

**Department of Music and Performing Arts Professions  
Program in Music Education  
The Steinhardt School of Culture, Education, and Human  
Development  
New York University**

**MPAME-GE.2056.1.001  
PROBLEMS IN MUSIC EDUCATION: COMPUTER-ASSISTED INSTRUCTION**

**Course Syllabus**  
(Last updated: November 8, 2011)

**CATALOG DESCRIPTION**

This is a graduate course intended for musicians who need to become familiar with digital technology and how computer applications can be helpful in educational settings. Students have experience with authoring tools and imaging, audio, and video technology as they are used in educational settings. In addition, students will learn to author materials for use on the computers and applications which can be tailored to educational needs and objectives. Students will create and post on the web authored applications designed to deliver and enhance music learning.

**COURSE OBJECTIVES**

- Students will be able to apply computers and technology to assist music teaching.
- Students will be able to plan and develop lesson plans with computers and technology.
- Students will be able to identify, collect, and prepare the materials for different media presentation in education settings.
- Students will be able to compare and analyze digital and internet resources for music teaching.
- Students will be able use authoring programs to create a presentation of an interactive music learning experience.
- Students will be able to prepare the develop materials and create an interactive educational website.
- Students will examine the suitability of the materials prepared for their applicability for distance learning via the World Wide Web.

**REQUIRED TEXT OR SOURCE MATERIALS**

There is no required book for this course. Readings and assignments will be provided to students via internet on Blackboard. Students will also be expected to source – and share with their classmates – much of their own reading material and findings from periodicals and internet resources.

**COURSE CONTENTS**

Week 1

- Course Introduction
- NYU Home & Blackboard
- NYU Files 2.0 Server
- Class Blog and Website Establishment (NYU Files 2.0)
- Web Hosting Servers
- Software and Applications (WWW Authoring and Music Teaching/Technology tools)
- Internet, WWW, and Computers for Music Education

Week 2

- Establishing Internet Domains
- Developing an Interactive website to assist instruction
- Introductions to Web Authoring Tools: Adobe Dreamweaver and Adobe Flash
- Adobe Flash I
  - Basic Animation
  - Symbol
  - Shape
  - Motion/Shape Tween

Week 3

- Adobe Flash II
  - Text
  - Image
  - Audio/Video Control
  - Library
  - Button
  - Behavior

Week 4

- Adobe Flash III
  - ActionScript I
    - Understanding Properties and Methods
    - Establish Looping
    - Understanding Clip Event
    - Stop and Play Button
    - Understanding onClipEvent
    - Applying Properties and Methods to an Object
    - Drag/Move/Drop Objects

Week 5

- Adobe Flash IV
  - ActionScript II

- Understanding Data Types (String, Number, Boolean, Object, Function)
- Text link
- Dynamic and Input Text (Valuable)
- Counters
- If... Else and While Loop (conditions)

#### Week 6

- Adobe Flash IV
  - Advanced Flash Features:
    - Graphic Formats
    - Graphics on Multiple Layers
    - Frame-by-Frame and Advanced Animations
    - Building Buttons for Interactivity
    - Adding Sound and Video
    - Library Management
    - Delivery Movies to the Audience

#### Week 7

- Adobe Flash V
  - Web Design Application
- Adobe Dreamweaver I
  - Introduction
- Web Design Concept and Philosophy
- Web Design for Educational Applications

#### Week 8

- Mid Term Project Presentation
- Discussions, Reflections, Suggestions, and Q&As for the Presented Projects
- Introductions to Adobe Dreamweaver

#### Week 9

- Adobe Dreamweaver II
  - CSS
  - Table
  - Media & Flash
  - Frame-Set
  - Layers

#### Week 10

- Adobe Dreamweaver III
  - CSS programming
  - PHP programming
  - Working with Photoshop & Fireworks (Image Editors)

Week 11

- Mobile Technology and Applications I
  - Internet as a Platform for Education
  - NYU Blackboard
  - Wikis & Blogs
  - Social Networks
  - NYU eVita

Week 12

- Mobile Technology and Applications II
  - iPhone (Smart Phone) and Apps in Learning Technology
  - iPad (Tablet) and Apps in Learning Technology
  - Distributing Computing Technology and Environment and Its Impacts on Music Education
  - Introduction to Network Learning Technology and Its Applications to Music Education

Week 13

- Discussion and Review I
  - Developing Resources and Strategies for CAI
  - Game Based Learning Technology
  - Proposal, Preview, and Mini-Presentations of the Final Projects
  - Comments and Suggestions
  - Debugging
  - Current New Technology

Week 14

- Discussion and Review II
  - Review of the Final Projects Working in Progress
  - Comments and Suggestions
  - Debugging
  - Q&As
  - Open Discussion

Week 15

- Final Project Presentation
- All Course Works and Assignment Due

**ASSIGNMENTS AND ASSESSMENT**

- Each week will assign task-specific exercises based on the contents distributed in the class
- Maintaining weekly blog entries to critically reflect learning experiences and to respond specific researches and/or inquiries assigned by the instructor

- A mid-term project and presentation
- A final project and presentation
- Q&A in the form of email to expect students to research and answer
- Students will be evaluated on:
  - weekly assignments: 30%
  - attendance, class participation in questions and discussions: 20%
  - midterm project presentation: 20%
  - final project and presentation (including e-mail questions and replies): 30%
  - All assignments must be posted on the website and/or NYU Blackboard.

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