# Engineering Challenges in Developing an Informal Music Learning Game Environment

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#### Overview

- A brief tour of SFSKids.org
  - highlighting innovations and competitive advantages
- Guided tour and walk-through of SFSKids
- Expanding the scope and reach of SFSKids to diverse, global audiences with multiple musics
  - through externally funded partnerships

### SFSKIDS.org: Portal for 8-13 year old students



### SFSKIDS.org: Portal for 8-13 year old students



#### Discover Music

Under the Sea of Knowledge.



### Play with Music

Above the Musical Skies



#### Perform Music

In the Instrument Garden



### Conduct Music

At the Symphony Hall



### Compose Music

Atop the Mountain of Muses



### Competitive landscape: who competes with SFSKids?

- Other orchestra portals?
  - NYPhil, Dallas, Nashville, (Carnegie Hall)?
- Online music education portals?
  - Music Learning Community, Piano Education, MTNA, World Music Daria, PBSKids?
- -Games with/for Music?
  - CreatingMusic? Harmonix/Disney Fantasia: Music Evolved? (video)

### Innovative challenges addressed in SFSKIDS

- -- Non-Functional Requirements
- -- Playful user interfaces
- -- Gesture control
- -- Real-time DSP in Web browser
- -- Persistence without storage
- -- Design for extensibility

### Accommodating Non-Functional Requirements

- SFSKids must be fun for 8-13 year old students
- -- SFSKids must operate on older or slower personal computers
  - enabling young people in underserved communities
- -- SFSKids aligned with National Music Education Standards

#### Align with National Music Education Standards



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#### NATIONAL STANDARDS FOR MUSIC EDUCATION

#### **RESOURCES**

**BOOKS** 

**PERIODICALS** 

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INFORMATION ON MUSIC EDUCATION

**NATIONAL STANDARDS** 

#### **SECTIONS**

BAND

CHORUS

**FUTURE TEACHERS** 

**GENERAL MUSIC** 

- 1. Singing, alone and with others, a varied repertoire of music.
- 2. Performing on instruments, alone and with others, a varied repertoire of music.
- 3. Improvising melodies, variations, and accompaniments.
- 4. Composing and arranging music within specified guidelines.
- 5. Reading and notating music.
- 6. Listening to, analyzing, and describing music.
- 7. Evaluating music and music performances.
- 8. Understanding relationships between music, the other arts, and disciplines outside the arts.
- 9. Understanding music in relation to history and culture.

#### Related Links:

- Summary Statement Education Reform, Standards, and the Arts-Summary Statement to the
- National Standards for Arts Education: Introduction
- National Standards for Arts Education: A Brief History
- National Standards for Arts Education (complete K-12 standards, hosted by ArtsEdge)

### Playful user interfaces

### Discover Music

Under the Sea of Knowledge.



# Playful user interfaces (for stimulating neurocognitive attention management)



# Playful user interfaces (for emotional recognition and reasoning)

...the music is soaring...

...this is fun and crazy...

...this is hushed and quiet...

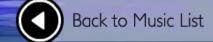
What cheerful music...

al sense excitement...

