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# 2



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COMMON ASSESSMENT TASK

## Level 2 Digital Technologies and Hangarau Matihiko 2021

### 91899 Present a summary of developing a digital outcome

Credits: Three

Achievement	Achievement with Merit	Achievement with Excellence
Present a summary of developing a digital outcome.	Present an in-depth summary of developing a digital outcome.	Present a comprehensive summary of developing a digital outcome.

Type your School Code and 9-digit National Student Number (NSN) into the space below. (If your NSN has 10 digits, omit the leading zero.) It should look like “123-123456789-91899”.

**Answer ALL parts of the assessment task in this document.**

You should aim to write **800–1500 words** in total.

Your answers should be presented in 12pt Times New Roman font, within the expanding text boxes.

The only resource you may access during this assessment is your digital outcome (including any images of this that you prepared in advance). Internet access is not permitted.

**Save your finished work as a PDF file** as instructed by your teacher.

By saving your work at the end of the examination, you are declaring that this work is your own. NZQA may sample your work to ensure this is the case.

**Achievement**

**TOTAL**

**03**

ASSESSOR'S USE ONLY

## Instructions

The task in this assessment requires you to discuss a digital outcome you developed within the past 12 months.

You may illustrate your answers with up to THREE images:

- a single image of the digital outcome (e.g. a website; a poster; an electronic device)
- a single image of the planning process (e.g. agile development; a planning chart)
- a single image of the digital components of the outcome (e.g. the HTML / CSS for a website; the “layers” view of a poster; the code for an electronic device).

You may also quote short pieces of relevant information from the digital outcome in your answers.

Read all parts of the task before you begin.

## Assessment Task

- (a) (i) Briefly describe your digital outcome and its intended purpose or function.

My digital outcome was a piece of music written for the purpose of accompaniment for an already existing animation(which I did not create). Because of this the brief and specifications for the piece of music were derived from the animation. The piece of music served to add sound effects, mood and rhythm to key parts of the animation, the musical techniques chosen fitted with the analysed film conventions/techniques.

- (ii) What were the steps you followed (or milestones that you met) in the development of your digital outcome? In what ways did having these steps or milestones help you?

Before the creative process took place I broke down the creative process into its key components to better plan a time frame for my outcome due to its size. Before any music writing took place I analysed the film to plan what rhythms, moods, sound effects and other important music techniques were appropriate to the film's imagery and techniques. This helped me make a first sketch of what order the ideas in the composition(piece of music) might play out so I could write the ideas relative to one another which is important in making a cohesive composition. I then moved on to score writing based on the sketch I did and my film analysis which helps with planning out major themes and ideas in a composition. The scores, while they weren't digital, served as my main reference for production which is much less efficient for viewing major ideas. The next part was to record sound effects which I did based on the film's imagery. The recordings were arranged in a DAW(digital audio workstation) and the scores were arranged in the DAW manually as well. This took place simultaneously to audio editing and testing so that the piece of music could be heard coherently while it was being worked on and this helped a lot since I was then able to overlay the audio on the animation in a video editor and export and final outcome.

- (iii) What were the most important resources that you used to develop your digital outcome?  
Why were these resources so important?


Examples of types of resource are shown below.



The most important resources for this outcome were planning tools, software, techniques and equipment. This project had a lot of components so planning how long each one should take was important for meeting a deadline. For example, composing scores can take up to 2 hours for each theme of which I had 5 so planning a significant time slot among the other time consuming components was very important to ensuring this outcome was completed with high quality. It was also important for making sure the other resources worked together coherently, being able to plan with score writing, form sketches and notes made sure the techniques, equipment and softwares were used appropriately. For example, the planning tool which I used for producing(score writing) ensured that the piece of music would work theoretically before it was produced into a practical outcome(live audio).

Technique, software and equipment all worked together with equal importance in my case and were all based on previous planning. Techniques in score writing can create various different moods and atmospheres(aesthetics) and were vital to ensuring the equipment and software could manipulate this effectively. A good example of this was the recording of the first theme in the outcome which featured a bass guitar, the techniques for recording this were directly impacted by how the bass techniques were written in the score. For this case I chose to use a digital audio interface with an instrument cable running directly into it, the audio was then manipulated using various audio editing techniques on my chosen software 'Studio One 4'.

