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EarSketch and Web Audio in K-12 Education and Live Coding

Jason Freeman, Georgia Tech

Digital Media Center 1030
April 20, 2016 - 10:00 am

Abstract:

The EarSketch computer science learning environment and curriculum (http://earsketch.gatech.edu) seeks to increase and broaden participation in computing using a STEAM (STEM + Arts) approach. EarSketch creates an authentic learning environment in that it is both personally meaningful and industry relevant in terms of its STEM component (computing) and its artistic domain (music remixing). Students learn to code in JavaScript or Python, tackling foundational concepts in computer science as they simultaneously learn core concepts in music technology. They create music through code by uploading their own audio content or remixing loops in popular genres created by music industry veterans. No prior experience in music or computer science is presumed.

This talk will outline the motivations behind EarSketch and its approach, include a hands-on demonstration of the environment, and explore its connections to live coding performance practices.

Speaker's Bio:

Jason Freeman develops novel and innovative compositional designs and technologies to make contemporary art music accessible to a large and diverse audience. His music responds to the challenge of arts engagement in contemporary society, inviting performers and audiences to collaborate with him and with each other to create music. In each project, he fundamentally reimagines the roles of audiences and performers, combining new interfaces with traditional instruments, participation with performance, computer code with music notation, and transformative paradigms with traditional ensembles and venues. In this talk, Freeman will explore key compositional and technological ideas that enable these novel relationships between composer, performer, and listener in his work, including real-time music notation, live coding, laptop ensembles, mobile technology, and open-form scores.