

Relationships between Music 2 - 195

Feed each other

Music 2

new approach

computer aid
video feedback

new ways to use personnel resources

new methods of student teacher interaction

overall goal of music 2 stated

student sets own goal for quarter

within overall goal -

How to aid realistic goal setting
in terms of the student's capacities
versus the necessary skill
to be attained.

Students are almost never well prepared with the necessary skills on entering the under-grad program - Especially crippled rhythmically.

How many students want just to learn to read music - they often feel at a disadvantage compared to music students -

Computer aids would give every one a chance -

Ask Media Center to provide video feedback lab

How to use OLIR, BASIS, Computer Center, Library

Casis makes professional assistance available to faculty engaged in development of instructional materials.

want slides tape videotapes of equipment acoustic information

RA (David Jones) to help gather definitive collection of material for library (John Leira?)

Ready access to instructional materials the faculty develops -

Evaluation

Research

Cost benefit

Saves faculty time

Self based learning from other fields

What has been done by others? Peter Farrell
Jack Logan

More attractive to students because of less emotional pressure -

Advantage of uniformity (output from computer)
is that results easier to evaluate.

Musical literacy -
Many G+E Students want to learn to read -

Service to University

mus 2 and 105 draws gen students

Tech Team

Rob Gross Digital Design

Bruce Littenbach Analog Design

Bruce Liebig Software

100% RA Documentation

100% TA

workstudy?

- meeting -

Users - Engineers - Consultants (Stanford)

air force -

Purdium

What is each guy
going to do?

Show 2 prongs

Student Involvement

interdisciplinary between Science

Ed Harkins Month of release time

Consult on Rhythm aspect

Peter Farrell consult on sight singing

Balzano consult on psychoacoustical aspects

Include Work Study

Several years of work

Practical system 2 years

Pilot 105 Center Facilities (nothing needed)
\$1000 for Computer maintenance ^{Technical} → Horizons
50% TA to run programs Staff
6 to 8 students limit

Pilot Computer Aided Learning

Departmental terminals for 105 next year

Multiport

Appropriate interface ~~to~~ telephone lines from CME
PDP 11 to Dept. Terminals

Only direct link from our computers to the Burroughs
is paper tape. too tedious.

Students need to prepare data to input to our
programs on PDP 11 How?

Synthesis programs not suited to Burroughs
could have better

\$10k computer time

What = Introduce computer aided learning into the curriculum

A. Computer aided learning of Basic musical skills

- 1. Intonation
- 2. Pitch Patterns
- 3. Tempo
- 4. Rhythm
- 5. Dynamics
- 6. Timbre discrimination

B. Creative applications of basic musical skills

Using the computer

- 1. Sound Generation
- 2. Sound Manipulation

Why

A. The ^{department} students want it (petition)

B. Students should have access to current technology

C. Cost effective

- 1. Faculty time
- 2. TA time
- 3. Staff time

D. Reach more students

E. Relieve emotional pressure on the student

F. Affect the entire curriculum for the better

- 1) Student need more practice outside of class
- 2) All levels could participate including interested general students
- 3) Continue to soft paced learning

How

A Pilot Course in Computer Music

B Find team of specialists to implement transfer of research to instruction

- 1) Hardware
- 2) Software

C Release time for faculty to ~~implement~~ ^{plan a} ~~Planning~~ ^{meeting}

Pilot programs

D Pilot Computer aided learning in the fall program

E Evaluate results introduced by TA team in program

make use of computer center micro computer learning

E.g. evaluate results in terms of hardware + software for next year

Sound isolated booth for practice singing
Tape recorders for recording results and comparisons

Not only would we improve this course but would be providing
ground work for improvement in the entire theory program

Movement of CME research into Dept of Music

Perception - How are we hearing -

Helping students in any direction he wants to go.

Grand schemes what works what doesn't work?

Rhythm machine -

Computer analog of music 1 -

Make access

John - Ed. psych input design the courses

Ed - Evaluation

construction of analog + digital sound synthesis devices
for use in ~~at~~ ^{mus.} 105 sequence.

Computer terminals at CME to promote undergraduate research.

Terminal interfaces ~~to accommodate 105~~

Microprocessor based system for control of analog studio.

