From Large Ensembles to Video Games: Technology in Music Education

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What's the plan?

- Technologies in Large Ensembles
- Video Games in Music Education
- Augmenting Musicianship
- How do you...?
- Questions?

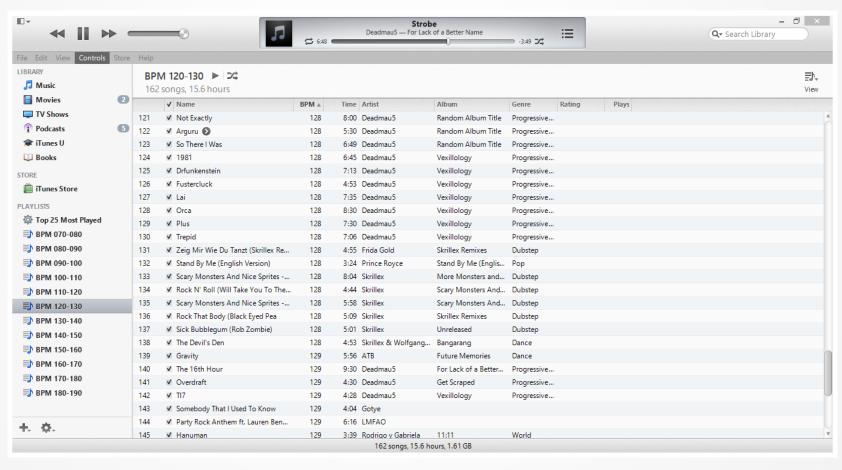
How to reach the resources

- www.JaredOLeary.com
 - Music Education Presentations
 - From Large Ensembles to Video Games

