessment of other parts must also consider management of dynamics across the entire mix	
	Drum kit	Vocals	Other parts		
	0 <input type="checkbox"/>	0 <input type="checkbox"/>	0 <input type="checkbox"/>	No rewardable material, including extreme uncontrolled variation in dynamics in a number of places	
Level 1	1 <input type="checkbox"/>	1 <input type="checkbox"/>	1 <input type="checkbox"/>	Limited success in management of dynamics; misjudgements detract from the overall mix throughout	
Level 2	2 <input type="checkbox"/>	2 <input type="checkbox"/>	2 <input type="checkbox"/>	Inconsistent management of dynamics; misjudgements occasionally detract from the overall mix	
Level 3	3 <input type="checkbox"/>	3 <input type="checkbox"/>	3 <input type="checkbox"/>	Competent management of dynamics; misjudgements do not impact significantly on the overall mix	
Level 4	4 <input type="checkbox"/>	4 <input type="checkbox"/>	4 <input type="checkbox"/>	Excellent management of dynamics throughout	
Mark	<input type="text"/>	<input type="text"/>	<input type="text"/>	Total mark AG3	<input type="text" value="0"/>

Comments:

Drums -
Vocals -
Other parts -

Assessment Grids

AG4

	Drum kit	Vocals	Other parts	Editing – use of effects, including ambience (drum kit, vocals, other parts) Assessment of other parts must also consider distribution of effects across entire mix
	0 <input type="text"/>	0 <input type="text"/>	0 <input type="text"/>	No rewardable material, including extreme misjudgements in effects use in most parts
Level 1	1 <input type="text"/>	1 <input type="text"/>	1 <input type="text"/>	Limited success in use of effects; misjudgements detract from the overall mix throughout
Level 2	2 <input type="text"/>	2 <input type="text"/>	2 <input type="text"/>	Inconsistent use of effects; misjudgements occasionally detract from the success of the overall mix
Level 3	3 <input type="text"/>	3 <input type="text"/>	3 <input type="text"/>	Competent use of effects; misjudgements do not impact significantly on the overall mix
Level 4	4 <input type="text"/>	4 <input type="text"/>	4 <input type="text"/>	Excellent use of effects throughout
Mark	<input type="text"/>	<input type="text"/>	<input type="text"/>	Total mark AG4 <input type="text" value="0"/>

Comments:

Drums -
Vocals -
Other parts -

AG5

Marking instructions

No higher than level 2 will be awarded if any instrument does not meet the minimum playing time.

0 marks will be awarded if unpitched percussion instruments (including electronic percussion) are present.

Level	Mark	Production – balance and blend
	0	No rewardable material, including extreme misjudgements in balance and blend in most parts; parts missing or inaudible
Level 1	1	Limited success with balance and blend; misjudgements detract from the overall mix
Level 2	2	Inconsistent balance and blend; misjudgements occasionally detract from the overall mix
Level 3	3	Competent balance and blend; misjudgements do not impact significantly on the overall mix
Level 4	4	Excellent balance and blend throughout
Mark	<input type="text"/>	

Comments:

Assessment Grids

AG6

Level	Mark	Production – use of stereo
	0	No rewardable material, including completely mono submission or only one channel present
Level 1	1	Limited success in use of stereo; misjudgements detract from the overall mix throughout
Level 2	2	Inconsistent use of stereo; misjudgements occasionally detract from the overall mix
Level 3	3	Competent use of stereo; misjudgements do not impact significantly on the overall mix
Level 4	4	Excellent use of stereo throughout
Mark	<input type="text"/>	

Comments:

AG7

Marking instructions

No higher than level 2 will be awarded if the student submission is longer than the required maximum length.

0 marks will be awarded if additional unpitched percussion instruments (including electronic percussion) are present.

Level	Mark	Production – management of noise, distortion, master level and audio editing (including compiling, pitch correction, handling of fades, top and tail)
	0	No rewardable material
Level 1	1	Limited success in management of noise, distortion, master level and audio editing; misjudgements detract from the overall mix
Level 2	2	Inconsistent management of noise, distortion, master level and audio editing; misjudgements occasionally detract from the overall mix
Level 3	3	Competent management of noise, distortion, master level and audio editing; misjudgements do not impact significantly on the overall mix
Level 4	4	Excellent management of noise, distortion, master level and audio editing throughout
Mark	<input type="text"/>	

Comments:

TOTAL for Component (60)

H – *Going Under*.
Evanescence

?