C Supplies + Expense

Computer maintenance contract

Electrical system overhaul

F Computer time

\$500 per quarter per student (if Computer Center)

①

To Pauline
From Bruce L
Re MV2/105

O.K., here's what I got:

Our immediate needs for 105 Spring Quarter are

50% TA to oversee computer usage

\$1000 or some pro-ration based on the \$2,000/yr
quote from Technical Horizons for PDP-11 maintenance

The transfer of technology ^{out of CME} ~~to Bowles micros~~ for future 105s
might proceed in two directions. 1) Interface The CME Digital
Synthesizer Board to Bowles micros and provide software
support for it 2) Write an optimal (meaning economic)
B6700 synthesis program - listen to the sound at CME.

In the Digital Synthesizer case we would have a very
interactive situation as the system would produce sound as
soon as its user had completed editing the specifications
of those sounds. The cost per channel (unit) for hardware
materials would be about \$2000, interface included.

Minimally, a moderate amount of software would be
required. ~~The sound of~~ The sonic capabilities of

the DS are intrinsically related to the sophistication of
the system that manages it; so that perhaps a
large amount of effort in software utilizing a micro will
not substantially utilize the DS's capabilities. (In our

minimal "system" for CME we plan to have the PDP-11 and a micro,

and a ~~dedicated~~ ^{then} micro for each board.) Computing some control rate waveforms between the editing and the production of sound will be required to escape from continual vanilla Chowning FM.

I ~~will~~ assume the micros would have the following:

- 1) A CRT graphic terminal (this we know)
- 2) At least 32K bytes of memory (hopefully, 64K)
- 3) Some kind of disk storage

~~the DS~~ ~~could~~ ^{probably} The DSⁿ could not be located remotely to the micro because of the data transmission speed between them. Equipment for recording, ^{amplification} needed?! Advantage - sound is free! when micro is accessible.

In the B6700 case 1) we would need a method of transferring computed sound to the CME computer for conversion to sound - most obvious media is mag tape. A used unit for the PDP-11 would be in the \$5000.⁰⁰ range; new, about \$8000. 2) Would need to develop a cost-effective synthesis program for B6700. Probably ~~\$5,000~~ \$5,000 ~~charges~~ in B6700 charges for initial development.

Disadvantage of this approach: a substantial wait for output; high cost in B6700 charges, continually, to run system. Advantages - more flexibility in synthesis techniques and their modification; B6700 terminals are available 18 hrs a day. This approach would not be feasible without at least a \$250.⁰⁰/student/quarter support. Probably \$500 would be more like it.

Evaluation

I definitely favor the DS-micro approach. We probably won't have as much synthesis capability as quickly; but over the long haul it provides the most ^{quality} sound/dollar ^{and its highly interactive}. As budget I recommend

1st year - \$2000/chnl : board & interface

2nd & 3rd years - \$500-1000/chnl : enhancement in interface

By putting more smarts in the interface, the software will have to do less book work and spend more timeⁱⁿ communication with user. Also sound performance capability would increase as DS could be driven harder. (Obviously this hardware needs to be

designed so that if Bowler's micros go away or change, then the hardware can be used with other micros or mini's with a minimum^{of} change.)

Music 2

After talking to Bruce R, who has looked into the pitch detection problem, I believe that this is a feasible, but perhaps expensive project: The speech research people have developed hardware to do pitch to voltage conversion. When you put it in a system to do what we need - also be able to do pitch/rhythm detection - we estimate about \$2500/chnl in a quantity of 10, maybe \$3000/chnl. We would need a quiet area for these systems. It is not clear if this area could be very remote from the micros because of data transmission speeds. In both the 105 and 2 systems we need hi-speed transmissions between the ^{outboard} hardware and ~~the~~ micro. Working remotely would require 1) purchase of modems so the micros could talk over the phone^{to terminals} (this slows down micro-terminal communication speed by possibly a factor of 8.

2) Acquisition of remote terminals - a duplication, since the ones local to the micros would not be useable when a remote was connected - A co-axial cable between the remote site and micro for hi-speed stuff.

3) There is also the problem of starting the computer from a remote site. I think its easier to get the proper environment for these machines initially (The 3^d wing for (ME)).

