

COMPOSITIONAL CHAIRS USING ACID MUSIC STUDIO

LEARNING COMPOSITION AND SOFTWARE SKILLS THROUGH GAMES

Compositional Chairs is a short, themed composition activity designed to motivate students to practice and apply compositional devices and software skills in a creative manner. The activity is framed as a game in which students and teacher create the context (the intention of the music), the rules (content criteria) and the conclusion (performance presentation).

In its most simple form, the process includes:

- A topic is discussed and musical criteria set.
- Student groups are formed.
- Each student within the group starts a composition and works independently for two minutes.
- Students shift to the next computer in their group and further develop that composition.
- There are generally six or seven rotations of this process.
- Then the composing time ends, each group discusses the compositions produced and identifies the best one. They then play it to the class, highlighting where they have used compositional devices and software skills.
- The activity is intended to occupy a single 45-minute lesson.

In this session you will be presented with a short skills overview using ACID Music Studio followed by a brief game of Compositional Chairs. It will be an advantage to have read the attached summary of Compositional Chairs which was featured in Music in Action, Autumn 2010 vol.7 Issue 4. (also available from the following web address: <http://www.musiccreationworld.com/wp-content/uploads/2010/04/Hubmayer-Compositional-Chairs-Music-in-Action.pdf>)

A YouTube clip demonstrating the process is available at: <http://www.youtube.com/watch?v=0zvij84g7YU>