H – *Going Under*.
Evanescence

56

H – *Going Under*. Evanescence

Assessment Grids – 9MT0/01				
Examiner Number			Date	
Candidate Number			Centre Number	
Details of any omissions and subsequent action taken by the examiner				
Going Under - Evanescence Candidate H				
AG1				
	Drum kit	Vocals	Other parts	Capture (drum kit, vocals, other parts) Use of microphones and DI to capture live performance
	0	0	0	No rewardable material; no live capture using microphones or DI
Level 1	1	1	1	Limited success of capture; misjudgements detract from the clarity throughout
Level 2	2	2	2	Inconsistent capture; misjudgements occasionally detract from clarity
Level 3	3	3	3	Competent capture; misjudgements do not impact significantly on clarity
Level 4	4	4	4	Excellent capture throughout
Mark	4	4	4	Total mark AG1 12
Comments: Drums - Excellent capture Vocals - Excellent capture Other parts - Ac guitar hard to hear except at 2:47. Other parts excellent.				

H – *Going Under*. Evanescence

AG2					Editing – processing EQ (drum kit, vocals, other parts) Assessment of other parts must also consider distribution of frequencies across entire mix
	Drum kit	Vocals	Other parts		
	0 <input type="checkbox"/>	0 <input type="checkbox"/>	0 <input type="checkbox"/>	No rewardable material, including extreme uncontrolled variation in EQ in a number of places	
Level 1	1 <input type="checkbox"/>	1 <input type="checkbox"/>	1 <input type="checkbox"/>	Limited success in shaping EQ; misjudgements detract from the overall mix throughout	
Level 2	2 <input type="checkbox"/>	2 <input type="checkbox"/>	2 <input type="checkbox"/>	Inconsistent shaping of EQ; misjudgements occasionally detract from the overall mix	
Level 3	3 <input checked="" type="checkbox"/>	3 <input type="checkbox"/>	3 <input checked="" type="checkbox"/>	Competent shaping of EQ; misjudgements do not impact significantly on the overall mix	
Level 4	4 <input type="checkbox"/>	4 <input checked="" type="checkbox"/>	4 <input type="checkbox"/>	Excellent shaping of EQ throughout	
Mark	3	4	3	Total mark AG2	10

Comments:

Drums - appropriately handled. little air in overheads.
Vocals - creative use in intro to create contrast. Musical full range EQ in other sections.
Other parts - Mostly well managed but a little harsh overall and some low/mid congestion.

AG3					Editing – dynamic processing (drum kit, vocals and other parts) Assessment of other parts must also consider management of dynamics across the entire mix
	Drum kit	Vocals	Other parts		
	0 <input type="checkbox"/>	0 <input type="checkbox"/>	0 <input type="checkbox"/>	No rewardable material, including extreme uncontrolled variation in dynamics in a number of places	
Level 1	1 <input type="checkbox"/>	1 <input type="checkbox"/>	1 <input type="checkbox"/>	Limited success in management of dynamics; misjudgements detract from the overall mix throughout	
Level 2	2 <input type="checkbox"/>	2 <input type="checkbox"/>	2 <input type="checkbox"/>	Inconsistent management of dynamics; misjudgements occasionally detract from the overall mix	
Level 3	3 <input type="checkbox"/>	3 <input checked="" type="checkbox"/>	3 <input type="checkbox"/>	Competent management of dynamics; misjudgements do not impact significantly on the overall mix	
Level 4	4 <input checked="" type="checkbox"/>	4 <input type="checkbox"/>	4 <input checked="" type="checkbox"/>	Excellent management of dynamics throughout	
Mark	4	3	4	Total mark AG3	11

Comments:

Drums - well handled.
Vocals - Lead occasionally not fully controlled but mostly well managed
Other parts - El guitars excellent.

H – *Going Under*. Evanescence

AG4				Editing – use of effects, including ambience (drum kit, vocals, other parts) Assessment of other parts must also consider distribution of effects across entire mix
	Drum kit	Vocals	Other parts	
	0 <input type="checkbox"/>	0 <input type="checkbox"/>	0 <input type="checkbox"/>	No rewardable material, including extreme misjudgements in effects use in most parts
Level 1	1 <input type="checkbox"/>	1 <input type="checkbox"/>	1 <input type="checkbox"/>	Limited success in use of effects; misjudgements detract from the overall mix throughout
Level 2	2 <input type="checkbox"/>	2 <input type="checkbox"/>	2 <input type="checkbox"/>	Inconsistent use of effects; misjudgements occasionally detract from the success of the overall mix
Level 3	3 <input type="checkbox"/>	3 <input type="checkbox"/>	3 <input checked="" type="checkbox"/>	Competent use of effects; misjudgements do not impact significantly on the overall mix
Level 4	4 <input checked="" type="checkbox"/>	4 <input checked="" type="checkbox"/>	4 <input checked="" type="checkbox"/>	Excellent use of effects throughout
Mark	4	4	4	Total mark AG4 12

Comments:

Drums - appropriately blended.
Vocals - Creatively managed. Variety in different sections, e.g. more delay in chorus.
Other parts - Overall blend excellent. Choice of guitar distortion stylistic.

