VCE VET Music Industry

Program Booklet

Incorporating

CUA20615 Certificate II in Music Industry (Release 1)

CUA30915 Certificate III in Music Industry (Release 2)

January 2020

This program was first implemented in January 2018

Modification history

|  |  |  |  |
| --- | --- | --- | --- |
| Version | Status | Release Date | Comments |
| 3.0 | Current | January 2020 | Updated imported units of competency from FSK – Foundation Skills Training Package |
| 2.0 | Superseded | January 2019 | Moved to full program booklet  SWL information updated |
| 1.0 | Superseded | October 2016 | Original Program |

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Introduction

VCE VET programs are vocational training programs approved by the Victorian Curriculum and Assessment Authority (VCAA). VCE VET programs lead to nationally recognised qualifications, thereby offering students the opportunity to gain both the VCE and a nationally portable vocational education and training (VET) certificate. VCE VET programs:

* are fully recognised within the Units 1 to 4 structure of the Victorian Certificate of Education (VCE) and therefore may contribute towards satisfactory completion of the VCE. VCE VET units have equal status with other VCE studies
* may contribute to the satisfactory completion of the Victorian Certificate of Applied Learning (VCAL)
* function within the National Training Framework.

Program development

This iteration of the VCE VET Music Industry program was implemented in 2017. It must be used in conjunction with the training package qualifications, CUA20615 Certificate II in Music Industry (Release 1) and CUA30915 Certificate III in Music Industry (Release 2). This program replaces the VCE VET Music program published in January 2019 and all subsequent program summaries. This revision to the VCE VET Music program was a consequence of the revision to the CUA Creative Arts and Culture training package (Release 4.1).

The VCE VET Music Industry program provides students with the knowledge and skills to enhance their employment prospects in the music and creative arts industries.

Program information

This program booklet must be read in conjunction with the *VCE VET Program Guide* and the nationally endorsed CUA Creative Arts and Culture Training Package.

Industry overview

Training package

Creative activity has become interdisciplinary and traditional boundaries between art forms, individual practitioners and institutions are breaking down. Traditional artisan skills must be complemented by practical business skills. Research consistently shows that most arts practitioners are sole operators or contractors who support themselves, in whole or in part, by performing their craft or skill.

Digital technologies have changed the way many creative products are generated, distributed and marketed. They have challenged existing business practices and brought about new business models, such as crowd-funding and customer co-creation.

As a result of industry changes outlined above, in 2015 five separate training packages were consolidated into the CUA Creative Arts and Culture Training Package.

The VCE VET Music Industry program allows for credit in VCE/VCAL, and nationally recognised qualifications. These qualifications are drawn from the CUA Creative Arts and Culture Training Package (Release 4.1) which can be found at <[training.gov.au/Training/Details/CUA](http://training.gov.au/Training/Details/CUA)>.

Qualifications / packaging rules

CUA20615 Certificate II in Music Industry (Release 1)

Students must achieve eight units of competency to gain CUA20615 Certificate II in Music Industry, including:

* three core units of competency
* five elective units of competency.

This qualification may prepare individuals to perform a range of mainly routine tasks in the music industry, work under direct supervision, and use limited practical skills and fundamental operational knowledge in a defined context. Pathways may include employment into roles such as junior sound assistant, junior music administration assistant, and trainee musician.

For further information, visit <[training.gov.au/Training/Details/CUA20615](http://training.gov.au/Training/Details/CUA20615)>.

CUA30915 Certificate III in Music Industry (Release 2)

Students must achieve eleven units of competency to gain CUA30915 Certificate III in Music Industry, including:

* four core units of competency
* seven elective units of competency consisting of:
* at least 5 units from group A, B, C or D (with no more than 2 from Group D)
* up to 2 units from any endorsed Training Package or accredited course at certificate II, III or IV.

Elective units must be relevant to the work environment and the qualification, maintain the integrity of the AQF alignment and contribute to a valid vocational outcome.

Specialisations are grouped as follows:

* **Performance** specialisation: a **minimum of 4** units of competency from group A.
* **Sound Production** specialisation: a **minimum of 4** units of competency from group B.
* **Music Business** specialisation: a **minimum of 4** units of competency from group C.
* General qualification: a **minimum of 5** units of competency across group A, B and C.

To fulfil certificate requirements, additional elective units may be selected from group A, B, C, D, or from other qualifications/courses at certificate II, III, or IV.

This qualification may prepare individuals with a broad range of competencies in varied contexts of the music industry. Graduates may provide support to a team using professional discretion, judgment and theoretical knowledge. Pathways may include employment into roles such as assistant band manager, junior musician/singer, sound mixer/technician, and sound recordist.

For further information, visit <[training.gov.au/Training/Details/CUA30915](http://training.gov.au/Training/Details/CUA30915)>.

VCE VET Program details

Aims

The VCE VET Music Industry program aims to:

* provide participants with the knowledge, skills, and competency that will enhance their employment prospects in the music and creative arts industries
* enable participants to gain a recognised credential and to make an informed choice of vocation or career path.

