

Genres			Music Technology Terms			Key terms for analysing music		
1	60's to 70's	Folk revival, Psychedelic, Heavy Metal, Soul, Motown, Disco, Punk, Reggae	1	Multi-tracking	Recording several parts one at a time and layering them using a DAW	1	Dynamics	How loud or quiet the music is. Does it change in certain sections and why?
2	80's to 90's	Synth pop, Post punk, Thrash Metal, Grunge, Britpop, Hip hop, House, Rave	2	Overdubbing	Doubling up the recording of a part to make it sound bigger / Thicker in texture	2	Rhythm	The pattern of notes used. Does the instrument play a repetitive rhythm or a complex one?
3	00's to present day	Pop Punk, EDM, Dubstep, K-pop, Reggaeton, Grime, Trap	3	Sampling	Taking a small section of an existing audio recording and using it in own work	3	Structure	The sections of the music. Into, Verse, Chorus, Bridge, Outro. How the music is put together
4	World music and Fusion	African drum music, Indian Raga, Afrobeat, Jazz fusion	4	Synthesiser	Computer created instrument or sound		Melody	The main tune. Think about if it moves in steps or leaps.
5	Music for Media	Film, TV, Computer games, Ambient music, Foley	5	Sequencing	Composing music using MIDI		Instrumentation	The instruments used
6	Western Classical	Romantic, Orchestral, Minimalism	6	MIDI	Musical notation for DAW	4	Texture	The layers of instruments / Sound
7	Jazz and Blues	Bebop, Big band, Blue note, Country blues, Delta blues	7	Looping	Continuous playback of musical phrase / sound	5	Timbre	Describes the characteristics of the sound. Eg. Bright or Gritty.
Industry Products			8	Turntablism	Manipulating sounds and beats using DJ equipment	6	Harmony	The Key the music is written in. Major or Minor.
			9	Phasing and distortion	Guitar effects used to manipulate audio	7	Syncopation	A rhythm the used the off beat (beats 2 and 4)
			10	DAW	Digital Audio Workstation. Software used to create music	8	BPM	Beats per minute, used to measure the tempo (speed)
			11	Quantise	A automated movement of performed notes			
			12	Analogue	Recording onto a physical format. Before digital age			
1	Live Performance	Performing to a live audience (video)						
2	Audio recording	Audio recording of your piece						
3	Composition for media	Own composition for TV, Film or game						
4	DAW Project	Project using sequencing, synthesis and sampling						
5	Original song	Own song / composition idea						