Franz Schubert

First Movement from Symphony No. 5





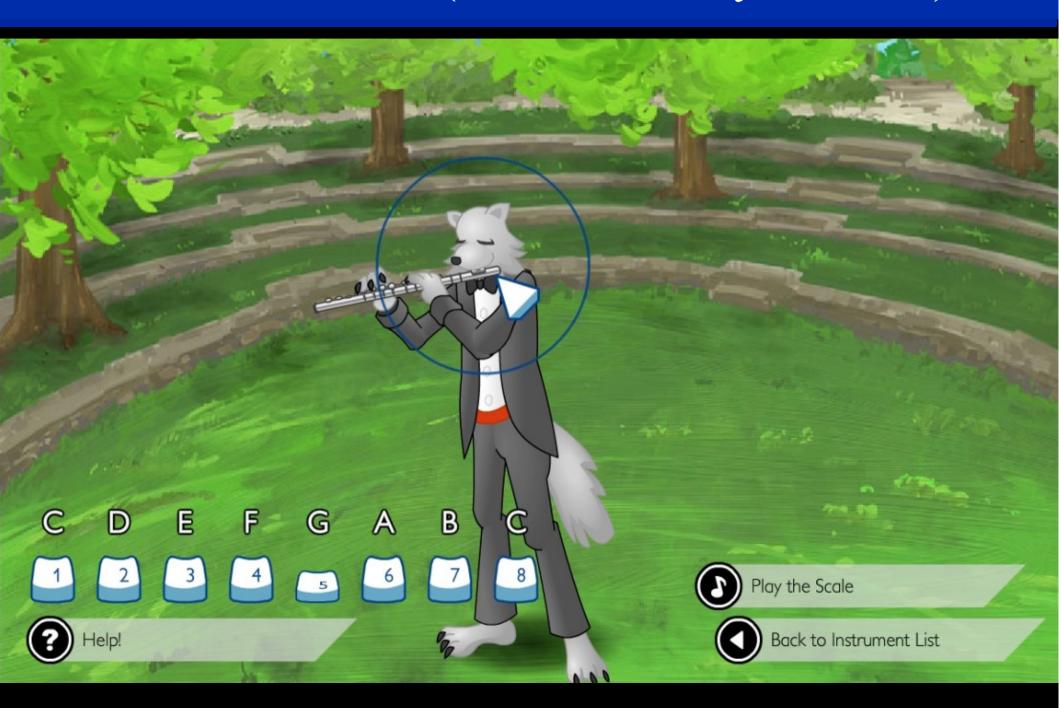
### Gesture control (without costly devices)

### Perform Music

In the Instrument Garden



### Gesture control (without costly devices)



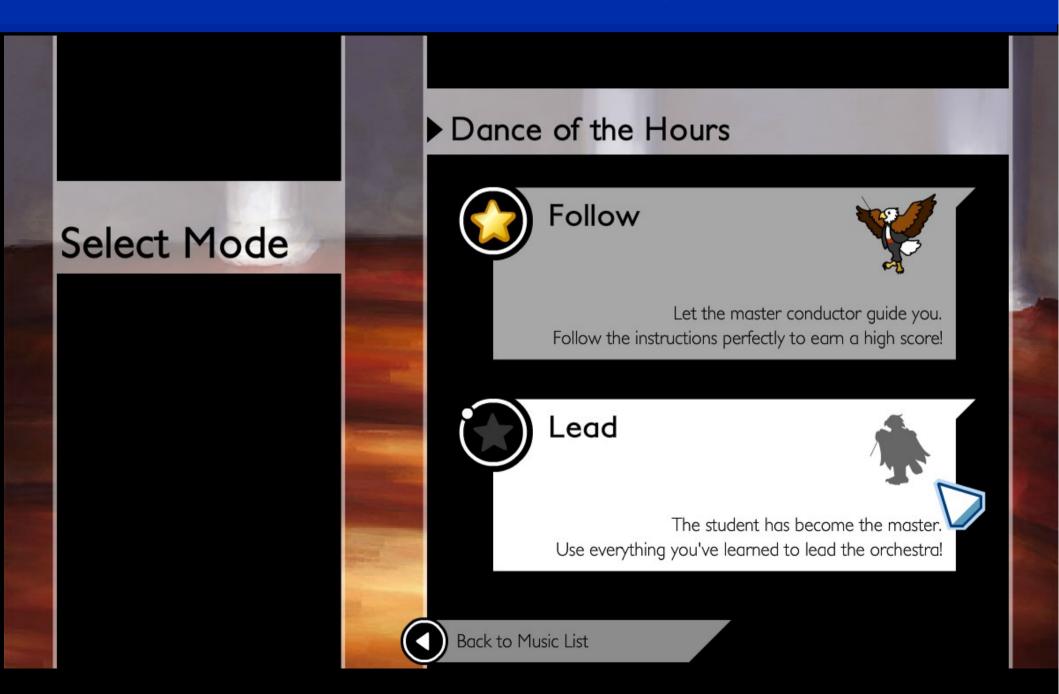
### Real-time DSP/Music Processing in Web browser

