

# ArtEZ Conservatorium

## Music Theory Admission Requirements for MediaMusic

The theory part is taken individually. This makes it a customised and personal test, giving you every opportunity to show your (development) potential. The theory admission is a test which assesses your music theory knowledge and skills. We mainly focus on your current knowledge and abilities, after which we test your limits. Each part starts easily and becomes more complex. At a certain point, we will ask you to do things you cannot yet do. Which is totally fine! We are just checking how quickly you master new material. It is about your development potential and your flexibility. You are then tested on the following elements:

### **Melody:**

- Repeat a melodic fragment
- Sing relative numbers up to the octave, in major and minor, with some chromatic alterations, see figure 1
- Melodic dictation up to the octave, in major and minor, with some chromatic alterations, see figure 1
- General music theory: intervals, scales (major, minor, harmonic and melodic minor, possibly church modes), key and incidental signatures using the circle of fifths

### **Harmony:**

- Recognise chords: triads (maj, min, aug, dim, sus2, sus4), perhaps tetrads (maj7, min7, dom7) and inversions
- Ability to sing broken chords
- Recognise chord progressions (pitch), basic (I, IV, V) and secondary functions (ii, iii, vi and viio)
- General music theory: chord structure, tone functions, scales

### **Rhythm:**

- Copy a heard rhythm in a pulse
- Play a written rhythm (4/4 to 16<sup>th</sup>, 8<sup>th</sup> triplet)
- Write down a played rhythm (punctuated notes, tie), see figure 2

### **Video example theory admission:**

<https://www.youtube.com/watch?v=OhcOy5UVvMQ&list=PLwUR9tY5kvC2unD6Yhs9RVf7wBzpc0-uk&index=7>

## **PRACTICE TIPS:**

Websites:

Earz.nl  
Teoria.com  
Earmaster Pro  
TonedEar.com

Apps:

goodEar  
Better Ears  
Tenuto  
ReadRhythm  
Rhythm Trainer  
Ear Trainer  
Ear Cat / Rhythm Cat  
Treble Cat / Bass Cat

FIGURE 1

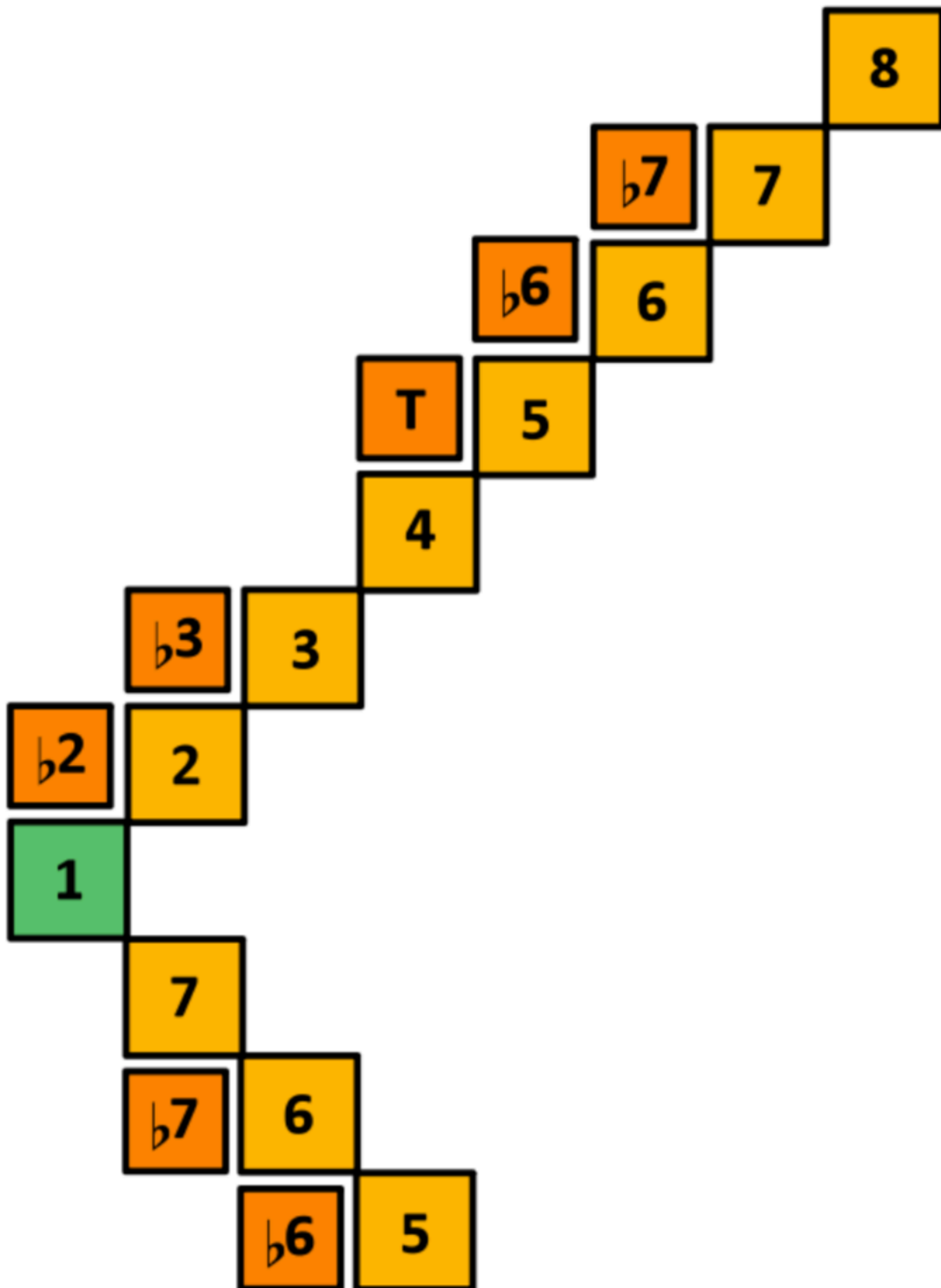


FIGURE 2

