Designing Technologies and Experiences for Music Making, Learning and Engagement

S. Alex Ruthmann

@alexruthmann

http://musedlab.org/

http://nyumusedlab.github.io/











We research, design, and develop *new technologies* and *experiences* for music making, learning, and engagement together *with community* and *industry partners*.



http://www.nyu.edu/projects/ruthmann/PWYM/airtraffic/







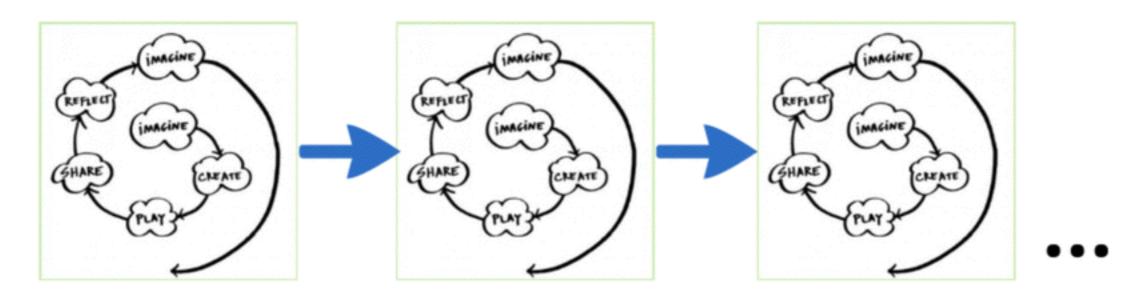




Everywhere there is music is an opportunity for a music educator to work.



User- & Design-based Approaches to Development



Software Development as Music Education Research - SoDaR (Brown, 2007)

Design-based Research (Hoadley, 2002) Design Thinking (IDEO, etc.)

Play, Making, Tinkering, Curiosity

MPAME-GE 2035 - Technological Trends in Music Education

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Fall 2014 S. Alex Ruthmann, Instructor

Global Online Learning Communities for Music

Play With Your Music

Join a community of musicians exploring new ways to create, experiment and learn.

Together we can reimagine and reinvent music and audio education.

LEARN MORE >

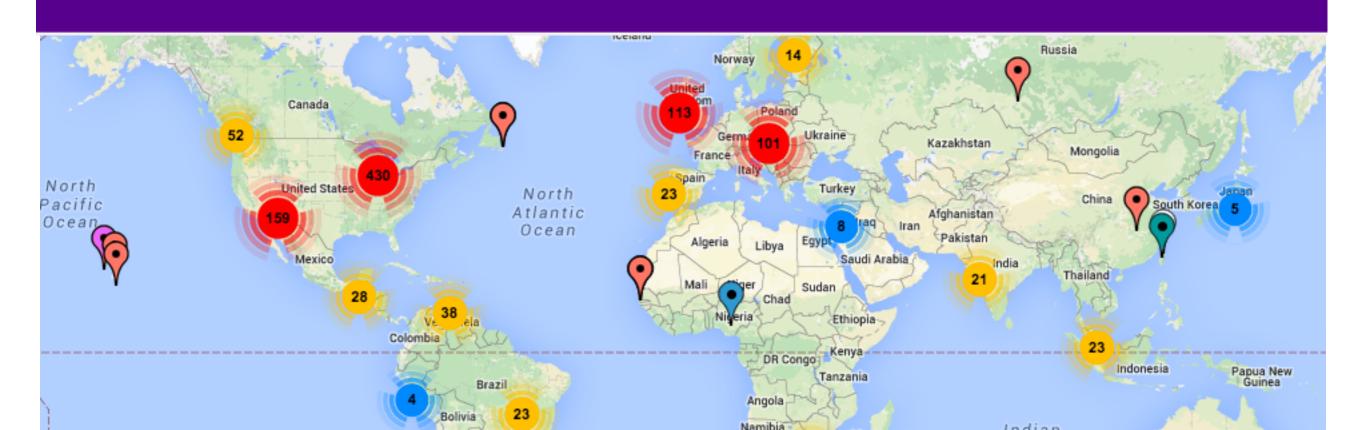
Join a Cohort

member of the next cohort participating in Play With Your Music. It's better together!