### Conduct Music

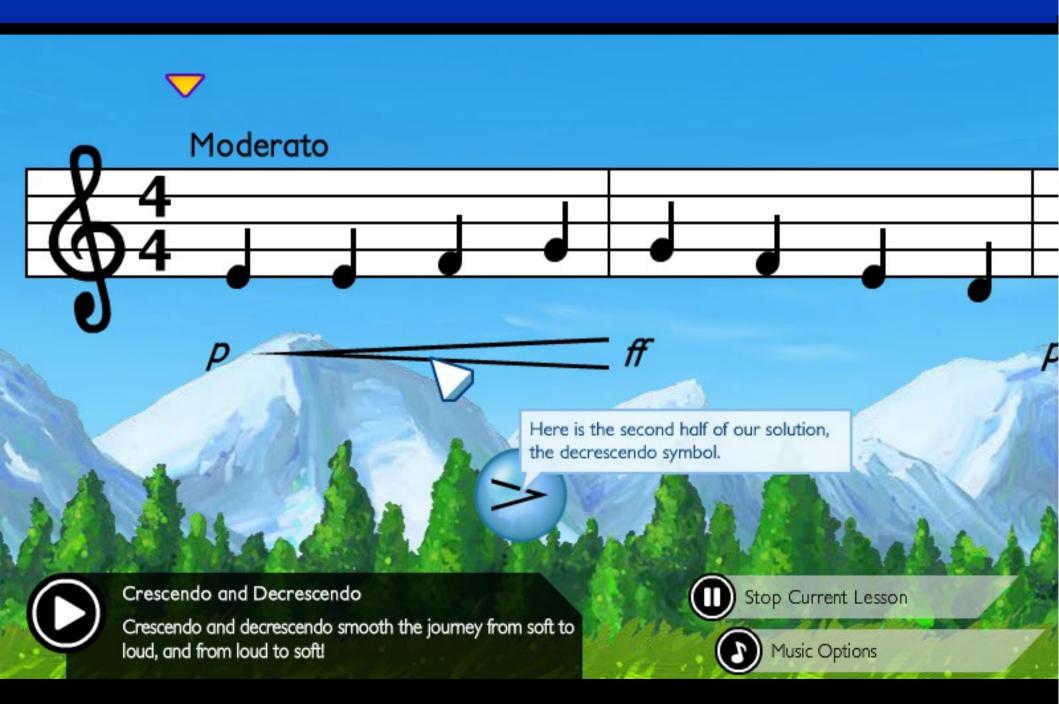
At the Symphony Hall



### Real-time DSP/Music Processing in Web browser



### Real-time DSP/Music Editing/Composing in Web browser



### Persistence without storage

SFSKids requires minimal service support: therefore <u>no</u> external database or content management servers employed/required

- -- Users can export (via email) encoded URIs that embed music compositions or music (video) animations
- -- Other users can receive and select encoded URIs, resume session, or modify user-created content

### Anticipated extensions

SFSKids.org, an instance of the *World of Music* platform, is designed for extension, modding, or customization of:

- Recorded music catalog
- Music history
- Music genres (Opera, Jazz, World,...)
- Musical instruments
- User-created music+imagery ("music videos")
- Localization (internationalization)
- Integration with Science, Technology, Engineering, Arts, and Mathematics (STEAM) learning initiatives

### Conclusions

- Fun and games with music: a challenging requirement!
- Technological innovations for youthful online music education
  - playful user interfaces; gesture control;
  - real-time music processing; persistence without storage, extensibility, etc.
- Enabling new (market) opportunities via a reusable music learning platform!

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