Reference notes[1] for

Advancements in Technology: Impact on Music Teaching and Learning

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I. Perfomance Tools Expand

Examples of Using the Internet for Soundscapes:
- Acoustic Mirror: http://ericleonardson.org/whatsnew/2009/05/31/the-acoustic-mirror-of-the-world-in-the-synesthetic-plan-of-chicago/
- Open Sound New Orleans: http://www.opensoundneworleans.com/core/

Links for Researching Laptop Music Ensembles:
http://musicthing.blogspot.com/2007/11/laptop-orchestras-from-around-world.html
http://www.apple.com/pro/profiles/slork/
http://www.synthtopia.com/content/2008/10/10/the-stanford-laptop-orchestra/

Links for Wii Music for Performance and Education
http://us.touchgenerations.com/game_wii_music.jsp
http://kotaku.com/5130112/wii-music-coming-to-classrooms
http://www.reuters.com/article/pressRelease/idUS143082+13-Jan-2009+BW20090113

Internet2 Music Performances
http://events.internet2.edu/2003/NWSIndex.html
http://www.nytimes.com/2004/05/23/arts/music/23MIDG.html
http://vix.ca/blog/portfolio/gallery-projects-wpauline-oliveros/

Concert Hands video: http://www.concerthands.com/productVideo.html

II. Digital Audio Gets Intelligence and Legs

SCORM Learning Management Project: http://wiki.letsi.org/display/nextscorm/Home

Web-based music creativity applications
Aviary's Myra: http://aviary.com/tools/myna
Hobnox Audiotool: http://www.hobnox.com/audiotool.1046.en.html
Noteflight: http://www.noteflight.com/login
Noisegames: http://noisegames.com/
Sheep Beats: http://www.eecs.harvard.edu/~nesson/sequencer.html

Online music services
Pandora: http://www.pandora.com
Mp3tunes: http://www.mp3tunes.com
Spotify: http://www.spotify.com

Audio Music Recognition
Shazam: http://www.shazam.com
Gracenote: http://www.gracenote.com
OMRAS2 (Ontology-driven Music Retrieval & Annotation Sharing service): http://www.omras2.org/
Melodyne and Melodyne Direct Note Access: http://www.celemony.com

III. Classrooms Go Interactive

Tod Machover links
http://www.media.mit.edu/people/tod
http://www.ted.com/talks/tod_machover_and_dan_ellsey_play_new_music.html

David Merrill and Siftables
http://web.media.mit.edu/~dmerrill/siftables.html

Smart Board technology
http://www.cs.brown.edu/stc/edu/Ed.html
http://tiger.towson.edu/users/sunger2/smart_boards_in_the_classroom.htm

Cell Phones and their use in education:
www.joanganzcooneycenter.org/pdf/**pockets_of_potential**.pdf
(Pockets of Potential, Carley Schuler)

ebooks
http://arstechnica.com/gadgets/news/2009/02/the-once-and-future-e-book.ars
http://www.bookhitch.com/archives/082009a-future.aspx

Report by the Economist Intelligence Unit 2008: The Future of Higher Education: How Technology will Shape Learning www.nmc.org/pdf/Future-of-Higher-Ed-(NMC).pdf

IV. Working and Making Music in the Clouds

Cloud computing articles and sites:
Special Reports - Cloud Computing: The Economic Imperative. eSchoolNews (March 4, 2009). http://www.eschoolnews.com/news/top-news/?i=57580

Is "Cloud" Music Becoming a Reality? Future of Music Coalition (May 29, 2009). http://futureofmusic.org/blog/2009/05/29/cloud-music-becoming-reality

Government Cloud IT Service: http://www.apps.gov

Cloud-based application services:
Tonido: http://www.tonido.com/application_store.html
iCloud: http://www.icloud.com
Zoho: http://www.zoho.com
Google Docs: http://docs.google.com

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[1] Find this handout at http://www.teachmusictech.com/