

PERSONAL DEVELOPMENT PLAN

Name	Ben Hook				
Course Title	FdA Sound & Music Technology				
Learning Provider	dBs Music				
Level	Level 4				
Start Date	01/10/13		End Date	01/05/15	
Date Plan Written	28/02/14	Date Plan Reviewed #1	16/03/14	Date Plan Reviewed #2	30/03/14
Date Plan Reviewed #3	22/05/14				

Why am I doing this course	I am pursuing qualification in this area in order to solidify my theoretical knowledge and provide some kind of academic substantiation regarding any future professional work.
Academic/professional background	Previously completed BTEC <i>DJ & Electronic Music Production</i> at dBs Music. Rapid development through experimentation in music for four years aided by over a decade of previous experience in highly technical fields.

Time Scale	Start Date	End Date	Detail	Comments
SHORT-TERM OBJECTIVES				
Complete personal development plan and CV	23/03/14	30/03/14	Update previous CV, upload to web server	<removed due to self-referential nature>
Create web portfolio, update links/publicise URL.	22/11/13	30/03/14	Hosted at http://benhook.co.uk.	Recently redesigned. Now uses single page layout.
MEDIUM-TERM OBJECTIVES				
ESTM103: Layered Editing/Balancing & Production	01/10/13	23/01/14	Mixed and recorded a performance in mono, produced a 4 minute edit and remix of Stravinsky's Rite of Spring.	
ESTM104: Control Systems	01/10/13	30/01/14	Essay with audio figures evaluating different modern synthesiser control systems.	
ESTM109: Contextual Studies	01/10/13	05/05/14	Four essays, mind map and protest related composition.	
Nº album/EP	11/12/13	06/14	4-6 track EP. Three tracks already in progress.	Will likely be self-published via bandcamp.
bamh album	19/03/13	06/14	16-20 track album. Will contain most already finished music as well as several unheard tracks, and three remixes.	Remixes from Lym and a_t
LONG-TERM OBJECTIVES				
Potentially forming small game studio	??/??/11	??/??/16	Primary objective of studio will be to accelerate development of a long-term project I have been planning for several years. Primary focus will be on visual/audio synergy and virtual reality.	Games development will allow me to utilise every area of my ability including music, programming, visual art, and design.