5th Annual

NSMIT

National Symposium on
Music Instruction Technology

June 26–28, 2003

Hosted by Illinois State University
School of Music

4:00 Bobbie Thornton, Central Regional Manager, Sibelius USA, Inc.
CVA 50 Hands-On Demonstration of New Sibelius Teaching Products

Friday

8:30 Laura Ferguson, Indiana University of Pennsylvania
Band-in-a-Box for the Elementary General Music Teacher
This session is designed for teachers who have a minimum to moderate comfort level using computers. This session will give entry-level instruction on using Band-in-a-Box.

9:10 Kimberly McCord, Illinois State University
Children With Special Needs Making Music With the SoundBeam
This presentation is part of ongoing research on children with special needs creating music using traditional music technology and alternative MIDI instruments like the SoundBeam.

9:50 Mary Ellen Pinzino, Come Children Sing Institute
Sing a Song of Technology!
A demonstration of the Come Children Sing Institute SONG LIBRARY, a new electronic resource for music learning offering more than 500 new songs for preschool, elementary, and children's chorus.

10:30 Sanford Hinderlie, Loyola University New Orleans
A Review of Music Software K-12
A presentation of music software including sequencers, music notation, digital recording, and CAI for ear training, theory, piano, improvisation, jazz and music history.

11:10 David Fodor, Evanston Township High School, Evanston, IL
Electronic Music: Teaching Non-Performance Students Through Composition
This presentation will focus on the development of a standards-based curriculum for a high school level course for non-performance oriented students.

Lunch

1:15 Greg Giese, Singing Electron
MusicGoals Music Theory Software
This session will be a demonstration of MusicGoals by Eye and Ear software.

1:55 Mario Ajero, University of Oklahoma
Attitudes Towards Technology and Web-Enhanced Learning
A presentation of a study focused on students' attitudes about using online class resources.

2:30 James Sochinski, Virginia Polytechnic Institute and State University
"The Sea" and "Our Dinosaur Friends;" Integrated Learning Through K-2 Student-Authored Multimedia Presentations.
This presentation will include a screening of two student-authored multimedia projects. Two pedagogical approaches, program music and performance, were applied in the projects.

3:10 Richard Repp, Georgia Southern University
Sampling and Looping Digital Audio in the Classroom
Using Pro Tools free software this demonstration will include access public domain audio files from the Internet to create songs.

NSMIT 2003 Proposal   Monday, February 24, 2003
Richard Repp, Ph.D.
Georgia Southern University (as of Fall 2003)

Sampling and Looping Digital Audio in the Classroom

Background: The procedures of sampling and looping digital audio have become an accepted method for producing rhythm tracks in today's popular music. Schools have until recently been less likely to teach these digital-audio based techniques in classrooms, relying on similar MIDI tools instead. Reasons for the choice of MIDI over digital audio usually focused on the expense of digital audio software, the need for high-end processors, and the complexity of digital audio. These hurdles are no longer existent, as the computers of today can easily handle processing of digital audio, and the software involved is inexpensive, or even free.

Procedures: I will demonstrate how to produce looped audio for no additional cost to a school system that already feature computers with a sound card. Using the Pro Tools Free software and public domain audio files easily found on the Internet, I will review the procedure of putting together a simple percussion part one instrument at a time and then adding effects to that loop. I will close with a discussion of how to translate these loops into an actual song.

Sampling and Looping
Richard Repp, PhD

Fifth Annual National Symposium on Music Instruction Technology

June 26 2003 Normal, IL

Definitions

- Sample: Recorded block of audio representing an electro-acoustic event
- Encoding digital audio into RAM
  - Recording
  - Storage
  - Playback

Looping

- Repeating a sample or series of samples to produce a rhythmic pattern
- Ripping -- Sampling a portion of prerecorded music to use as a background loop
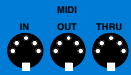- Copyright issues

Advantages

- Repeatability
- Clarity
- Editability
- Instant Access
- Easy Storage

Traditional MIDI Advantages

- Small file size
- Ability to transpose
- Change tempo
- Quantization

MIDI
IN   OUT   THRU

Resources

- Sampling Zone
  http://www.synthzone.com/sampling.htm
- Hard Disk Recording for Musicians
  David Huber
- Experiencing Music Technology
  Williams and Webster
- Pro Tools Free http://www.digidesign.com
- rrepp@null.net