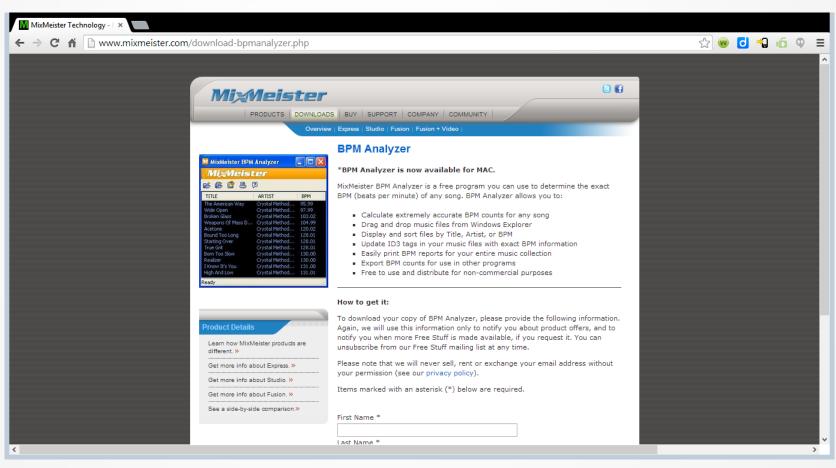




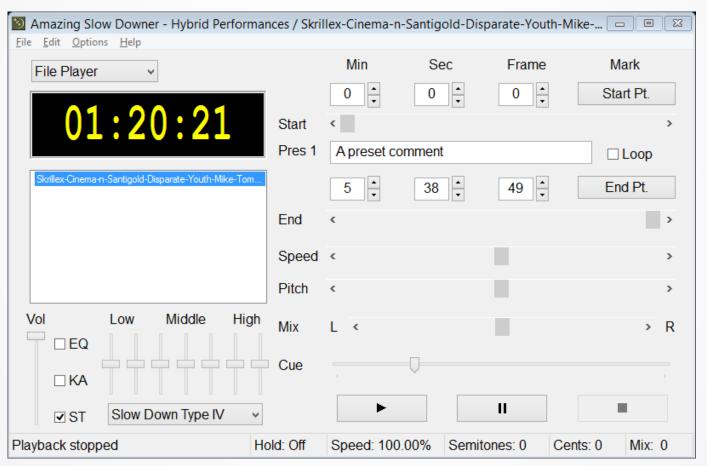
Stepping off the podium: MP3 Players



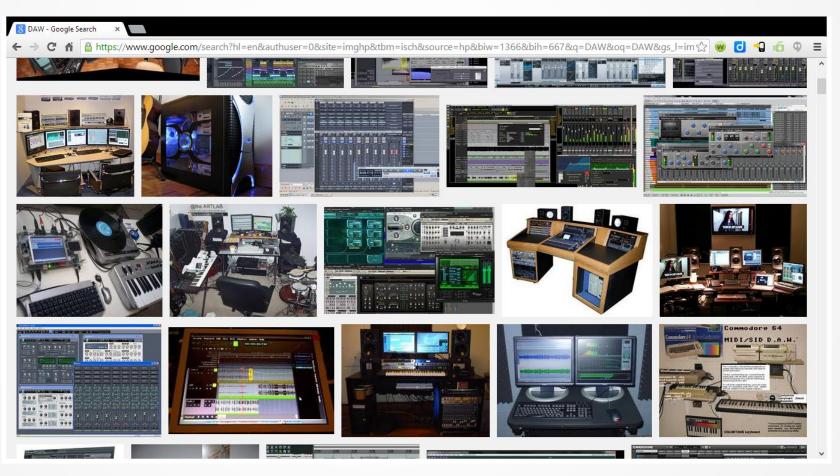
Stepping off the podium: BPM Analyzer



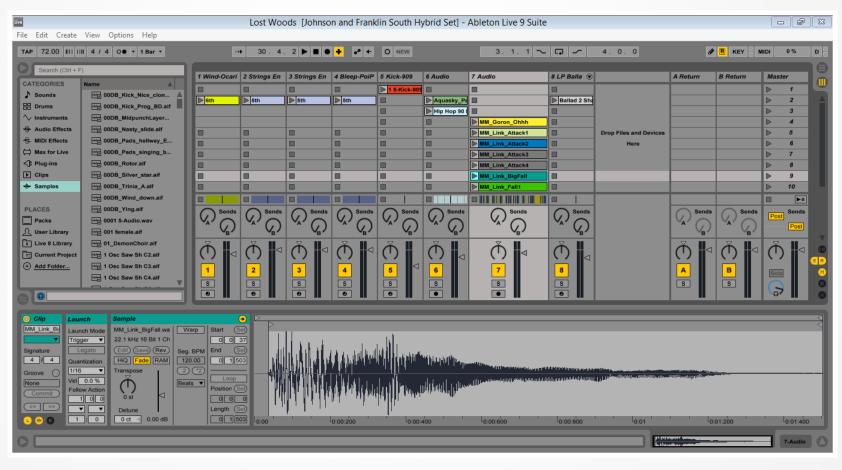
Stepping off the podium: Amazing Slow Downer



