



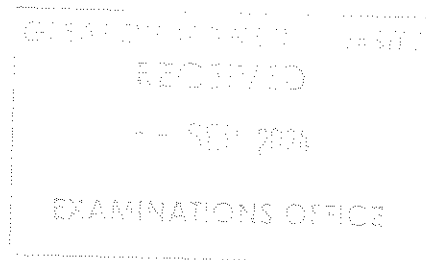
ROBERT MUGABE SCHOOL OF HERITAGE AND EDUCATION
DEPARTMENT OF SCIENCE AND TECHNICAL EDUCATION

BA CREATIVE MUSIC
LEVEL II SEMESTER I

HCM 212: MUSIC TECHNOLOGY

MONTH:

DURATION: 3 HRS



INSTRUCTIONS

There are five questions to this paper. Answer question **ONE** and any other two (2) questions from the remaining four (4). Question **ONE** carries 40 marks and the rest carry 30 marks each.

1. Examine the role of music streaming platforms in shaping the music consumption landscape. **[40 Marks]**

2. Discuss the impact of virtual reality (VR) and augmented reality (AR) on music experiences. **[30 Marks]**

3. Discuss the challenges and opportunities of 3D audio technology in the production and reproduction of music. **[30 Marks]**

4. Microphones are categorized in a number of different ways dependent upon their application and applicability. How do the following microphones function?
 - (a) Dynamic **[10 marks]**
 - (b) Condenser **[10 Marks]**
 - (c) Ribbon **[10 Marks]****[30 Marks]**

5. Briefly elaborate the three most important characteristics of microphones for live sound applications
 - i. Operating principle **[10 Marks]**
 - ii. Frequency response **[10 Marks]**
 - iii. Directionality **[10 Marks]****[30 Marks]**

END OF PAPER