AG5

Marking instructions

No higher than level 2 will be awarded if any instrument does not meet the minimum playing time.
0 marks will be awarded if unpitched percussion instruments (including electronic percussion) are present.

Level	Mark	Production – balance and blend
	0	No rewardable material, including extreme misjudgements in balance and blend in most parts; parts missing or inaudible
Level 1	1	Limited success with balance and blend; misjudgements detract from the overall mix
Level 2	2	Inconsistent balance and blend; misjudgements occasionally detract from the overall mix
Level 3	3	Competent balance and blend; misjudgements do not impact significantly on the overall mix
Level 4	4	Excellent balance and blend throughout
Mark	3	

Comments:

Ac guitar low. Guitar solo a little under.

H – *Going Under*. Evanescence

AG6

Level	Mark	Production – use of stereo
	0	No rewardable material, including completely mono submission or only one channel present
Level 1	1	Limited success in use of stereo; misjudgements detract from the overall mix throughout
Level 2	2	Inconsistent use of stereo; misjudgements occasionally detract from the overall mix
Level 3	3	Competent use of stereo; misjudgements do not impact significantly on the overall mix
Level 4	4	Excellent use of stereo throughout
Mark	4	

Comments:

Well handled

AG7

Marking instructions

No higher than level 2 will be awarded if the student submission is longer than the required maximum length.

0 marks will be awarded if additional unpitched percussion instruments (including electronic percussion) are present.

Level	Mark	Production – management of noise, distortion, master level and audio editing (including compiling, pitch correction, handling of fades, top and tail)
	0	No rewardable material
Level 1	1	Limited success in management of noise, distortion, master level and audio editing; misjudgements detract from the overall mix
Level 2	2	Inconsistent management of noise, distortion, master level and audio editing; misjudgements occasionally detract from the overall mix
Level 3	3	Competent management of noise, distortion, master level and audio editing; misjudgements do not impact significantly on the overall mix
Level 4	4	Excellent management of noise, distortion, master level and audio editing throughout
Mark	4	

Comments:

Excellent mastering. Small click at start noted. Effects tail slightly cut noted.

TOTAL for Component (60)

56



M – *Don't Stop:*
Fleetwood Mac

?



M – *Don't Stop:*
Fleetwood Mac

27

M – *Don't Stop*: Fleetwood Mac

Assessment Grids – 9MT0/01

Examiner Number

Date

Candidate Number

Centre Number

Details of any omissions and subsequent action taken by the examiner

Don't Stop - Fleetwood Mac

Candidate M

AG1	Drum kit	Vocals	Other parts	Capture (drum kit, vocals, other parts) Use of microphones and DI to capture live performance
	0 <input type="checkbox"/>	0 <input type="checkbox"/>	0 <input type="checkbox"/>	No rewardable material; no live capture using microphones or DI
Level 1	1 <input type="checkbox"/>	1 <input type="checkbox"/>	1 <input type="checkbox"/>	Limited success of capture; misjudgements detract from the clarity throughout
Level 2	2 <input checked="" type="checkbox"/>	2 <input checked="" type="checkbox"/>	2 <input checked="" type="checkbox"/>	Inconsistent capture; misjudgements occasionally detract from clarity
Level 3	3 <input type="checkbox"/>	3 <input type="checkbox"/>	3 <input type="checkbox"/>	Competent capture; misjudgements do not impact significantly on clarity
Level 4	4 <input type="checkbox"/>	4 <input type="checkbox"/>	4 <input type="checkbox"/>	Excellent capture throughout
Mark	2	2	2	Total mark AG1 6

Comments:

Drums - lacks clarity. Snare roomy/distant. Inconsistent between sections.
Vocals - decent capture but inconsistent between takes, e.g. 1:00 different vocal tone. Bv lacks shape.
Other parts - bass inconsistent and distorts at 0:51 El guitar Ac guitar ok in opening