Program structure

The revised VCE VET Music Industry program offers two distinct options: a certificate II with VCE credit at Units 1 and 2 level; a certificate III with VCE credit at Units 1 to 4 level. Certificate II is typically completed over one year and certificate III typically completed over two years.

The identified units of competency in the VCE VET Music Industry program have been selected for VCE recognition / study score purposes and may vary from the qualification packaging rules.

CUA20615 Certificate II in Music Industry

Certificate II comprises 8 units of competency: three compulsory units and a minimum of five elective units. Students may choose electives primarily from a specialised stream, or from a mix of streams (for a general qualification).

CUA30915 Certificate III in Music Industry

Certificate III comprises a minimum of 11 units of competency: 4 compulsory units and a minimum of 7 elective units, with flexibility to undertake a specialisation or a general program.

Alternatives for completing Certificate III in Music Industry

Students can complete the Certificate III in Music Industry by undertaking units of competency not included in the **Performance** or **Sound Production** specialisations. If, in addition to the six Units 1 and 2 units of competency, five units are selected from the certificate III elective bank, the student may meet the qualification packaging rules for the award of the Certificate III in Music Industry.

If four **Music Business** electives are selected (designated by an asterisk in the Elective Bank on page 9) students may satisfy the qualification’s Music Business specialisation.

Scored assessment

Scored assessment is available for both the **Performance** and **Sound Production** specialisations in the program drawn from CUA30915 Certificate III in Music Industry. To gain a study score a student must: be competent in the prescribed training; complete all scored VCE VET assessments; complete an end of year examination.

VCE VET Credit

CUA20615 Certificate II in Music Industry

Students undertaking the VCE VET Certificate II in Music Industry are eligible for:

* two VCE VET units at Units 1 and 2 level.

CUA30915 Certificate III in Music Industry

Students undertaking the VCE VET Certificate III in Music Industry are eligible for:

* a specialisation in **Performance** and/or **Sound Production**
* a minimum of four VCE VET units, two Units at the Units 1 and 2 level and a scored Units 3 and 4 sequence.

**Note:** Students who complete certificate III through selecting non scored units from the Music Industry elective bank (page 9) and who complete 180 hours of training in addition to Units 1 and 2 may be eligible for a non scored units 3 and 4 sequence.

VCE VET credit will accrue in the following order: Units 1, 2, 3, 4, 3, 4. Unit 1 and 2 credits and units for the non-scored Units 3 and 4 sequence may be accumulated over more than one year. All the units in the scored Units 3 and 4 sequence must be undertaken in the one year.

Nominal hour duration

Nominal hours represent the supervised structured learning and assessment activities required to sufficiently address the content of each unit of competency.

Nominal hours are used to determine credit into the VCE or VCAL for VET units of competency.

Duplication

When a VCE VET program significantly duplicates other VCE studies or VET training in a student’s program, a reduced VCE VET unit entitlement may apply. Credit towards the VCAL may also be reduced due to duplication.

No significant duplication has been identified between the VCE VET Music Industry program and other VCE studies.

Students may not perform a work (piece of music/song) for assessment that has been performed for assessment in another VCE study or VCE VET program. This rule applies across school-based assessment and externally-assessed examinations.

Dual Enrolments

Where students undertake multiple qualifications within the VCE VET Music Industry program, care must be taken to ensure students enroll in all the units of competency only once. Credit for a unit of competency can only be counted once towards the VCE or VCAL.

Sequence

Certain units of competency will complement each other, lending to coordinated delivery that minimises content overlap. Units of competency have guidelines on the different situations and delivery contexts, and a range of delivery sequences are possible.

The intention of VCE VET programs is to provide students with a qualification that meets industry expectations. The strong advice and assumption of industry bodies is that the quality of the qualification is compromised when foundation training is neglected.

This foundation training may be covered by undertaking either relevant units of competency in the Certificate III in Music Industry at Units 1 and 2 level, or by completing the Certificate II in Music Industry.

The sequencing of units of competency is determined by the registered training organisation, teacher or trainer. It is anticipated however, that a number of the core units of competency will be undertaken in the first year of the program.

Schools are advised that the Units 3 and 4 sequences are not designed as stand-alone studies.

The VCE VET Units 3 and 4 sequence must be assessed in the same enrolment year to access a study score where available. Students may undertake both the scored VCE VET Units 3 and 4 sequence and where available, additional units of competency from the elective bank in order to achieve an additional non-scored VCE VET Units 3 and 4 sequence.

