# Technology to Increase Student Engagement and Motivation

Presented by Linda Christensen, Ph.D., NCTM
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Lindathepianist@gmail.com

This workshop will focus on the best and most popular apps available for music teachers, including apps for practice, performance, notation, sequencing, and recording, as well as suggestions for incorporating these apps into lessons and your professional career.

Piano Maestro: iPad only.

Free to try; complete access for teacher and student \$179.88 annually

Piano Maestro is a smart iPad app that "listens" to an acoustic piano or keyboard.

- → Music is displayed on the screen while the student plays along to background tracks.
- → The graphics are designed to help students "look ahead", making it a great tool for sight reading.
- → The app has multiple practice options including ability to turn note names on or off, vary the tempo, "Hold" until notes are played correctly and more.
- → Motivates the student to work by earning scores and progressing through game-like levels.
- → Stay connected with students by assigning homework and receiving feedback on their progress.

## Chord Tracker by Yamaha: iPad/iPhone; Free

→ Analyzes ANY song from the iTunes library and gives the chord chart. Works with pop, classical, and any other style of music

ForScore: iPad only; \$6.99

→ Score display and page turning app.

**SuperScore:** iPad only; Free for limited content; in-app purchases of music

**Ear Trainer:** iPhone/iPad only; \$6.99 **Blob Chorus:** Android & iPad: Free

HeadsUp and HeadsUp Pictures: Android and iPhone/iPad; \$0.99

'Make your own deck' available for Apple devices only.

SproutBeat: iPad only. Free for 25 downloads; \$19.99 for full access

→ Contains over 350 colorful and engaging worksheets organized by topic.

## Flashnote Derby: Android and iPad/iPhone \$2.99

→ Flash Card app in which the student identifies different notes in order to urge their horse and jockey on towards the finish line. Answering quickly and correctly will cause their horse to gain ground, while incorrect answers will cause it to fall behind.

NoteSquish: \$0.99

→ Like Whack-a-mole for note recognition

NoteRush: iPhone/iPad; \$3.99

→ Note recognition using acoustic piano. Cute interface.

**Rhythm Cat/Treble/Bass Cat:** Android and iPad/iPhone; Free for lite version; \$4.99 for full version of each

→ Gamified - have to get enough stars to continue

Rhythm Lab: iPhone/iPad; \$2.99

- → Exercises for 2 hands
- → Copy, save, or share any rhythm pattern as an image.
- → Send tap exercise results in an email
- → Create worksheets using any rhythm pattern from the app
- → Edit the worksheets, create pdf files, send in an email, or open in other apps that handle pdf documents.

## Rhythm Sight Reading Trainer: iPad/iPhone \$2.99

→ Common and rarer rhythms from 2 to 9 beats per bar (2/2, 4/2, 2/4, 3/4, 4/4, 5/4, 6/4, 7/4, 6/8, 7/8, 9/8).

DecideNow: \$0.99

→ Customizable wheel to spin

**iReal Pro:** \$7.99

- → Have a virtual band accompany you as you practice Choose from over 30 different accompaniment styles. (3 included + more available with In-App purchase)
- → Edit existing songs or create your own with the Editor.
- → Create multiple editable playlists.
- → Includes 50 exercises for practicing common chord progressions.
- → Transpose any chart to any key or to number notation.
- → Share, print, and export

**Practice Center:** \$4.99

- → Full-featured metronome, including complex rhythmic patterns
- → Configurable beats per measure
- → Drum loops, including Rock, Swing, Funk, and Latin
- → Practice Timer and stopwatch, Video and audio recording

Practicia: iPad/iPhone; Free

- → Connect to students to get recordings of their practice
- → Send comments and stickers

**NoteStar by Yamaha:** Free for the app; Music purchased separately for \$1.99 each

- → Provides a playing experience that feels like you're actually in the band
- → Play along with the band, or isolate the keyboard track for reference.
- → Hands-free page turning in time with the music.
- → Slow the performance speed, transpose to an easier key, add a click track.
- → Change the note size and layout to your preference. No zooming required.