Evaluation

The costs are extremely difficult to estimate with investigating the design of the system further. E.g., is 1/8 semi-tone resolution adequate - how do we handle what should we do in hardware and what in software. vibrato - when you think about it - There are oodles of these questions. I'm convinced this project is do-able given enough support.

Programming support from Bowles for our projects would have to be worked out. A substantial part of it would have to be written in assembler because of real-time requirements. Bowles favors high-level language approach, PASCAL currently. High-level languages are great and I love them but they are usually 4 or more times slower than assembler. Problems like part-writing are well-suited to PASCAL.

Hit on similar efforts!

Call Jon Appleton at Dartmouth. He developed a Real-Time FM synthesis teaching system on a Sloan foundation grant 2-3 years ago. Bruce R also thinks it is used in sight-singing - dictation. ??

(5)

I hope this helps. Be in Friday. Be interested to hear how your meetings go.

Bruce

Possible 2-105 connection:

⊕ When the MU2 project requires ~~to~~ sound be played to the user, the DS board would be available

MUSIC 105

B6700 sound synthesis
equipment needed

- | | | |
|-----------------------|---------------------------|-------------------|
| | use by 5 students | for pilot program |
| 1. Magnetic tape unit | \$8000 | \$8000 |
| 2. Computer time | \$500-600/student/quarter | \$2500-3000 |

Expenses would be incurred each
quarter

first year cost
each year

\$10,500

\$2500-3000

Microcomputer system

use by 5 students for pilot

Hardware & time expense

\$12,500

Use of APIS microcomputers

free

yearly cost would be approx \$500-1000/yr
for maintenance

Paulini-

The technical
meeting will be
held Tuesday at 1PM
as scheduled.

Francis

9/24/76

Computer Facilitated Learning of Basic Music Skills

Ed Barkun

I Initial phase of project: Preparation of a system for use in Music 2 a-f (Basic Musicianship). The purpose of Music 2 is to develop the students ability to -

- a) notate in traditional musical notation that which one hears, whether the hearing be acoustic or "in one's head".
- b) perform (whether vocally or instrumentally) traditionally notated music accurately.

(Of course, related to and even prior to these basic goals are many other skills such as intonation, scales, memory span, etc.)

The possession of these abilities is a prerequisite to the development of musicians, whether they be composers, performers, conductors, etc. and thus are the basis for all music curricula.

In order to improve, the student obviously needs a model of correctness - the teacher being the traditional one. But since most learning in these kinds of courses must occur as a result of work done outside of class (in no way diminishing the necessity of the class), other methods of help have been developed, eg. dictation tapes. These kinds of materials have the obvious advantage of great cost-benefits (no teachers needed) and the advantages accruing from self-paced learning.

The present proposal if implemented would infinitely expand the effectiveness of out-of-class study by taking advantage of the capabilities of the computer (perfectly suited to a skill-oriented course). For example the computer is uniquely capable of -

1. Communicating (by immediate and specific graphic as well as auditory feedback) the inaccuracies in one's performance, whether it be performance that is simultaneous with a prepared computer tape or a student performance to which the computer simply "listens".
2. communicating any inaccuracies in one's notation, whether it be the notation of a composition "in one's head" or the notation of a prepared computer performance (ie. learning by auditorially comparing the ^{computer} performance of the student-programmed student notation with the original composition).
3. integrating the auditory and conceptual by having a musically-conceptually appropriate programming language ~~and~~ plus the capability of exploring the entire system implied by ~~the~~ traditional notation.
4. generating an infinite number of exercises (the constraints being defined by the teacher and/or learner) to be used with or apart from the computer and the class.

additional notes - unifying proposal

A. Music 2

Computer aided learning of basic skills

Music 105

Creative application of these skills using the computer

- B. Music 2a-c has a cut-off of 105 students ~~presently~~, the demand is approx. - 150
 2d-f is presently at about 25 students

Computer Facilitated Learning
of Basic Music Skills

~~Some notes~~
Some notes

I Especially appropriate for Music 2a-f and Music 101a-c.