VCE VET Music Industry program structure

CUA20615 Certificate II in Music Industry (Release 1)

|  |  |  |
| --- | --- | --- |
| Code | Unit Title | Nominal  Hours |
| **Units 1 and 2** | | |
| **Compulsory units:** | | |
| BSBWHS201 | Contribute to health and safety of self and others | 20 |
| BSBWOR203 | Work effectively with others | 15 |
| CUAIND201 | Develop and apply creative arts industry knowledge | 20 |
| **Subtotal:** | | **55** |
| **Elective units:** Select a minimum of **5** electives with a minimum of **125 hours**. | | |
| BSBITU202 | Create and use spreadsheets | 30 |
| BSBITU203 | Communicate electronically | 20 |
| CUAMCP201 | Incorporate technology into music making | 50 |
| CUAMLT201 | Develop and apply musical ideas and listening skills | 25 |
| CUAMLT202 | Apply knowledge of music culture to music making | 25 |
| CUAMPF101 | Develop skills to play or sing music | 70 |
| CUAMPF102 | Develop ensemble skills to perform simple musical parts | 70 |
| CUAMPF201 | Play or sing simple musical pieces | 70 |
| CUAMPF202 | Incorporate music technology into performance | 35 |
| CUAMPF203 | Develop ensemble skills for playing or singing music | 50 |
| CUAMPF204 | Play or sing music from simple written notation | 30 |
| CUASOU201 | Develop basic audio skills and knowledge | 40 |
| CUASOU202 | Perform basic sound editing | 30 |
| CUASOU203 | Assist with sound recordings | 35 |
| CUASOU204 | Mix sound in a broadcasting environment | 20 |
| CUASOU303 | Repair and maintain audio equipment | 40 |
| **Maximum of two may come from the following:** | | |
| BSBDES201 | Follow a design process | 40 |
| BSBDES202 | Evaluate the nature of design in a specific industry context | 30 |
| BSBINM201 | Process and maintain workplace information | 30 |
| BSBITU201 | Produce simple word processed documents | 60 |
| BSBSMB201 | Identify suitability for micro business | 20 |
| BSBSUS201 | Participate in environmentally sustainable work practices | 20 |
| BSBWOR201 | Manage personal stress in the workplace | 40 |
| BSBWOR204 | Use business technology | 20 |
| CUADIG201 | Maintain interactive content | 30 |
| CUARES201 | Collect and organise content for broadcast or publication | 20 |
| CUASTA202 | Assist with bump in and bump out of shows | 80 |
| HLTAID002 | Provide basic emergency life support | 12 |
| ICPDMT296 | Create and test an interactive CD-ROM/DVD | 20 |
| ICTWEB201 | Use social media tools for collaboration and engagement | 20 |
| **Maximum of one may come from the following:** | | |
| FSKDIG003 | Use digital technology for routine workplace tasks | 15 |
| FSKLRG009 | Use strategies to respond to routine workplace problems | 15 |
| FSKLRG011 | Use routine strategies for work-related learning | 10 |
| FSKOCM003 | Participate in simple spoken interactions at work | 10 |
| FSKRDG007 | Read and respond to simple workplace information | 15 |
| **Total for Units 1 and 2:** | | **180-335** |

CUA30915 Certificate III in Music Industry (Release 2)

(Performance **OR** Sound Production specialisation)

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Code | | Unit Title | | Nominal  Hours |
| **Units 1 and 2** | | | | |
| **Compulsory:** | | | | |
| BSBWHS201 | Contribute to health and safety of self and others | | | 20 |
| CUACMP301 | Implement copyright arrangements | | | 20 |
| CUAIND303 | Work effectively in the music industry | | | 35 |
| CUAMLT302 | Apply knowledge of style and genre to music industry practice | | | 40 |
| **Electives:** select at least **two** units from the elective bank on page 9-10 (minimum 65 hours) | | | | |
| **Minimum Subtotal for Units 1 and 2:** | | | | **180** |
| **Units 3 and 4** | | | | |
| **PERFORMANCE:** select **four** compulsory units plus one **Performance** elective. | | | | |
| **Compulsory:** | | | Release | Nominal  Hours |
| CUAMPF301 | | Develop technical skills in performance | 1 | 20 |
| CUAMPF302 | | Prepare for performances | 1 | 35 |
| CUAMPF305 | | Develop improvisation skills | 1 | 35 |
| CUAMPF402 | | Develop and maintain stagecraft skills | 1 | 70 |
| **Choose one unit from the following Performance electives:** | | | | |
| CUAMPF404 | | Perform music as part of a group | 1 | 70 |
| CUAMPF406 | | Perform music as a soloist | 1 | 70 |
| **Total for Units 3 and 4:** | | | | **230** |
| **SOUND PRODUCTION:** | | | | |
| **Compulsory:** | | | | |
| CUASOU306 | | Operate sound reinforcement systems | 1 | 40 |
| CUASOU307 | | Record and mix a basic music demo | 1 | 40 |
| CUASOU308 | | Install and disassemble audio equipment | 2 | 40 |
| CUASOU311 | | Mix music in a studio environment | 1 | 60 |
| CUASOU402 | | Manage audio input sources | 2 | 30 |
| **Total for Units 3 and 4:** | | | | **210** |