Jammit: Free for the app; Music purchased separately for around \$3.99 each part

- → Jammit uses the original multi-track master recordings
- → Notation and Tablature: original isolated multi-track recordings
- → Record yourself playing with the band

**Notion:** \$14.99

- → Notion is a complete music notation editor
- → You can import MusicXML (Finale), MIDI, MXL, or open from other apps.
- → Notion Features:
  - ◆ Record real-time MIDI input into your score.
  - Interactive piano keyboard for fast entry
  - ◆ Save files as MusicXML, MIDI, PDF, and many other options
  - ♦ NEW HANDWRITING RECOGNITION

## Visual Performer by Yamaha: iPad/iPhone; free

→ Connect to MIDI instrument, and it will create a visual display of your performance.

#### **FACEBOOK GROUPS TO JOIN:**

iPad Piano Teachers
JoyTunes Teachers
Piano Teacher Central
Professional Piano Teachers

# Why iPad over Android for education:

I do not work for Apple. Historically, I have been a Windows and Android user. However, because I am a frequent presenter at national and international conferences on technology in education, I did extensive research to determine just what the best options are. Below are the points that multiple authors make most often:

- 1. Apple leads (by far) in amount of education applications available. They also have more creative apps (for art, music, etc.) than Android.
- 2. With Android, you have very little control over whether you will be able to run the latest operating system. I have had 3 Android phones. Each was supported for only 18 months. After that, I was not allowed to upgrade to the newest operating system. With iPad, the history is to support all devices sold for at least the past 4 years. The latest update still is available on the iPad 2 and iPhone 4s, which were introduced in 2011. I can't even find data on which devices run which version of Android. It is extremely fractured. This is why 7 out of 10 developers go for iPad.
- 3. Every iPad app is tested for malware, and will not be approved if it exists. Android waits to find out, and then removes the app after it has been reported.
- 4. Quality of Android tablets varies widely. To get the best quality, you will spend around the same amount you would spend on iPads.
- 5. iPad has a historic record of focusing on education and creation. Android has a historic record of focusing on consumption (movies, music).

If you are interested in reading some of their comments, here are a few links.

## From:

http://www.securedgenetworks.com/secure-edge-networks-blog/bid/101796/Android-Tablets-vs-iPads-in-the-Classroom-Which-are-Best-for-Schools

iPads to date seem to still be the leaders in the choices of tablets schools are investing in for their students. Apple announced that its share of the education tablet market reached 94% at the end of its third quarter in 2013.

#### 1. Apps

With tablets and many educational curriculum today, it's all about the apps. We know this; **Apple leads the charge in terms of amount of applications available.** If you have an Apple device you can pretty much assume that any major app can be available for download and updates will be available as early as anyone else.

With an Android device you are likely to get most major apps but there are exceptions and the main difference lies in the wait time for updates with wait times at weeks or months after the iOS version is available.

The iPad as a whole has fewer bugs and is known to run smoother, thus making it generally a better user experience. On Android tablets, things are little more difficult to figure out so it will take hitting up the "Settings" feature a few times to really familiarize yourself with the features.

We can't be done with our comparisons without looking at **security**. Is it essential for schools to think about the security aspects around the devices they are choosing? Both the iPad and Android devices are super protected from taking on any viruses but both run the risk of applications being run on them with infected malware. **From the Apple store every app is tested by Apple for malware before being released so there is that added protection in that regard. Google removes malware after it has been reported but also includes many settings in the Android operating system that can prevent malicious attacks.

Any device running Android 2.2 or higher (which is nearly all of them) has access to Google's malware scanner so if that setting is activated you will also have the added "checkup" before the application gets pushed out.** 

From: <a href="http://community.spiceworks.com/topic/292218-ipad-or-android-for-schools">http://community.spiceworks.com/topic/292218-ipad-or-android-for-schools</a>

#### iPad Pros:

- Shiny, and everybody knows how they work. The interfaces are stupidly simple; put an iPad in front of a 2 year old, and they'll be working away in no time flat.
- Apple has a history of being nice to schools. You may find the educational pricing on iPads low enough (with the proper quantity) to compete with Android devices.
- Ginormous app library. Odds are if you want an educational app, they'll have it for iPad.