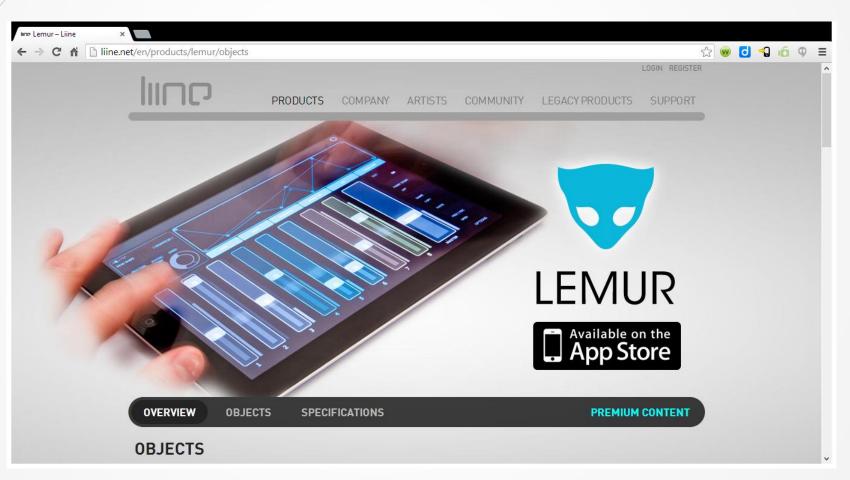
Stepping off the podium: DAWs



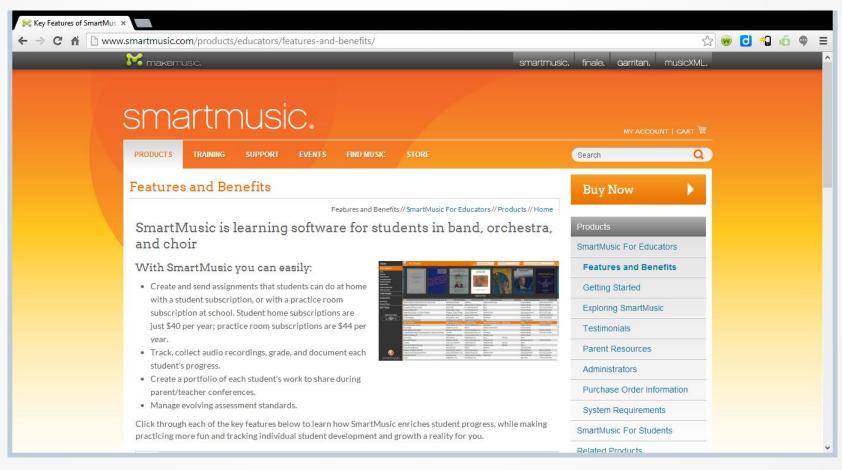
Stepping off the podium: Ableton Live



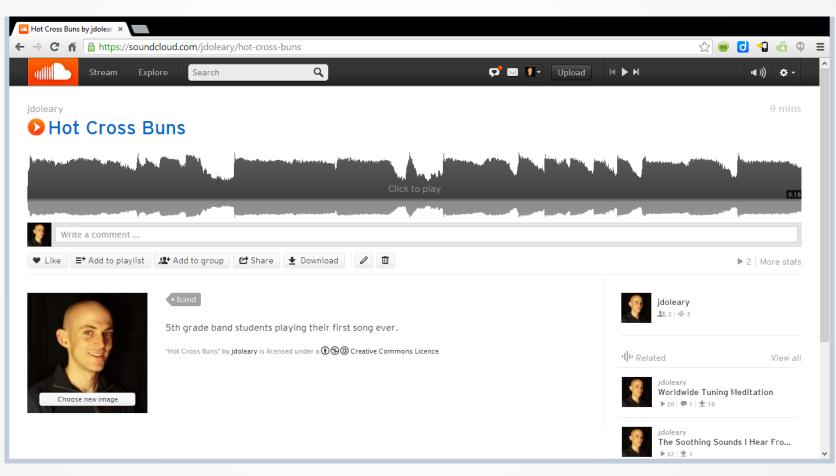
Stepping off the podium: MIDI Controllers



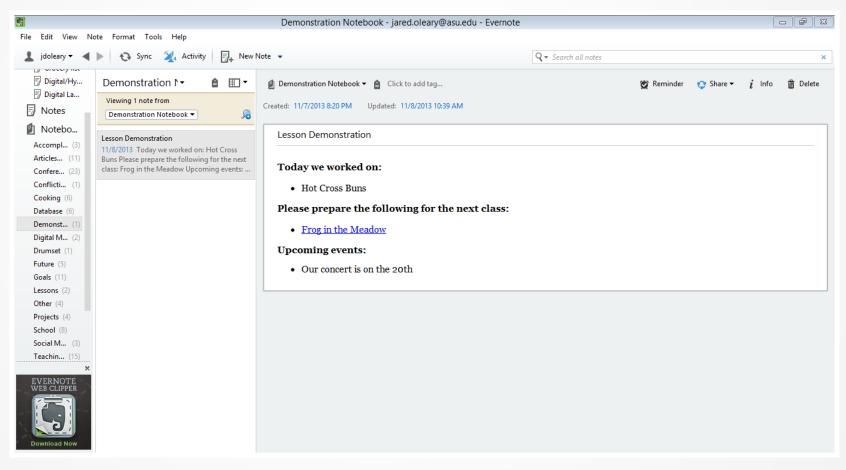
Assessment: SmartMusic



Assessment: SoundCloud



Communication: Evernote or <u>Google Drive</u>



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The demonstration above also included a link to <u>Scorch</u>