Music Industry Elective Bank

|  |  |  |
| --- | --- | --- |
| Code | Unit Title | Nominal  Hours |
| BSBADM307\* | Organise schedules\* | 15 |
| BSBADM311\* | Maintain business resources\* | 15 |
| BSBCMM301\* | Process customer complaints\* | 30 |
| BSBCUS301\* | Deliver and monitor a service to customers\* | 35 |
| BSBFIA301\* | Maintain financial records\* | 60 |
| BSBITU301\* | Create and use databases\* | 30 |
| BSBITU304\* | Produce spreadsheets\* | 35 |
| BSBPRO301\* | Recommend products and services\* | 20 |
| BSBPUR301\* | Purchase goods and services\* | 60 |
| BSBSMB302\* | Develop a micro business proposal\* | 30 |
| BSBSMB305\* | Comply with regulatory, taxation and insurance requirements for the micro business\* | 45 |
| CUAADM301\* | Administer bookings for rehearsals and performances\* | 35 |
| CUAADM302\* | Book performance venues\* | 35 |
| CUADIG201 | Maintain interactive content | 30 |
| CUADIG302\* | Author interactive sequences\* | 40 |
| CUADIG303\* | Produce and prepare photo images\* | 20 |
| CUAFOH202\* | Usher patrons\* | 30 |
| CUAFOH301\* | Provide seating and ticketing services\* | 50 |
| CUAIND304\* | Plan a career in the creative arts industry\* | 35 |
| CUAMCP201 | Incorporate technology into music making | 50 |
| CUAMCP301 | Compose simple songs or musical pieces | 35 |
| CUAMCP302 | Write song lyrics | 30 |
| CUAMCP303 | Develop simple musical pieces using electronic media | 35 |
| CUAMKG301\* | Assist with marketing and promotion\* | 43 |
| CUAMLT303 | Notate Music | 40 |
| CUAMPF202 | Incorporate music technology into performance | 35 |
| CUAMPF203 | Develop ensemble skills for playing or singing music | 50 |
| CUAMPF303 | Contribute to backup accompaniment | 35 |
| CUAMPF304 | Make a music demo | 40 |
| CUASOU201 | Develop basic audio skills and knowledge | 40 |
| CUASOU202 | Perform basic sound editing | 30 |
| CUASOU204 | Mix sound in a broadcasting environment | 20 |
| CUASOU301 | Undertake live audio operations | 100 |
| CUASOU302 | Compile and replay audio material | 50 |
| CUASOU303 | Repair and maintain audio equipment | 40 |
| CUASOU304 | Prepare audio assets | 30 |
| CUASOU309 | Restore audio tracks | 35 |
| CUASOU310 | Analyse soundtracks | 35 |
| CUAWRT301\* | Write content for a range of media\* | 40 |
| ICTWEB201\* | Use social media tools for collaboration and engagement\* | 20 |
| SITXCCS101\* | Provide information and assistance\* | 20 |
| SITXEVT302\* | Process and monitor event registrations\* | 60 |
| SITXEVT303\* | Coordinate on-site event registrations\* | 40 |
| SITXEVT304\* | Provide event staging support\* | 31 |
| **Maximum of two make come from the following:** | | |
| AHCILM306A | Follow Aboriginal cultural protocols | 40 |
| BSBCON401 | Work effectively in a business continuity context | 40 |
| BSBCRT301 | Develop and extend critical and creative thinking skills | 40 |
| BSBDES305 | Source and apply information on the history and theory of design | 65 |
| BSBDIV301 | Work effectively with diversity | 30 |
| BSBINM301 | Organise workplace information | 30 |
| BSBINN301 | Promote innovation in a team environment | 40 |
| BSBITU302 | Create electronic presentations | 20 |
| BSBITU303 | Design and produce text documents | 90 |
| BSBITU309 | Produce desktop published documents | 50 |
| BSBSMB301 | Investigate micro business opportunities | 30 |
| BSBSMB303 | Organise finances for the micro business | 50 |
| BSBSMB304 | Determine resource requirements for the micro business | 30 |
| BSBSMB306 | Plan a home based business | 25 |
| BSBSMB307 | Set up information and communications technology for the micro business | 20 |
| BSBWRT301 | Write simple documents | 30 |
| CUAIND311 | Work effectively in the creative arts industry | 50 |
| CUALGT301 | Operate basic lighting | 30 |
| HLTAID003 | Provide first aid | 18 |
| ICTICT306 | Migrate to new technology | 20 |
| ICTICT308 | Use advanced features of computer applications | 40 |
| **Subtotal:** | | **180-370** |
| **Total:** | | **360-550** |

Note:

\* Music Business (Group C) units

Study Score

A study score is available for the VCE VET Music Industry program.

VCE VET Music Industry offers a scored program option in the program drawn from Certificate III in Music Industry, in which there are two distinct scored specialisations:

* VCE VET Music Industry (Performance)
* VCE VET Music Industry (Sound Production).

To be eligible for a study score students must:

* satisfactorily complete all the units of competency required in Units 3 and 4 of either the **Performance** or **Sound Production** specialisations
* be assessed in accordance with the tools and procedures specified in the *VCE VET Assessment Guide* and program specific assessment plan templates published annually on the VCAA website.
* undertake an examination in the end-of-year examination period, based on the underpinning knowledge and skills in the compulsory units of competency in the Units 3 and 4 sequence, and in accordance with the current examination specifications.