#### iPad Cons:

• Cost. They ain't cheap.

#### **Android Pros:**

- Lots of options, lots of price points. I've seen 10" Android devices for as low as \$150.
- A lot more support for MDM and use in the enterprise.
- Customizable. OMG ROMs. If you're willing to play, you can do some amazing things with Android devices.

#### Android Cons:

- Lots of options, lots of price points. Quality is all over the map, and while you can get a 10" Android tablet for \$150, I'm not sure I'd recommend it. (Says the guy about to pilot a \$150 10" tablet for a manufacturing application; I'll let you know how it goes...) You'll need to do a lot of research and try to demo a few devices before settling on a given device.
- Not as many apps as Apple.
- **No historic focus on education.** Unlike Apple, various companies making Android devices don't necessarily have a corporate culture that likes Education. They may or may not be willing to work with you on price and support.

# From:

http://ipadacademy.com/2012/05/tablet-computers-android-vs-ios-and-why-ipads-are-the-value-buy

Joe Morelock is a fellow ADE (Apple Distinguished Educator) who leads one of the largest deployments of iOS devices in schools in the country. A recent message on our ADE listserv asked for help with an upcoming school purchase where **Android tablets and iPads are being considered.** Joe explains in his helpful reply why the iPad is the "value buy" among tablet computers. He was kind enough to let me reprint it here.

It looks like you are in the same place in which several school folks find themselves – at the crossroads of money versus what's best for students and teachers. I've been working with some groups lately that have asked very similar questions, usually focusing upon the Kindle Fire or some other "light" tablet for no other reason than cost. Here are a few things that I remind them to consider before going down the Android path:

## Flavor of the month syndrome

How long will the Android (or other OS) tablet be around in its current or similar configuration? Many tablets have come and gone from the scene in the last couple of years. You need to consider the longevity of the platform or device you choose. That doesn't mean that Apple won't change the iPad necessarily, but its primary form factor and iOS will more than likely continue on an upgrade path that allows backwards iOS compatibility (to a point).

#### The splinter factor

Trying to guess which Android tablet will have which OS version and when upgrades might appear is the new Survivor-meets-Fear Factor. With this splintering of the OS on Android, this also means that you'll never know if an app available in the (now) myriad Android "app stores" will work on said tablet depending upon OS version and such. Developers know that, too. That's why you'll see them trending toward iOS (and the fact that more people actually purchase iOS apps than just use free ones – as the trend in Android currently shows)

#### The "who's minding the store" problem

When we deploy devices (iOS, of course), we don't have to worry about the apps that are installed on the device from the Apple iTunes App Store...meaning that they live in a curated store and have been tested as not to blow up or bring other badness to the iPad or iPod touch. Contrast that with the (myriad) "app stores" in which there are tales of malware, badware, and "underware" (sorry, had to) that bring pain and hassle to the Android platform. Since Android is "open" (and that's "open" to debate), anything goes and that concerns me on the overall management and safety front.

## The "how do we manage this thing" issue

You have to keep in mind how you'll actually manage the devices once you have them. Who will do it? How will they do it? It doesn't matter if it's 20 or 2,000. Currently, you can simply use iTunes to do that. You can further graduate to Lion server and certificates if you want to or a full-blown MDM solution. We train our teachers to use iTunes to purchase content and manage devices, and since it's something with which they are both familiar and comfortable, it's easy to convince them to take control and manage the devices themselves. There are more complete solutions for that, but knowing that you have options- whether it's IT who will do it or your own teachers- is a huge consideration.

Finally, lower cost doesn't mean better value. You get what you pay for. Think about what you want to do with students and which device will do that for you.

#### Comments from users:

iPads are good because of the quality of most of the apps available, performance depends on what type of Android tablets you'd purchase, if you purchase cheap ones, you'll have next to nothing performance wise, if you invest in decent ones (the Google Nexus for example), you'll have a similar experience performance wise, to what you'd experience on an iPad. I find that with Apple products, it's more big apps shrunk down on smaller devices (which is good), and on Android it tends to be more small apps blown up (bad resolution, gfx, and performance) etc.