M – *Don't Stop*: Fleetwood Mac

AG2	Drum kit	Vocals	Other parts	Editing – processing EQ (drum kit, vocals, other parts) Assessment of other parts must also consider distribution of frequencies across entire mix
	0 <input type="checkbox"/>	0 <input type="checkbox"/>	0 <input type="checkbox"/>	No rewardable material, including extreme uncontrolled variation in EQ in a number of places
Level 1	1 <input type="checkbox"/>	1 <input type="checkbox"/>	1 <input checked="" type="checkbox"/>	Limited success in shaping EQ; misjudgements detract from the overall mix throughout
Level 2	2 <input checked="" type="checkbox"/>	2 <input checked="" type="checkbox"/>	2 <input checked="" type="checkbox"/>	Inconsistent shaping of EQ; misjudgements occasionally detract from the overall mix
Level 3	3 <input type="checkbox"/>	3 <input type="checkbox"/>	3 <input type="checkbox"/>	Competent shaping of EQ; misjudgements do not impact significantly on the overall mix
Level 4	4 <input type="checkbox"/>	4 <input type="checkbox"/>	4 <input type="checkbox"/>	Excellent shaping of EQ throughout
Mark	2	2	1	Total mark AG2 5

Comments:

Drums - drums muddy and lack impact
Vocals - no differentiation between lead and BV in intro. lead lacks focus. Inconsistent between sections
Other parts: el guitar poorly managed - intrusive error. keys & Solo ok. overall EQ limited+

AG3	Drum kit	Vocals	Other parts	Editing – dynamic processing (drum kit, vocals and other parts) Assessment of other parts must also consider management of dynamics across the entire mix
	0 <input type="checkbox"/>	0 <input type="checkbox"/>	0 <input type="checkbox"/>	No rewardable material, including extreme uncontrolled variation in dynamics in a number of places
Level 1	1 <input type="checkbox"/>	1 <input type="checkbox"/>	1 <input checked="" type="checkbox"/>	Limited success in management of dynamics; misjudgements detract from the overall mix throughout
Level 2	2 <input checked="" type="checkbox"/>	2 <input checked="" type="checkbox"/>	2 <input type="checkbox"/>	Inconsistent management of dynamics; misjudgements occasionally detract from the overall mix
Level 3	3 <input type="checkbox"/>	3 <input checked="" type="checkbox"/>	3 <input type="checkbox"/>	Competent management of dynamics; misjudgements do not impact significantly on the overall mix
Level 4	4 <input type="checkbox"/>	4 <input type="checkbox"/>	4 <input type="checkbox"/>	Excellent management of dynamics throughout
Mark	2	2	1	Total mark AG3 5

Comments:

Drums - drums lack impact throughout main section.
Vocals - need more shaping. Don't sit together to form a whole vox section.
Other parts - Electric guitars not well managed. not musically controlled. Bass uneven.

M – *Don't Stop*: Fleetwood Mac

AG4	Drum kit	Vocals	Other parts	Editing – use of effects, including ambience (drum kit, vocals, other parts) Assessment of other parts must also consider distribution of effects across entire mix
	0 <input type="checkbox"/>	0 <input type="checkbox"/>	0 <input type="checkbox"/>	No rewardable material, including extreme misjudgements in effects use in most parts
Level 1	1 <input type="checkbox"/>	1 <input type="checkbox"/>	1 <input type="checkbox"/>	Limited success in use of effects; misjudgements detract from the overall mix throughout
Level 2	2 <input checked="" type="checkbox"/>	2 <input checked="" type="checkbox"/>	2 <input checked="" type="checkbox"/>	Inconsistent use of effects; misjudgements occasionally detract from the success of the overall mix
Level 3	3 <input checked="" type="checkbox"/>	3 <input type="checkbox"/>	3 <input type="checkbox"/>	Competent use of effects; misjudgements do not impact significantly on the overall mix
Level 4	4 <input type="checkbox"/>	4 <input type="checkbox"/>	4 <input type="checkbox"/>	Excellent use of effects throughout
Mark	2	2	2	
Total mark AG4				6

Comments:

Drums - inconsistent between sections. Quite dry in main section.
Vocals - inconsistent treatment between opening and rest of track.
Other parts - el guitar unsuccessful. Keys in second half ok. solo ok.

AG5

Marking instructions
No higher than level 2 will be awarded if any instrument does not meet the minimum playing time.
0 marks will be awarded if unpitched percussion instruments (including electronic percussion) are present.

Level	Mark	Production – balance and blend
	0	No rewardable material, including extreme misjudgements in balance and blend in most parts; parts missing or inaudible
Level 1	1	Limited success with balance and blend; misjudgements detract from the overall mix
Level 2	2	Inconsistent balance and blend; misjudgements occasionally detract from the overall mix
Level 3	3	Competent balance and blend; misjudgements do not impact significantly on the overall mix
Level 4	4	Excellent balance and blend throughout
Mark	1	

Comments:

drums under mix. el guitar poorly managed in the mix. Misjudgements are intrusive.