The performance examination is undertaken at a date, time and location set annually by the VCAA. Details of the VCAA examination rules are published annually in the *VCE and VCAL Administrative Handbook* available from <<https://www.vcaa.vic.edu.au/Pages/HomePage.aspx>>. The Music Performance examination specifications and past examination reports are available from <<https://www.vcaa.vic.edu.au/assessment/vet-assessment/past-examinations/Pages/VCEVETMusicIndustryPerformance.aspx>>.

Units 3 and 4 of the **Performance** or **Sound Production** specialisations in VCE VET Music Industry must be delivered and assessed in a single enrolment year.

The study score for the VCE VET Music Industry program is based on evidence from two sources: coursework tasks and an examination. The assessment of three VCE VET coursework tasks does not replace the qualification assessments, but both tend to be complementary and may be integrated. Tasks may be designed with both assessment purposes in mind.

For further information on scored assessment refer to the *VCE VET Assessment Guide*, which contains information relating to study scores for VCE VET programs. It contains an overview of study score assessment, advice regarding the development of coursework tasks, and integration of study scores with competency assessment.

The assessment guide also contains generic templates, scoring criteria and other coursework assessment records.   
<[www.vcaa.vic.edu.au/Documents/vet/scoredassess/vcevet-genericassessmentguide.pdf](http://www.vcaa.vic.edu.au/Documents/vet/scoredassess/vcevet-genericassessmentguide.pdf)>.

Advice relating to VCE VET Music Industry program is published on the VCAA website and updated annually: <<https://www.vcaa.vic.edu.au/curriculum/vet/vce-vet-programs/Pages/musicindustry.aspx>>.

ATAR Contribution

Students wishing to receive an ATAR contribution for either of the **Performance** or **Sound Production** scored Units 3 and 4 sequences in the VCE VET Music Industry program must undertake scored assessment for the purpose of achieving a study score. This study score can contribute directly to the ATAR, either as one of the student's best four studies (the primary four) or as a fifth or sixth study increment. Where a student elects not to receive a study score no contribution to the ATAR will be available. Where an additional non-scored VCE VET Units 3 and 4 sequence is undertaken students may be eligible for a fifth or sixth study increment.

The increment is awarded by the Victorian Tertiary Admissions Centre (VTAC). Further information can be found on the VTAC website:

* study rules: <[www.vtac.edu.au/results-offers/atar-explained/study-rules](http://www.vtac.edu.au/results-offers/atar-explained/study-rules.html)>
* study groupings: <[www.vtac.edu.au/results-offers/atar-explained/study-groupings](http://www.vtac.edu.au/results-offers/atar-explained/study-groupings.html)>.

Increments for VCE VET programs will be calculated using 10% of the lowest study score of the primary four.

Structured workplace learning

The VCAA has determined that Structured Workplace Learning (SWL) is an appropriate and valuable component of all VCE VET programs. SWL involves on-the-job training in which students are required to master a designated set of skills and competencies related to VCE VET programs.

SWL complements the training undertaken at the school/RTO. It provides the context for:

* enhancement of skills development
* practical application of industry knowledge
* assessment of units of competency, as determined by the RTO
* increased employment opportunities.

The VCAA strongly recommends that students undertake a minimum of 80 hours of SWL for the VCE VET Music Industry program. SWL should be spread across the duration of the training program.

Further details regarding SWL, the SWL Portal and the Department of Education and Training SWL Manual is available on online: <www.education.vic.gov.au/school/teachers/teachingresources/careers/work/Pages/structuredlearning.aspx>.

The SWL Manual outlines roles and responsibilities of the student, parent, employer and principal; procedures and guidelines for placing students in the workplace; and relevant policy and legislation. The manual also has a link to Ministerial Order 55 and the SWL Arrangement form.

SWL Recognition

Structured Workplace Learning recognition (SWL R) involves the development and maintenance of the Workplace Learning Record (WLR) by the student. The work placement must be in an industry area aligned to the VET certificate drawn from the VCE VET Music Industry program. The completion of the WLR is a requirement for recognition by the VCAA for VCE and VCAL credit.

The VCE VET Music Industry program offers SWL recognition. Further details are available at: <[www.vcaa.vic.edu.au/curriculum/vet/swl-vet/Pages/SWL-recognition.aspx](https://www.vcaa.vic.edu.au/curriculum/vet/swl-vet/Pages/SWL-recognition.aspx)>.

Work health and safety

Schools/RTOs must ensure that Work Health and Safety (WHS) issues are fully addressed in the training program.

The principal is responsible for ensuring the school meets its responsibilities for students in SWL arrangements.

Where the student will be employed under an SWL arrangement, the principal must be satisfied that the student is undertaking training in the WHS unit of competency before the arrangement can be entered into.

Students must be informed of the significance of work-related hazards. They must understand the need for, and the nature of, workplace risk controls such as safe working procedures and the use of personal protective clothing and equipment.

Schools must also be satisfied, through their review of the acknowledgment provided by employers on the SWL Arrangement form, that the workplace in question and the activities proposed will not expose a student to risk during their structured work placement.

Employers must view their duty of care towards students as essentially no different from that owed to their employees. They must understand that students cannot be expected to possess the judgment or maturity to undertake any task that presents potential risk. This means that no student may be exposed at any time to dangerous plant machinery, equipment, substances, work environments or work practices.