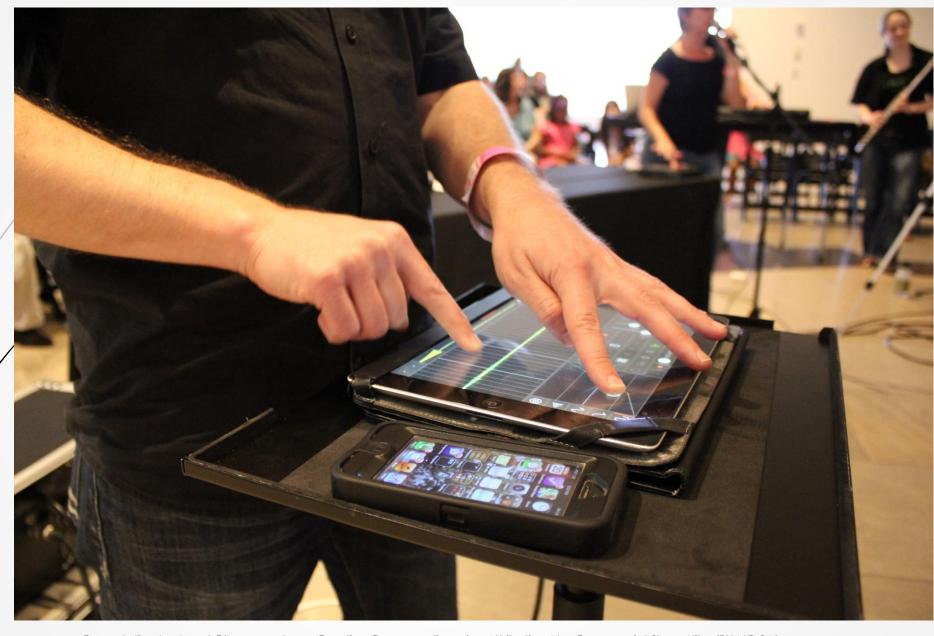




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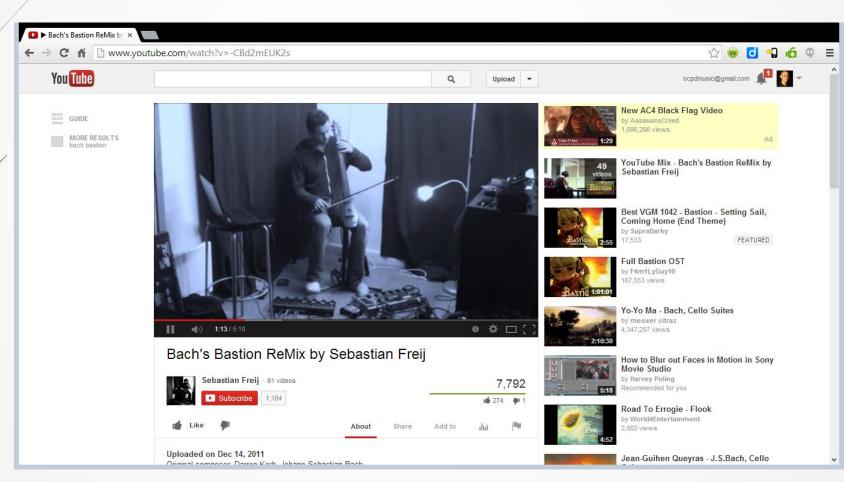
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What would a student learn doing this?

