"This book is a practical blueprint for teachers wanting to begin teaching project-based music technology, production and songwriting to secondary and college-age students. We hope to inspire teachers to expand beyond the usual ensemble offerings to create a culture of unique creativity at their school. The book will primarily draw upon the authors' experiences developing and implementing the music technology program at Lebanon High School, one of the nation's largest secondary-level programs, and courses at New York University and Montclair State University. While the lesson templates can be used with any hardware and software setup, the book uses the popular digital audio workstation Ableton Live for specific examples and screenshots"--

We live in an electronic world, saturated with electronic sounds. Yet, electronic sounds aren't a new phenomenon; they have long permeated our sonic landscape. What began as the otherworldly sounds of the film score for the 1956 film Forbidden Planet and the rarefied, new timbres of Stockhausen's Kontakte a few years later, is now a common soundscape in technology, media, and an array of musical genres and subgenres. M ore people than ever before can produce and listen to electronic music, from isolated experimenters, classical and jazz musicians, to rock musicians, sound recordists, and the newer generations of electronic musicians making hip-hop, house, techno, and ambient music. Increasingly we are listening to electronic sounds, finding new meanings in them, experimenting with them, and rehearsing them as listeners and makers. Live Wires explores how five key electronic technologies— the tape recorder, circuit,
computer, microphone, and turntable—revolutionized musical thought. Featuring the work of major figures in electronic music—including everyone from Schaeffer, Varèse, Xenakis, Babbitt, and Oliveros to Eno, Keith Emerson, Grandmaster Flash, Juan Atkins, and Holly Herndon—Live Wires is an arresting discussion of the powerful musical ideas that are being recycled, rethought, and remixed by the most interesting electronic composers and musicians today.

Offers definitions for English words and phrases, along with observations about the evolution of the dictionary since its first edition and tables that contain information for such topics as countries and chemical elements.

Teaching Electronic Music: Cultural, Creative, and Analytical Perspectives offers innovative and practical techniques for teaching electronic music in a wide range of classroom settings. Across a dozen essays, an array of contributors—including practitioners in musicology, art history, ethnomusicology, music theory, performance, and composition—reflect on the challenges of teaching electronic music, highlighting pedagogical strategies while addressing questions such as: What can instructors do to expand and diversify musical knowledge? Can the study of electronic music foster critical reflection on technology? What are the implications of a digital culture that allows so many to be producers of music? How can instructors engage students in creative experimentation with sound? Electronic music presents unique possibilities and challenges to instructors of music history courses, calling for careful attention to creative curricula, historiographies, repertoires, and practices. Teaching Electronic Music features practical models of instruction as well as paths for further inquiry, identifying untapped methodological directions with broad interest and wide applicability.

Electronic music evokes new sensations, feelings, and thoughts in both composers and listeners. Opening the door to an unlimited universe of sound, it engages spatialization as an integral aspect of composition and focuses on sound transformation as a core structural strategy. In this new domain, pitch occurs as a flowing and ephemeral substance that can be bent, modulated, or dissolved into noise. Similarly, time occurs not merely as a fixed duration subdivided by ratios, but as a plastic medium that can be generated, modulated, reversed, warped, scrambled, and granulated. Envelope and waveform undulations on all time scales interweave to generate form. The power of algorithmic methods amplify the capabilities of music technology. Taken together, these constitute game-changing possibilities. This convergence of technical and aesthetic trends prompts the need for a new text focused on the opportunities of a sound oriented, multiscale approach to composition of electronic music. Sound oriented means a practice that takes place in the presence of sound. Multiscale means an approach that takes into account the perceptual and physical reality of multiple, interacting time scales—each of which can be composed. After more than a century of research and development, now is an appropriate moment to step back and reevaluate all that has changed under the ground of artistic practice. Composing Electronic Music outlines a new theory of composition
based on the toolkit of electronic music techniques. The theory consists of a framework of concepts and a vocabulary of terms describing musical materials, their transformation, and their organization. Central to this discourse is the notion of narrative structure in composition—how sounds are born, interact, transform, and die. It presents a guidebook: a tour of facts, history, commentary, opinions, and pointers to interesting ideas and new possibilities to consider and explore.

Music Video Games takes a look (and listen) at the popular genre of music games—video games in which music is at the forefront of player interaction and gameplay. With chapters on a wide variety of music games, ranging from well-known console games such as Guitar Hero and Rock Band to new, emerging games for smartphones and tablets, scholars from diverse disciplines and backgrounds discuss the history, development, and cultural impact of music games. Each chapter investigates important themes surrounding the ways in which we play music and play with music in video games. Starting with the precursors to music games— including Simon, the handheld electronic music game from the 1980s, Michael Austin's collection goes on to discuss issues in musicianship and performance, authenticity and “selling out,” and composing, creating, and learning music with video games. Including a glossary and detailed indices, Austin and his team shine a much needed light on the often overlooked subject of music video games.