On the first morning of their placement, students should be introduced to their supervisor and provided with a formal induction to the workplace. This will include first aid, emergency and incident reporting arrangements.

The student should be given an orientation tour of the workplace and any excluded areas or activities should be pointed out. Students should be instructed to report without delay anything they feel may be unsafe. They should be encouraged to ask for help or further instruction if they are not sure of the correct way to carry out any task.

Close supervision of students undertaking SWL is essential. Supervisors nominated by the employer must understand all requirements for safely managing the student’s activities. Supervisors must understand that a student may not fully grasp information or instructions the first time they are told. They should encourage students to ask for help if they have forgotten or if they experience difficulty in putting information into practice.

The WorkSafe Victoria website makes available useful resources: [<www.worksafe.vic.gov.au](http://www.worksafe.vic.gov.au)>.

Additional information

For updates or information relating to this program refer to:

* the VCE VET Music Industry program web page: <<https://www.vcaa.vic.edu.au/curriculum/vet/vce-vet-programs/Pages/musicindustry.aspx>>
* the *VCAA* *Bulletin*: <[www.vcaa.vic.edu.au/news-and-events/bulletins-and-updates/bulletin/Pages/index.aspx](https://www.vcaa.vic.edu.au/news-and-events/bulletins-and-updates/bulletin/Pages/index.aspx)>
* the Get VET web page for videos, success stories, flowcharts and posters designed to support teachers in engaging, informing and inspiring students and parents about VET Delivered to Secondary Students: <[www.vcaa.vic.edu.au/getvet](https://www.vcaa.vic.edu.au/getvet)>.

VCE Season of Excellence

High quality works created by students who complete this VCE VET program are eligible to apply for the VCE Season of Excellence. For further information, visit: <[www.vcaa.vic.edu.au/Pages/excellenceawards/seasonofexcellence/index.aspx](http://www.vcaa.vic.edu.au/Pages/excellenceawards/seasonofexcellence/index.aspx)>.

Pathways

The VCE VET Music Industry program opens many different training and employment pathways. The VCAA recommends study at the lower levels to develop industry foundation skills before moving to higher level qualifications.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Certificate II** |  | Certificate III in Music Industry |  | Specialisations in:   * + Performance   + Sound Production   + Music Business |
|  |  |  |  |  |
| **Certificate III** |  | Certificate IV in Music Industry |  | Specialisations in:   * + Performance   + Composition   + Sound Production   + Music Business |
| Diploma of Music Industry | Specialisations in:   * + Performance   + Composition   + Sound Production   + Music Business |
| Advanced Diploma of Music Industry | Specialisations in:   * + Performance   + Composition   + Sound Production   + Music Business |
|  |  |  |  |  |
| **Certificate IV**  **Diploma**  **Advanced Diploma**  **Higher Education** |  | Higher Education Performance/ Composition |  | * Bachelor or Music * Bachelor of Music (Song-writing) * Bachelor of Music (Contemporary Performance) * Bachelor of Arts (Music Industry) * Master of Music (Contemporary Practice) |
|  |  |  |  |
|  | Higher Education Sound Production |  | * Bachelor of Audio * Bachelor of Music (Audio) * Bachelor of Creative Technology (Audio Engineering and Sound Production) * Bachelor of Applied Music (Audio Production) * Master of Music (Contemporary Practice) |
|  |  |  |  |
|  | Higher Education Music Business |  | * Bachelor of Business (Music Industry) * Bachelor of Entertainment Management * Bachelor of Arts (Entertainment Management) * Master of International Music Business |

Appendix – Sample programs

Sample 1: CUA20615 Certificate II in Music Industry (Release 1)

This sample program may provide:

* three VCE units at Units 1 and 2 level
* completion over one year of CUA20615 Certificate II in Music Industry.

|  |  |  |
| --- | --- | --- |
| Code | Unit Title | Nominal  Hours |
| **Units 1 and 2** | | |
| **Compulsory:** | | |
| CUAIND201 | Develop and apply creative arts industry knowledge | 20 |
| BSBWHS201 | Contribute to health and safety of self and others | 20 |
| BSBWOR203 | Work effectively with others | 15 |
| **Electives:** | | |
| CUAMCP201 | Incorporate technology into music making | 50 |
| CUAMPF201 | Play or sing simple musical pieces | 70 |
| CUAMPF202 | Incorporate music technology into performance | 35 |
| CUASOU201 | Develop basic audio skills and knowledge | 40 |
| CUASOU202 | Perform basic sound editing | 30 |
| **Total Sample Program Hours:** | | **280** |

Sample 2: CUA20615 Certificate II in Music Industry and selected units from CUA30915 Certificate III in Music Industry

This sample program may provide:

* two VCE units at Units 1 and 2 level
* a Units 3 and 4 sequence and a study score
* completion over two years of
* CUA20615 Certificate II in Music Industry
* statement of attainment from CUA30915 Certificate III in Music Industry.

