

PROFESSIONAL DEVELOPMENT

MUSIC TECHNOLOGY

foundry10

MUSIC TECHNOLOGY

- ▶ Classroom Formats
- ▶ Pedagogies of Digital Music
- ▶ Engagement
- ▶ Caveats & Challenges

CLASSROOM FORMATS

- ▶ Social
 - ▶ Jam Sessions - (i.e. Link)
 - ▶ Performances
- ▶ Music Analysis/Active Listening
- ▶ Collective Projects
- ▶ Sharing on Social Media
- ▶ Radio

CLASSROOM FORMATS

- ▶ Drop-in (ie after school, clubs, etc)
 - ▶ Social
 - ▶ Redundancy
 - ▶ Prepared project files
 - ▶ Jam sessions & Performances
 - ▶ Collaboration
 - ▶ Build interest

CLASSROOM FORMATS

- ▶ In the Classroom
 - ▶ Publishing lessons/exercises for reference
 - ▶ Maximizing hands-on time and practice
 - ▶ Building assets to fit into a bigger picture i.e. song
 - ▶ Understanding the big picture of songs and "suites"
 - ▶ Creating creative workflows as an instructor

PEDAGOGIES OF DIGITAL MUSIC

- ▶ Listening (Actively)
- ▶ Performing
- ▶ Composing
- ▶ Sound Design and Mixing

PEDAGOGIES OF DIGITAL MUSIC

- ▶ Active Listening
 - ▶ Types of songs
 - ▶ Genres
 - ▶ Techniques
 - ▶ Elements
- ▶ What do you like about this?

PEDAGOGIES OF DIGITAL MUSIC

- ▶ Performance
 - ▶ Harmonic Grid of Push
 - ▶ Drumming and Step Sequencing
 - ▶ Visual Feedback with Push for Harmony
 - ▶ Melodics finger drumming trainer

PEDAGOGIES OF DIGITAL MUSIC

- ▶ Composition
 - ▶ Sequencing
 - ▶ 1 bar at a time, 16 bars at a time
 - ▶ Remixing and Recreating
 - ▶ DJing

PEDAGOGIES OF DIGITAL MUSIC

- ▶ Sound Design & Engineering
 - ▶ Science & Physics of Sound
 - ▶ Pitch
 - ▶ Volume
 - ▶ Spatial Dynamics - Stereo
 - ▶ Time - Tempo & Rhythm
 - ▶ Timbre
 - ▶ Synthesis
 - ▶ Additive and Subtractive Effects
 - ▶ Mixing and Preparing Recordings for Distribution

ENGAGEMENT

- ▶ Create short, accomplishable deliverables that add up
- ▶ Prepare interesting sets and project files
- ▶ Assign projects they can connect too - i.e. remix of their favorite song
- ▶ Share tutorials about their interests
- ▶ Show them inspiring content
- ▶ Mix up the exercises
- ▶ Keep class moving between exercises
- ▶ Show them the roadmap

CAVEATS & CHALLENGES

- ▶ Set up
- ▶ Computers are unreliable
- ▶ School networks and firewalls are painful for licenses
- ▶ Sounds and sample transfers
- ▶ Varied skill levels
- ▶ High learning curve
- ▶ Too many buttons