The Evolution of Electronic Dance Music establishes EDM’s place on the map of popular music. The book accounts for various ambiguities, variations, transformations, and manifestations of EDM, pertaining to its generic fragmentation, large geographical spread, modes of consumption and, changes in technology. It focuses especially on its current state, its future, and its borders—between EDM and other forms of electronic music, as well as other forms of popular music. It accounts for the rise of EDM in places that are overlooked by the existing literature, such as Russia and Eastern Europe, and examines the multi-media and visual aspects such as the way EDM events music are staged and the specificity of EDM music videos. Divided into four parts—concepts, technology, celebrity, and consumption—this book takes a holistic look at the many sides of EDM culture.

The electronic medium allows any audible sound to be contextualized as music. This brings about unique structural possibilities as spectrum, dynamics, space, and time become continuous dimensions of musical articulation. What we hear in electronic music ventures beyond what we traditionally characterize as musical sound and challenge our auditory perception on the one hand and our imagination on the other. Based on an extensive listening study conducted over four years, this book offers a comprehensive analysis of the cognitive processes involved in the experience of electronic music. It pairs artistic practice with theories from a range of disciplines to communicate how this music operates on perceptual, conceptual, and affective levels. Looking at the common and the divergent ways in which our minds respond to electronic sound, the book investigates how we build narratives from our experience of electronic music and how we situate ourselves in them.
In its 114th year, Billboard remains the world's premier weekly music publication and a diverse digital, events, brand, content and data licensing platform. Billboard publishes the most trusted charts and offers unrivaled reporting about the latest music, video, gaming, media, digital and mobile entertainment issues and trends.

Innovation in Music: Performance, Production, Technology and Business is an exciting collection comprising of cutting-edge articles on a range of topics, presented under the main themes of artistry, technology, production and industry. Each chapter is written by a leader in the field and contains insights and discoveries not yet shared. Innovation in Music covers new developments in standard practice of sound design, engineering and acoustics. It also reaches into areas of innovation, both in technology and business practice, even into cross-discipline areas. This book is the perfect companion for professionals and researchers alike with an interest in the Music industry. Chapter 31 of this book is freely available as a downloadable Open Access PDF under a Creative Commons Attribution-Non Commercial-No Derivatives 4.0 license. https://tandfbis.s3-us-west-2.amazonaws.com/rt-files/docs/OpenAccessChapters/9781138498211_oachapter31.pdf

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This book breaks down the stereotypes often expected of Korean popular culture, showing how the lines of gender, sexuality, and stereotype in Hallyu productions are often blurred to be palatable to Korean audiences or clarified to attract global audiences.

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The Creative Electronic Music Producer examines the creative processes of electronic music production, from idea discovery and perception to the power of improvising, editing, effects processing, sound design. Featuring case studies from across the globe on musical systems and workflows used in the production process, this book highlights how to pursue creative breakthroughs through exploration, trial and error tinkering, recombination, and transformation. The Creative Electronic Music Producer maps production's enchanting pathways in a way that will fascinate and inspire students of electronic music production, professionals already working in the industry,
and hobbyists.

During the twentieth century, electronic technology enabled the explosive development of new tools for the production, performance, dissemination and conservation of music. The era of the mechanical reproduction of music has, rather ironically, opened up new perspectives, which have contributed to the revitalisation of the performer’s role and the concept of music as performance. This book examines questions related to music that cannot be set in conventional notation, reporting and reflecting on current research and creative practice primarily in live electronic music. It studies compositions for which the musical text is problematic, that is, non-existent, incomplete, insufficiently precise or transmitted in a nontraditional format. Thus, at the core of this project is an absence. The objects of study lack a reliably precise graphical representation of the work as the composer or the composer/performer conceived or imagined it. How do we compose, perform and study music that cannot be set in conventional notation? The authors of this book examine this problem from the complementary perspectives of the composer, the performer, the musical assistant, the audio engineer, the computer scientist and the musicologist.

ART BOOK

Americans and people throughout the world have become increasingly dependent on America's great research universities. Yet few of us truly understand to what we owe this extraordinary excellence or what we must do to keep it. From the development of technologies like the laser, the global positioning system, the MRI, radar, and even Viagra, to predicting weather patterns, America's research universities are one of our most vital sources of economic growth and social welfare. They have flourished because of a system that has invested public tax dollars in their work and, more importantly, granted substantial autonomy to funding agencies and the universities. This system is now under attack, the university's preeminence endangered by the USA PATRIOT Act and other conservative policies. This revelatory and alarming book will show how this vital institution is at risk of tragically losing its dominant status and why a threat to the university is a threat to the health and wealth of our nation. This edition is in two volumes. The first volume ISBN is 9781458774071.

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Provides an introduction to the nature, synthesis and transformation of sound which forms the basis of digital sound processing for music and multimedia. Background information in computer techniques is included so that you can write computer algorithms to realise new processes central to your own musical and sound processing ideas. Finally, material is included to explain the way in which people contribute to the development of new kinds of performance and composition systems. Key features of the book include: · Contents structured into free-standing parts for easy navigation · 'Flow lines' to suggest alternative paths through the book, depending on the primary interest of the reader. · Practical examples are contained on a supporting website. Digital Sound Processing can be used by anyone, whether from an audio engineering, musical or music technology perspective. Digital sound processing in its various spheres - music technology, studio systems and multimedia - are witnessing the dawning of a new age. The opportunities for involvement in the expansion and development of sound transformation, musical performance and composition are unprecedented. The supporting website (www.york.ac.uk/inst/mustech/dspmm.htm) contains working examples of computer techniques, music synthesis and sound processing.