|  |  |  |  |
| --- | --- | --- | --- |
| Code | Unit Title | | Nominal  Hours |
| **Year 1 - Units 1 and 2** | | | |
| **Compulsory:** | | | |
| CUAIND201 | Develop and apply creative arts industry knowledge | | 20 |
| BSBWHS201 | Contribute to health and safety of self and others | | 20 |
| BSBWOR203 | Work effectively with others | | 15 |
| **Electives** | | | |
| CUASOU201 | Develop basic audio skills and knowledge | | 40 |
| CUASOU202 | Perform basic sound editing | | 30 |
| CUASOU203 | Assist with sound recordings | | 35 |
| CUASOU204 | Mix sound in a broadcasting environment | | 20 |
| ICTWEB201\* | Use social media tools for collaboration and engagement\* | | 20 |
| **Total for Units 1 and 2:** | | | **200** |
| **Year 2 - Units 3 and 4** | | | |
| **Compulsory:** | | **Release** | **Nominal  Hours** |
| CUASOU306 | Operate sound reinforcement systems | 1 | 40 |
| CUASOU307 | Record and mix a basic music demo | 1 | 40 |
| CUASOU308 | Install and disassemble audio equipment | 2 | 40 |
| CUASOU311 | Mix music in a studio environment | 1 | 60 |
| CUASOU402 | Manage audio input sources | 2 | 30 |
| **Total for Units 3 and 4:** | | | **210** |
| **Total Sample Program Hours:** | | | **410** |

Note:

\* Music Business (Group C) units

Sample 3: CUA30915 Certificate III in Music Industry (Performance)

This sample program may provide:

* two VCE units at Units 1 and 2 level
* a Units 3 and 4 sequence and a study score
* completion over two years of CUA30915 Certificate III in Music Industry (Performance).

|  |  |  |  |
| --- | --- | --- | --- |
| Code | Unit Title | | Nominal  Hours |
| **Year 1 - Units 1 and 2** | | | |
| **Compulsory:** | | | |
| BSBWHS201 | Contribute to health and safety of self and others (CORE) | | 20 |
| CUACMP301 | Implement copyright arrangements (CORE) | | 20 |
| CUAIND303 | Work effectively in the music industry (CORE) | | 35 |
| CUAMLT302 | Apply knowledge of style and genre to music industry practice (CORE) | | 40 |
| **Electives** | | | |
| CUAMPF203 | Develop ensemble skills for playing or singing music | | 50 |
| CUAMCP301 | Compose simple songs or musical pieces | | 35 |
| **Total for Units 1 and 2:** | | | **200** |
| **Year 2 - Units 3 and 4** | | | |
| **Compulsory:** | | **Release** | **Nominal  Hours** |
| CUAMPF301 | Develop technical skills in performance | 1 | 20 |
| CUAMPF302 | Prepare for performances | 1 | 35 |
| CUAMPF305 | Develop improvisation skills | 1 | 35 |
| CUAMPF402 | Develop and maintain stagecraft skills | 1 | 70 |
| CUAMPF404 | Perform music as part of a group | 1 | 70 |
| **Total for Units 3 and 4:** | | | **195** |
| **Total Sample Program Hours:** | | | **395** |

Sample 4: CUA30915 Certificate III in Music Industry (Sound Production)

This sample program may provide:

* two VCE units at Units 1 and 2 level
* a Units 3 and 4 sequence and a study score
* completion over two years of CUA30915 Certificate III in Music Industry (Sound Production).

|  |  |  |  |
| --- | --- | --- | --- |
| Code | Unit Title | | Nominal  Hours |
| **Year 1 - Units 1 and 2** | | | |
| **Compulsory:** | | | |
| BSBWHS201 | Contribute to health and safety of self and others (CORE) | | 20 |
| CUACMP301 | Implement copyright arrangements (CORE) | | 20 |
| CUAIND303 | Work effectively in the music industry (CORE) | | 35 |
| CUAMLT302 | Apply knowledge of style and genre to music industry practice (CORE) | | 40 |
| **Electives** | | | |
| CUASOU201 | Develop basic audio skills and knowledge | | 40 |
| CUASOU202 | Perform basic sound editing | | 30 |
| **Total for Units 1 and 2:** | | | **185** |
| **Year 2 - Units 3 and 4** | | | |
| **Compulsory:** | | **Release** | **Nominal  Hours** |
| CUASOU306 | Operate sound reinforcement systems | 1 | 40 |
| CUASOU307 | Record and mix a basic music demo | 2 | 40 |
| CUASOU308 | Install and disassemble audio equipment | 1 | 40 |
| CUASOU311 | Mix music in a studio environment | 1 | 60 |
| CUASOU402 | Manage audio input sources | 2 | 30 |
| **Total for Units 3 and 4:** | | | **210** |
| **Total Sample Program Hours:** | | | **395** |

Sample 5: CUA30915 Certificate III in Music Industry

This sample program may provide:

* two VCE units at Units 1 and 2 level
* two Units 3 and 4 sequence with a study score for each
* completion over two years of
* CUA30915 Certificate III in Music Industry (Sound Production)
* CUA30915 Certificate III in Music Industry (Performance).