- Film scoring
 - Except it's live
- Considerations:
 - Thematic material
 - Interactions with the environment
 - Interactions with the player
 - Flexible



Augmenting Musicianship:



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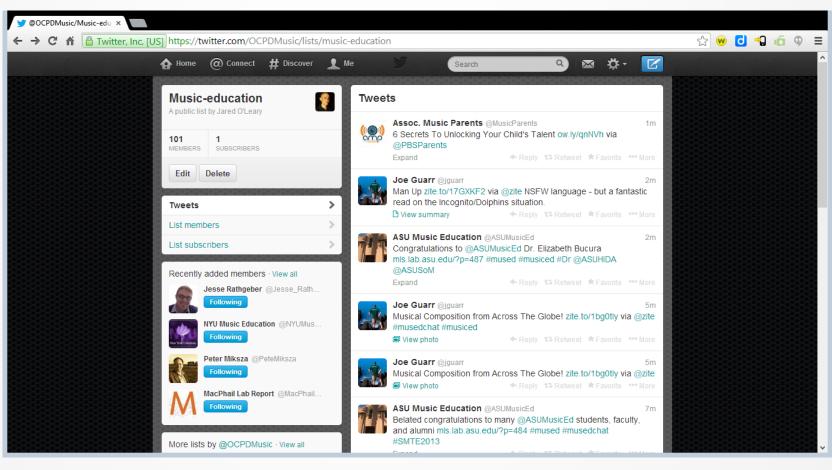


Augmenting Musicianship:

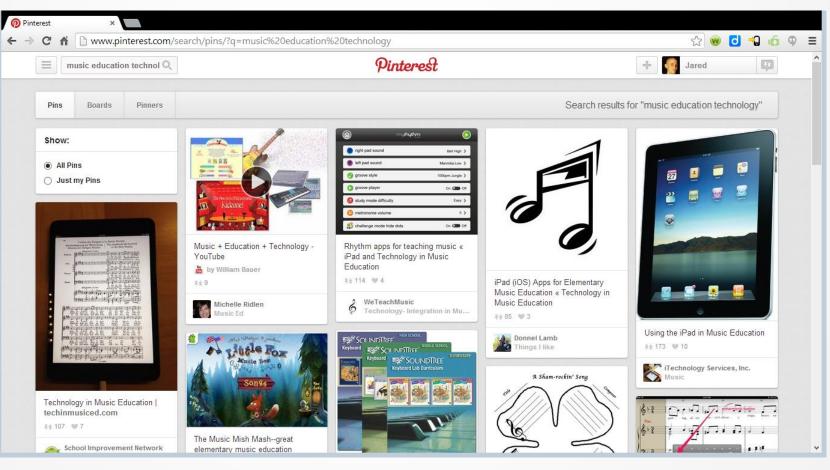




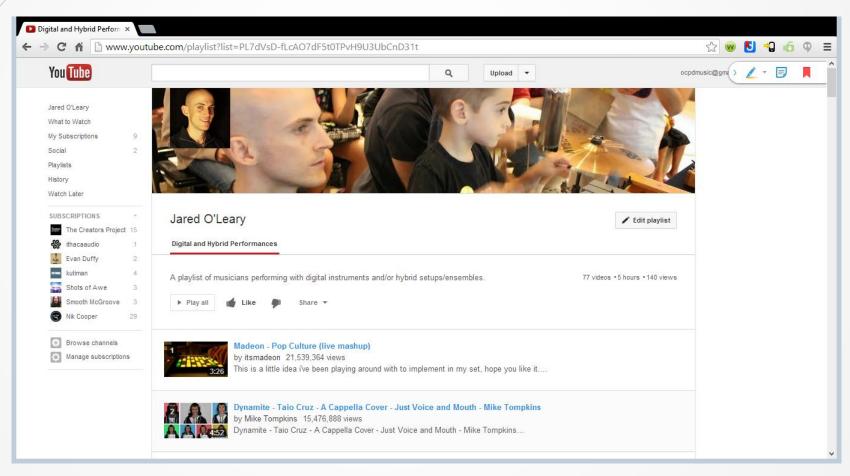
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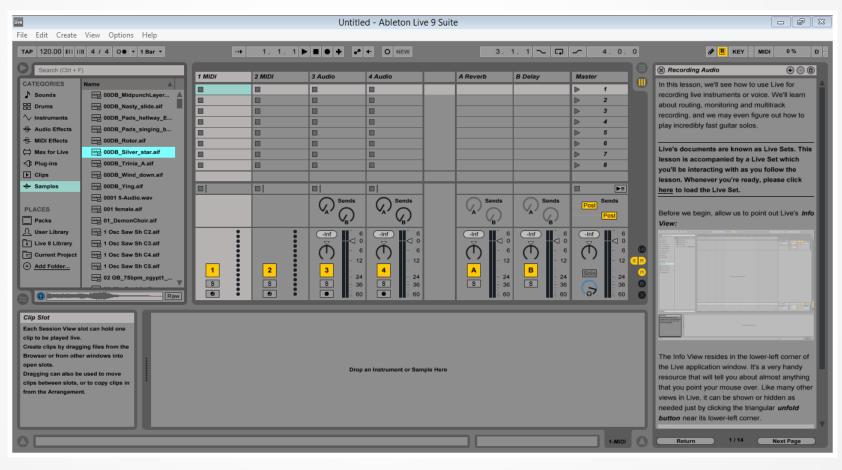
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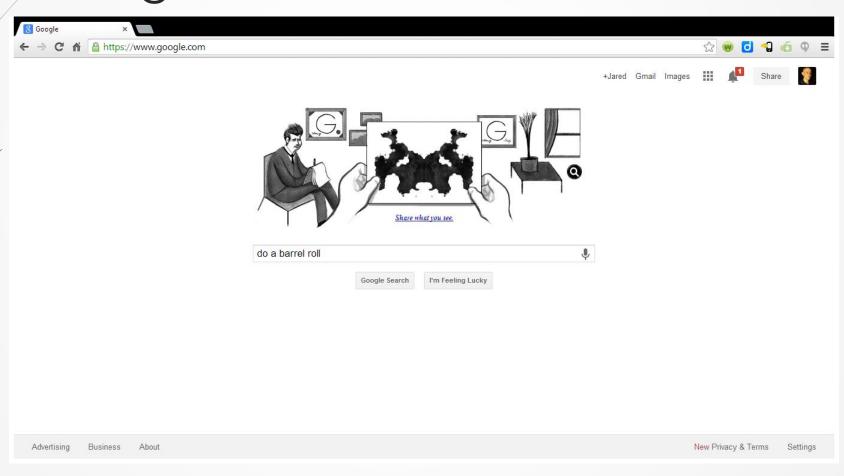
...find out how to use it? YouTube



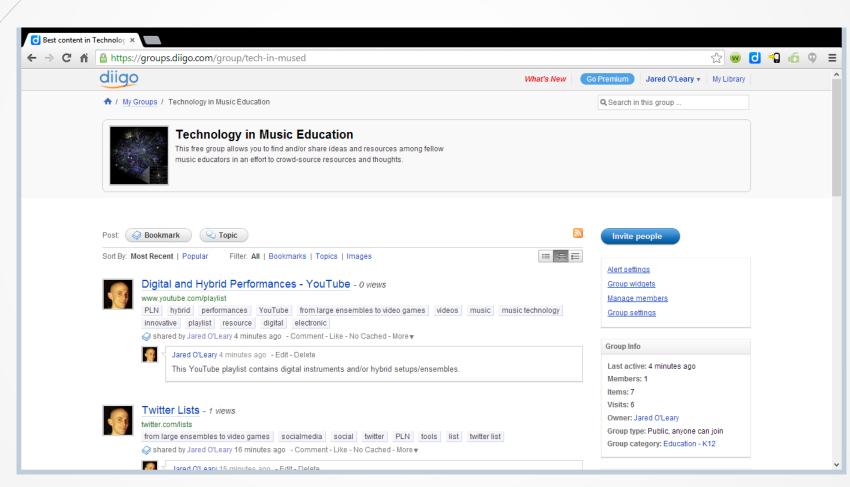
...find out how to use it? Help Section



...find out how to use it? Google



Collaborative resource sharing



Questions?

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