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At the beginning, it was not at all obvious how to organize this collection of Slonimsky writings, numbering in the hundreds. Clearly, Russian and Soviet music would be central. But also American music, North and South. Modern music cuts across all geographical
categories. The articles varied considerably in length, tone, depth, intended readership. Written over more than fifty years, their historic perspective and writing style shift and evolve.

Since the 1980s, music videos have been everywhere, and today almost all of the most-viewed clips on YouTube are music videos. However, in academia, music videos do not currently share this popularity. Music Video After MTV gives music video its due academic credit by exploring the changing landscapes surrounding post-millennial music video. Across seven chapters, the book addresses core issues relating to the study of music videos, including the history, analysis, and audiovisual aesthetics of music videos. Moreover, the book is the first of its kind to truly address the recent changes following the digitization of music video, including its changing cycles of production, distribution and reception, the influence of music videos on other media, and the rise of new types of online music video. Approaching music videos from a composite theoretical framework, Music Video After MTV brings music video research up to speed in several areas: it offers the first account of the research history of music videos, the first truly audiovisual approach to music video studies and it presents numerous inspiring case studies, ranging from classics by Michel Gondry and Chris Cunningham to recent experimental and interactive videos that interrogate the very limits of music video.

The theme of this Research Companion is 'connectivity and the global reach of electroacoustic music and sonic arts made with technology'. The possible scope of such a companion in the field of electronic music has changed radically over the last 30 years. The definitions of the field itself are now broader - there is no clear boundary between 'electronic music' and 'sound art'. Also, what was previously an apparently simple divide between 'art' and 'popular' practices is now not easy or helpful to make, and there is a rich cluster of streams of practice with many histories, including world music traditions. This leads in turn to a steady undermining of a primarily Euro-American enterprise in the second half of the twentieth century. Telecommunications technology, most importantly the development of the internet in the final years of the century, has made materials, practices and experiences ubiquitous and apparently universally available - though some contributions to this volume reassert the influence and importance of local cultural practice. Research in this field is now increasingly multi-disciplinary. Technological developments are embedded in practices which may be musical, social, individual and collective. The contributors to this companion embrace technological, scientific, aesthetic, historical and social approaches and a host of hybrids - but, most importantly, they try to show how these join up. Thus the intention has been to allow a wide variety of new practices to have voice - unified through ideas of 'reaching out' and 'connecting together' - and in effect showing that there is emerging a different kind of 'global music'.

Die Neue Musik seit 1945. Das Lexikon zeigt jenseits von ästhetischen Wertungen, den großen Facettenreichtum der Neuen Musik. In

An Introduction to the Study of Music & Society.

Popular Polish Electronic Music, 1970–2020 offers a cultural history of popular Polish electronic music, from its beginning in the late 1960s/early 1970s up to the present day, in the context of Polish economic, social and political history, and the history of popular music in this country. From the perspective of production, scene, industry and consumption, the volume considers the issue of access to electronic instruments in the 1970s and 1980s, and the variety of inspirations, such as progressive rock and folk music, that have contributed to the development of Polish electronic music as it is known today. The widespread contribution of Polish electronic music to film is also considered. This is a valuable resource for scholars and researchers of electronic music, popular music and (Eastern) European music and culture.

The Emergence of Video Processing Tools presents stories of the development of early video tools and systems designed and built by artists and technologists during the late 1960s and 70s. Split over two volumes, the contributors examine the intersection of art and science and look at collaborations among inventors, designers, and artists trying to create new tools to capture and manipulate images in revolutionary ways. The contributors include "video pioneers," who have been active since the emergence of the aesthetic, and technologists, who continue to design, build, and hack media tools. The book also looks at contemporary toolmakers and the relationship between these new tools and the past. Video and media production is a growing area of interest in art and this collection will be an indispensable guide to its origins and its future.

Musicians are always quick to adopt and explore new technologies. The fast-paced changes wrought by electrification, from the microphone via the analogue synthesiser to the laptop computer, have led to a wide range of new musical styles and techniques. Electronic music has grown to a broad field of investigation, taking in historical movements such as musique concrète and elektronische Musik, and contemporary trends such as electronic dance music and electronica. The first edition of this book won the 2009 Nicolas Bessaraboff Prize as it brought together researchers at the forefront of the sonic explorations empowered by electronic technology to
provide accessible and insightful overviews of core topics and uncover some hitherto less publicised corners of worldwide movements. This updated and expanded second edition includes four entirely new chapters, as well as new original statements from globally renowned artists of the electronic music scene, and celebrates a diverse array of technologies, practices and music.

This accessible introduction explores both mainstream and experimental electronic music and includes many suggestions for further reading and listening.

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