|  |  |  |  |
| --- | --- | --- | --- |
| Code | Unit Title | | Nominal  Hours |
| **Year 1 - Units 1 and 2** | | | |
| **Compulsory:** | | | |
| BSBWHS201 | Contribute to health and safety of self and others (CORE) | | 20 |
| CUACMP301 | Implement copyright arrangements (CORE) | | 20 |
| CUAIND303 | Work effectively in the music industry (CORE) | | 35 |
| CUAMLT302 | Apply knowledge of style and genre to music industry practice (CORE) | | 40 |
| **Electives** | | | |
| CUAMPF203 | Develop ensemble skills for playing or singing music | | 50 |
| CUASOU201 | Develop basic audio skills and knowledge | | 40 |
| **Total for Units 1 and 2:** | | | **205** |
| **Year 2 - Units 3 and 4** | | | |
| **Performance** | | | |
| **Compulsory:** | | **Release** | **Nominal  Hours** |
| CUAMPF301 | Develop technical skills in performance | 1 | 20 |
| CUAMPF302 | Prepare for performances | 1 | 35 |
| CUAMPF305 | Develop improvisation skills | 1 | 35 |
| CUAMPF402 | Develop and maintain stagecraft skills | 1 | 70 |
| CUAMPF404 | Perform music as part of a group | 1 | 70 |
| **Sound Production** | | | |
| **Compulsory:** | | **Release** | **Nominal  Hours** |
| CUASOU306 | Operate sound reinforcement systems | 1 | 40 |
| CUASOU307 | Record and mix a basic music demo | 2 | 40 |
| CUASOU308 | Install and disassemble audio equipment | 1 | 40 |
| CUASOU311 | Mix music in a studio environment | 1 | 60 |
| CUASOU402 | Manage audio input sources | 2 | 30 |
| **Total for Units 3 and 4:** | | | **440** |
| **Total Sample Program Hours:** | | | **645** |

Sample 6: CUA30915 Certificate III in Music Industry (Music Business)

This sample program may provide:

* two VCE units at Units 1 and 2 level
* a Units 3 and 4 sequence
* completion over two years of CUA30915 Certificate III in Music Industry (Music Business).

|  |  |  |
| --- | --- | --- |
| Code | Unit Title | Nominal  Hours |
| **Year 1 - Units 1 and 2** | | |
| **Compulsory:** | | |
| BSBWHS201 | Contribute to health and safety of self and others (CORE) | 20 |
| CUACMP301 | Implement copyright arrangements (CORE) | 20 |
| CUAIND303 | Work effectively in the music industry (CORE) | 35 |
| CUAMLT302 | Apply knowledge of style and genre to music industry practice (CORE) | 40 |
| **Electives** | | |
| CUAMCP201 | Incorporate technology into music making | 50 |
| CUAMPF304 | Make a music demo | 40 |
| **Total for Units 1 and 2:** | | **205** |
| **Year 2 - Units 3 and 4** | | |
| **Compulsory:** | | **Nominal  Hours** |
| CUAADM301\* | Administer bookings for rehearsals and performances\* | 35 |
| CUAIND304\* | Plan a career in the creative arts industry\* | 35 |
| CUALGT301 | Operate basic lighting | 30 |
| CUAMKG301\* | Assist with marketing and promotion\* | 43 |
| CUAWRT301\* | Write content for a range of media\* | 40 |
| SITXEVT304\* | Provide event staging support\* | 31 |
| **Total for Units 3 and 4:** | | **214** |
| **Total Sample Program Hours:** | | **419** |

Note:

\* Music Business (Group C) units

Sample 7: CUA30915 Certificate III in Music Industry

This sample program may provide:

* two VCE units at Units 1 and 2 level
* a Units 3 and 4 sequence
* completion over two years of CUA30915 Certificate III in Music Industry.

|  |  |  |
| --- | --- | --- |
| Code | Unit Title | Nominal  Hours |
| **Year 1 - Units 1 and 2** | | |
| **Compulsory:** | | |
| BSBWHS201 | Contribute to health and safety of self and others (CORE) | 20 |
| CUACMP301 | Implement copyright arrangements (CORE) | 20 |
| CUAIND303 | Work effectively in the music industry (CORE) | 35 |
| CUAMLT302 | Apply knowledge of style and genre to music industry practice (CORE) | 40 |
| **Electives** | | |
| CUAMCP301 | Compose simple songs or musical pieces | 35 |
| CUAMPF304 | Make a music demo | 40 |
| **Total for Units 1 and 2:** | | **190** |
| **Year 2 - Units 3 and 4** | | |
| CUAADM301\* | Administer bookings for rehearsals and performances\* | 35 |
| CUAIND304\* | Plan a career in the creative arts industry\* | 35 |
| CUAMCP201 | Incorporate technology into music making | 50 |
| CUASOU202 | Perform basic sound editing | 30 |
| ICTICT308 | Use advanced features of computer applications | 40 |
| **Total for Units 3 and 4:** | | **190** |
| **Total Sample Program Hours:** | | **380** |

Note:

\* Music Business (Group C) units