II Skills to develop:

- a) the ability to notate in traditional music notation what one hears
- b) the ability to perform ~~at least~~ (grad) traditionally notated music accurately
- c) the ability to ~~compose~~ complex musical

III

- a) 10 separate sound-proof booths (various)
- b) tape-machines, micro phones, ear-phones, metronomes and
- c) computer terminals

IV

Student must be able to ~~computer capabilities needed in~~ and

- a) the ability to program a ~~dynamic~~ and rhythmic and "dynamic" structures possible in the traditional notated system plus
- b) the ability to distinguish a few different timbres and "articulators" (from 1-9 ~~of the articulators~~ simultaneous parts)

hear ~~back~~ also, the student must be able to draw by copying and copying and get feedback n correction. It should be possible to reach the "correctness" of human performance.

- b) get immediate print-out feedback as to performance errors ~~of the program~~ (the computer most "hear")

c) Generate (probably in alphanumeric notation) an exercise according to constraints specified in the requirements. ~~the number of different exercises according to constraints specified~~

Machine must be able to generate the number of different exercises according to constraints specified

Preliminary

V

Work to be done by me:

systematic, comprehensive + numerous

- a) Prepare tapes to be listened to
- b) Write exercises to be learned
- c) ~~Prepare~~ Design ~~the notation~~ a ~~new~~ language which is conceptually appropriate to musicians.
- d) Prepare operator's manuals for students

VI

The above ^{work} would necessitate a 1-month replacement salary ~~for~~ the summer and release from $\frac{1}{2}$ of teaching obligations during academic year (also \$10/page for copying)

VII

Efficient computer-human interfaces would include the following sequences

- a) Student performs prepared notation - computer evaluates performance - computer performs exercise correctly - student repeats performance, etc.
- b) Student invents an exercise and programs into computer - computer performs notation - student performs notation.
- c) Student records improvisation - student listens to and notates improvisation - student programs improvisation into computer - computer performs notation - student compares with original taped improvisation.

~~2/3~~

- d) Student listens to and notates prepared computer performance - student programs notation into computer - computer performs notation - student compares with original tape.
- e) ~~Student~~ Student performs ~~simultaneously~~ prepared material simultaneously with prepared computer tape (especially effective in hoquet, unison and imitation).

Ed Harkin

TO: Pauline Oliveros

FROM: John Andrews

RE: Educational Psychology input from me on the Music 2/105 development projects.

I. General virtues of the project

A saving of faculty/TA time would result from the self-instructional methods using computers.

The self-pacing aspect is of especial value here because it would handle the problems posed by wide variation in music background of the students in Music 2 and perhaps Music 105 as well.

Many of the skills taught in music 2 involve psychomotor activity and memory/recognition tasks for which immediate, frequent feedback is highly effective (as contrasted, say, with the complex concept formation required in a philosophy class). Individualized computer feedback is thus very well suited to this course.

The opportunity to practice the awkward first steps of, e.g., singing notes in private, and to choose the time for public performance would reduce the embarrassment and anxiety I have observed to be an inhibiting factor for less skilled students in Music 2 sections.

II. Specific functions I would perform

Helping to define the courses in terms of observable behavioral learning objectives.

Collecting data in Music 2 via questionnaires and interviews with students, observation and analysis of videotapes, re:

Tasks involved

Student learning styles

Specific obstacles to learning

General student attitudes toward course

Student suggestions for improvement

Providing psychological ideas for the design of the experimental Music 2, drawing on such areas as:

Experience with Personalized Systems of Instruction (PSI) in other disciplines

Biofeedback techniques

Behavioristic learning systems

Providing psychological ideas for the design of the experimental Music 105, drawing on research into methods of stimulating creativity.

John Andrews -- Input into Music 2/105
Experimental Project

For both courses, providing formative evaluation, via:

Assessment of student background preparation
Data on student learning styles
Monitoring rate and patterns of student learning periodically during quarter
Assessing student reactions and suggestions periodically via
interviews and questionnaires
Assessing effectiveness of teaching with the new methods through questionnaires
and videotapes

For Music 2, conducting a controlled study comparing the course as currently
taught with the experimental version, as to:

rate of learning
student satisfaction
types of students, in terms of background and
learning styles, who prefer each format

III. Budget

This would require approximately .10 of my time (a half day a week) during
the course of the project. If we are to get underway in the spring, this
would have to be included in the request. If my teaching development proposal
is funded for 1977-78, the work could be done partly or wholly under this
funding but still should be included in the music project budget since we
will not know the response to my proposal before submitting this one. A
note on this should probably be included.