M – *Don't Stop*: Fleetwood Mac

AG6

Level	Mark	Production – use of stereo
	0	No rewardable material, including completely mono submission or only one channel present
Level 1	1	Limited success in use of stereo; misjudgements detract from the overall mix throughout
Level 2	2	Inconsistent use of stereo; misjudgements occasionally detract from the overall mix
Level 3	3	Competent use of stereo; misjudgements do not impact significantly on the overall mix
Level 4	4	Excellent use of stereo throughout
Mark	2	

Comments:

Quite polarised at times with limited blend. Middle quite cluttered

AG7

Marking instructions

No higher than level 2 will be awarded if the student submission is longer than the required maximum length.

0 marks will be awarded if additional unpitched percussion instruments (including electronic percussion) are present.

Level	Mark	Production – management of noise, distortion, master level and audio editing (including compiling, pitch correction, handling of fades, top and tail)
	0	No rewardable material
Level 1	1	Limited success in management of noise, distortion, master level and audio editing; misjudgements detract from the overall mix
Level 2	2	Inconsistent management of noise, distortion, master level and audio editing; misjudgements occasionally detract from the overall mix
Level 3	3	Competent management of noise, distortion, master level and audio editing; misjudgements do not impact significantly on the overall mix
Level 4	4	Excellent management of noise, distortion, master level and audio editing throughout
Mark	2	

Comments:

Abrupt end not managed. Low mastering level throughout, especially in opening.

TOTAL for Component (60)

27

FAQs



FAQs

- Who were the examiners in 2024?
- What equipment is the work assessed using?
- Why is there a list of 10 artists?
- Can candidates choose a song that features members of a given band playing in another band, e.g., Slash from Guns N' Roses playing for Velvet Revolver?
- Can candidates choose a song from a band that features one of the solo artists on the list, e.g. Raye featuring on Jax Jones songs?
- Can candidates choose a song that one of the artists has performed live but not recorded as a studio recording?
- Why are there strict requirements regarding instruments that must be recorded?
- Why are there strict requirements regarding how long instruments must play for?

FAQs

- Can candidates record two lead vocals like a duet? Would one singer count as a backing vocal?
- Can candidates double track a lead vocal? Would one of the tracks count as backing vocal?
- Can candidates record two singers singing a lead vocal? Would one of the singers count as a backing vocal?
- Does a piano fulfil the requirements for an acoustic melody instrument?
- Why is unpitched percussion prohibited?
- Can candidates arrange the song in any style?
- Can candidates sequence keyboard parts?
- Can candidates sequence any other instruments?
- Can candidates sequence synth strings?

FAQs

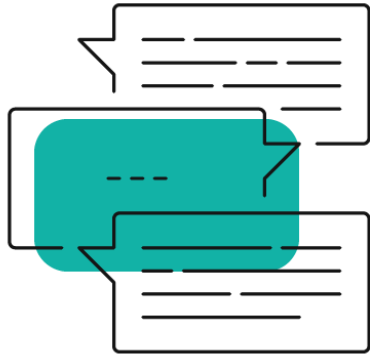
- Can I copy and paste choruses?
- Should candidates master their recordings?
- If all candidates are recording the same drum kit, is it permissible to leave the microphones set up for different candidates to use?
- Can all candidates record the same song?
- Do examiners read every word in the logbook?
- Can candidates word process their logbooks?
- Can candidates share photographs in logbooks?

Support



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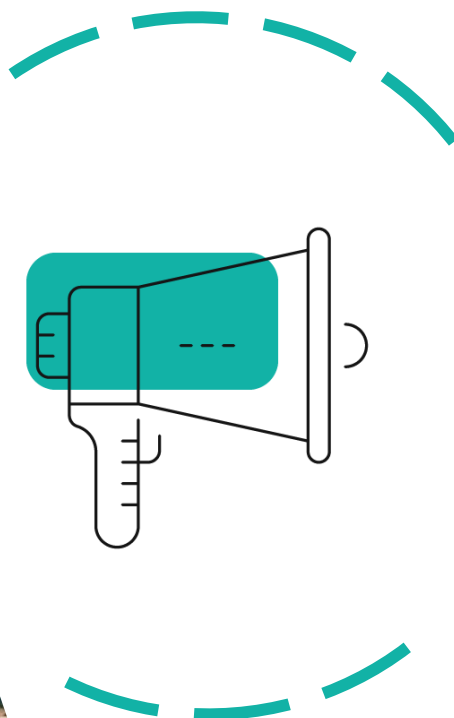
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