3° Colloque en pédagogie musicale 3rd Colloquium on Music Pedagogy

Le jeudi 30 mars 2006 Pavillon Pérez, salle 208 9h00 à 11h00 Thursday March 30, 2006 Perez Hall, room 208 9 am to 11 am

Using asynchronous tools to support synchronous music instruction

- Julia Brook

Distance education is actively seeking ways of incorporating new means of distribution and communication. It has developed from one-dimensional paper based programs (such as traditional correspondence courses where documents were delivered via the mail) to a three —dimensional programs that incorporate print, audio, video and multimedia components (such as online and videoconferencing courses). In particular, videoconferencing and other forms of synchronous learning, have allowed teachers and learners to interact in real time, despite their physical proximity. However, once these sessions are over, the separation in physical space between the teachers and learner can become a hindrance to the learning as there is often no means of communicating with the teacher between sessions. Consequently, there is a need to develop asynchronous learning objects that are accessible to all students at any given time that will support autonomous learning in between synchronous learning sessions. The following presentation will explore the advancement of distance education and highlight the development of an asynchronous video reference database of Suzuki piano instruction that is currently being created through a partnership between the Piano Pedagogy Research Laboratory and the National Research Council of Canada that will be used in conjunction with Suzuki piano instruction delivered through videoconference.

Research and tools in music technology: An overview

- Catherine Lemay

Technology is rapidly becoming an indispensable component in music education, analysis and performance. This review of literature will discuss various computer programs, software, and tools designed to facilitate learning and advance research in the field of music. Theoretical and empirical studies will show the necessity of such tools in the acquisition of data from musical performances in an attempt to scientifically assess musicality. This presentation consists of a comprehensive overview of music's affiliation with technology.

The Inuit keyboarding project: Research protocols and preliminary observations

- Erin Parkes

While distance learning is becoming increasingly common in higher education and has been useful for elementary and high schools in remote communities, it has not yet become mainstream in the field of music education. The Inuit Keyboarding Project has been one of the first in which young children are taught to play the keyboard in a group class environment. In this presentation, an overview of the literature will be presented which will provide the means to understand and evaluate the progress of the class. From these studies, possible methodologies will be suggested which can be used on this and future projects. Finally, some preliminary observations based on the past two years of the project will be presented within the context of these methodologies.

Ethnographic research design for studying piano lessons in a broadband videoconferencing setting

- Mélina Dalaire

New technologies have made distant learning through videoconferencing a reality. Although this learning/teaching environment is frequently used at the university level, it is also gaining popularity at all levels of education and in all subjects, including instrumental music instruction with young students. While this practice is developing, it is important to be able to evaluate this new medium through a methodological approach that takes into consideration its social, environmental and cultural elements to better understand the impact of such an environment on the music instruction process. A qualitative research design using ethnographic methodologies borrowed from the fields of music education and ethnomusicology could be beneficial in the study of piano lessons in a broadband videoconferencing setting.