For the two examples listed above they were both important in ensuring the final outcome met the aesthetic and practical requirements. If these weren't used together coherently using planning tools the outcome may have not met requirements in one aspect(for example: using



an amp and microphone instead of instrument cable and digital audio interface. While this isn't technically wrong, the hardware will create a more distorted sound which is harder to manipulate)

- (b) (i) Who were the end-users of your digital outcome? What special requirements did they have, and how did these requirements influence your decision-making during the development process?

I was technically the end user of this outcome since I wrote this to add to my compositions portfolio. I wrote this piece of music mainly as a study into film scoring so my requirements were derived from film conventions rather than music conventions. The requirements for this piece of work was to not only practice writing music for a purpose but to also practice using sound effects coherently. The decisions I made during the process were directly impacted by the purpose of this study since I generally do not incorporate sound effects or theatrical music techniques into my music and these were rather derived from the necessity of making music coherent with film.

- (ii) Explain how you were influenced by two of the following factors during the development process, and the effect each had on your digital outcome:

- aesthetics
- usability
- functionality.

#### Factor (1): Aesthetics

This film already had obvious aesthetics and styles. Music also has various styles/genres which we associate with certain types of imagery and it was important that the styles of the music were associated with the cartoon-like imagery. Aesthetics, in its literal meaning, also impacted how the techniques within a certain style/genre were used to create mood. The only reason a composer is able to compose without hearing their music is because they know certain techniques and conventions can be directly linked with certain aesthetics and moods. Aesthetics impacted everything from the score writing to the audio editing since I knew the techniques I used would directly impact how the music would be interpreted in relation to the film.

#### Factor (2): Functionality

In the brief for this piece of music I specified that it should suit the imagery on screen. What I meant by this was that key moments in the film should be matched with key moments in the music so that a coherent composition of the two is established. The pieces of music needed to be functional in how it was timed with the film and how it accompanied the mood on screen. This directly impacted the creative process, mainly the production process, since I had to constantly test if the music I wrote matched with the timing of the film. This was especially important for sound effect since the sound effects have to seem like they are coming from something on the screen, if they aren't timed correctly the sound will seem to come from nowhere.

(c) (i) In what ways was the development process successful? You might consider:

- whether the end-users were satisfied with the digital outcome
- things you learned during the process.

Because I didn't have an actual end user I will derive the success of the music from the main parts of my brief. The brief and specifications stated that the outcome should have a good audio quality, be timed correctly with the film and should work coherently with the film. Since I had focused quite a bit on analysis in the beginning, then focused on aesthetics and composition techniques and also used appropriate hardware and software techniques the outcome met all of these specifications. The analysis helped make sure the work was coherent at all times while the aesthetic and technique focus worked against these notes so that I could use different moods and styles in coherent parts of the work. This was all complemented by the good audio quality which was achieved through appropriate use of hardware and informed decisions while audio editing. A coherent work with good audio quality was produced. This work was also a great study to add to my music portfolio since it shows I can work with other people's work which contrasts all the work I have done privately and also shows good knowledge of film scoring which is a useful skill in the music industry.

(ii) In what ways could the digital outcome have been improved? What would you have had to do differently during the development process to make this improvement?

During the planning process I could have planned the component of hardware better. Arranging musicians to play your music produces much higher quality audio and while this does take a fair bit of skill to achieve, planning for practice sessions with musicians would have helped the outcome a lot. If I were to have done this however it would have sacrificed the complexity of the score writing since the musicians have to be able to learn the music in a fair amount of time so I am sceptical as to whether this would have worked with the time frame. In contrast, what I did was use midi instruments and attempt to manipulate them through audio editing to sound like real instruments. The final outcome sounded more robotic because of this and in contrast could have sounded more natural and ambient if my planning process factored musicians.

## Achievement Exemplar 2021

Subject	Level 2 Digital Technologies		Standard	91899	Total score	03
Q	Grade score	Annotation				
-	A3	There is a good explanation of decisions made in the development of the music outcome. This would have been strengthened by the inclusion of specific details about the resources used.				