email address

SUBMIT





Multitrack Balancing & Mixing



Custom Online Multitrack Interface



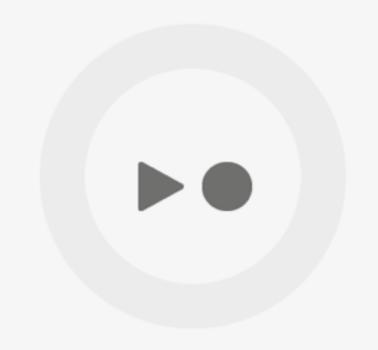
Press the 'z' through '/' keys on the bottom row of your computer keyboard to play along with the video.

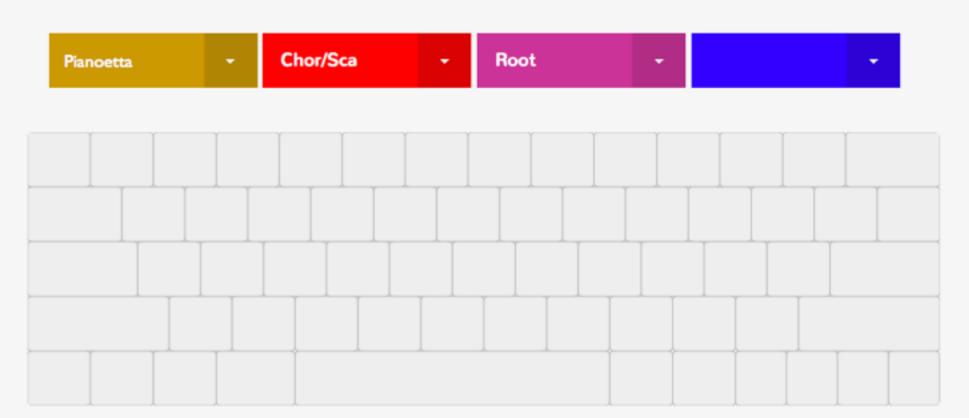
Music composed and performed by Steve Wogaman ... and YOU!

Designed by @alexruthmann at the NYU Steinhardt Music Experience Design Lab. HTML 5 web audio code adapted from Yotam Mann.

Enter a video url



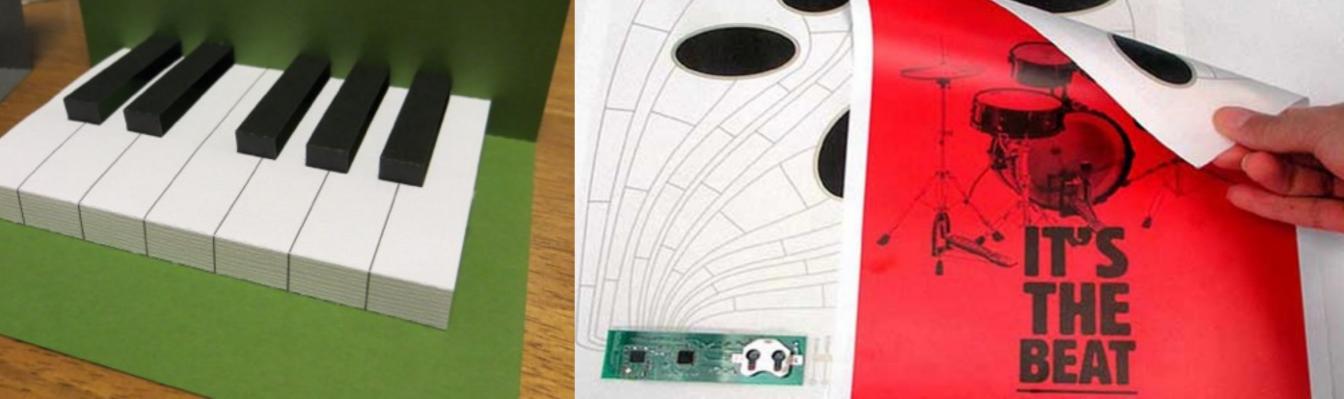




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