

The technology is a powerful agent in moving

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The impact of new technologies within music education has been enormous and there is an urgent need for research that investigates the far reaching implications of this technological revolution. If music education is to respond to the opportunities offered by the digital age, we will need thoughtful and reflective teachers. These will be teachers who are able to research their own practice, ask questions about the role of music technologies as part of their own professional development and in the development of their students.

Digital technology is a powerful agent in moving the minds of teachers and students alike. Today's competitive world markets require workers of an knowledge economy to possess ICT literacy, the "ability to use technology to develop 21st century content knowledge and skills" (Partnership for 21st century Skills, 2006, p. 11).

Schools are seen to play a critical role in producing a workforce that is highly educated and skilled to support a country's economy. This recognition of education as a key contributor to the economy has led school curricula in many countries to mandate ICT as a central component, with teachers being increasingly expected to infuse ICT into the teaching and learning processes. No matter what else may divide us, most music educators are agreed on one general point.

A central aim of defining how effective music educational practice should happen in the digital music classroom is an imperative; a view which is emphasized in policy and widely acknowledged in teacher training. Yet, the critical roles played by creativity and technology in supporting the promotion of pedagogic change is less clear. Abstract Introduction The introduction of

new information and communication technologies (I&CTs), such as the Internet and multimedia devices has had an enormous impact upon modern culture (Hargreaves, Miell & MacDonald, 2002). This is particularly apparent within the music industry. Indeed, modern technological advances mean that now, more than at any other time, music is pervasive and functions not only as a pleasurable art form but also increasingly provides a soundtrack to our professional, social and private lives (Hargreaves & North, 1997, Frith, 2000; MacDonald & Miell, 2000; Sloboda, O'Neill & Ivaldi, 2001).

Moreover, almost every aspect of the music industry today involves the use of I in some shape or form. For example, the use of digital recording hardware and computer based recording and sequencing software occurs extensively in professional, amateur and educational contexts (Folkestad, 1996). a technological revolution has taken place which affects all aspects of music performance and listening (Folkestad, 1998). This enormous change in the way in which we listen to and produce music has generated a research imperative to understand the impact that these technological advancements have on all aspects of music making (Byrne , in press). The impact of new technologies has been particularly influential within educational environments and, in the music classroom for example, the range of possible uses of keyboards, computers and recording technologies are extensive (Byrne & MacDonald, in press, Mills , 2000). Literature Review There have been many efforts to explore the possibilities that music technology offers in education, in spite of the synchronous nature of music performance (Dammers, 2009). In 2009, Dammers summed up the conundrum of using Information and Communications Technology (ICT) in the field of music

education, stating that because music performance is, by its very nature, synchronous, the use of ICT is problematic at best (Dammers, 2009, p. 22).

Before examining how technology is being used in music education, it is necessary to lay out parameters for the term. Rees (2001) defined music technology as “the systematic study of tools and techniques for music production, performance, education, and research” (Rees, 2011, p. 154).

Discussion In the last few years many tools have become available to the music educators that can significantly enhance student learning. It is important for music educators to be aware of the full competences of such tools that can help students to better performance, creativity and understanding music. The word technology applies to and describes a wide variety of devices and applications in music and music education. In the past 100 years, technology had a great impact on music education.

In 1983 the Carnegie Foundation published *A Nation at Risk*. This publication cited that changes must be made in our approach to education. One of the suggestions that this foundation offered was to embrace technology.

If we are to make the most of the opportunities that technology affords us, then a broader view of technology is needed. Such a view would attend not only to well-established methods, software resources and hardware solutions; but also to new and developing trends. Digital technologies that can be useful in music education are systems that: “encourage active learning, knowledge construction, inquiry, and exploration on the part of the student, as opposed to being exposed to information delivery systems” (Graesser, Chipman et al. 2008: 211). Technology has impacted almost

every aspect of life today, and education is no exception. Or is it? In some ways, education seems much the same as it has been for many years.

A 14th century illustration by Laurentius de Voltolina depicts a university lecture in medieval Italy. The scene is easily recognizable because of its parallels to the modern day. The teacher lectures from a podium at the front of the room while the students sit in rows and listen.

Some of the students have books open in front of them and appear to be following along. A few look bored. Some are talking to their neighbors. One appears to be sleeping. Classrooms today do not look much different, though you might find modern students looking at their laptops, tablets, or smart phones instead of books (though probably open to Facebook). A cynic would say that technology has done nothing to change education. However, in many ways, technology has profoundly changed education. For one, technology has greatly expanded access to education.

In medieval times, books were rare and only an elite few had access to educational opportunities. Individuals had to travel to centers of learning to get an education. Today, massive amounts of information (books, audio, images, videos) are available at one's fingertips through the Internet, and opportunities for formal learning are available online worldwide through the Khan Academy, MOOCs, podcasts, traditional online degree programs, and more.

Access to learning opportunities today is unprecedented in scope thanks to technology. Opportunities for communication and collaboration have also

been expanded by technology. Traditionally, classrooms have been relatively isolated, and collaboration has been limited to other students in the same classroom or building. Today, technology enables forms of communication and collaboration undreamt of in the past.

Students in a classroom in the rural U. S., for example, can learn about the Arctic by following the expedition of a team of scientists in the region, read scientists' blog postings, view photos, e-mail questions to the scientists, and even talk live with the scientists via a videoconference. Students can share what they are learning with students in other classrooms in other states who are tracking the same expedition. Students can collaborate on group projects using technology-based tools such as wikis and Google docs.

The walls of the classrooms are no longer a barrier as technology enables new ways of learning, communicating, and working collaboratively.

Technology has also begun to change the roles of teachers and learners. In the traditional classroom, such as what we see depicted in de Voltolina's illustration, the teacher is the primary source of information, and the learners passively receive it. This model of the teacher as the "sage on the stage" has been in education for a long time, and it is still very much in evidence today. However, because of the access to information and educational opportunity that technology has enabled, in many classrooms today we see the teacher's role shifting to the "guide on the side" as students take more responsibility for their own learning using technology to gather relevant information. Schools and universities across the country are beginning to redesign learning spaces to enable this new model of education, foster more

interaction and small group work, and use technology as an enabler. Technology is a powerful tool that can support and transform education in many ways, from making it easier for teachers to create instructional materials to enabling new ways for people to learn and work together. With the worldwide reach of the Internet and the ubiquity of smart devices that can connect to it, a new age of anytime anywhere education is dawning.

It will be up to instructional designers and educational technologies to make the most of the opportunities provided by technology to change education so that effective and efficient education is available to everyone everywhere.

Many researches have been made on the effects of technology on music learning. The Yamaha Corporation conducted a research related to the use of technology in music education, and several key findings have emerged from this study.

These include:

- o Students who receive hands-on instruction had greater comprehension of musical concepts compared with students taught with traditional approaches and methods.
- o Long and short-term music achievement, is significantly increased when compared to existing approaches of classroom music.
- o Student attitudes toward classroom music are not only positively enhanced, but also the level of interests and motivation are sustained across the academic years.
- o Music instruction provided through the use of technology assisted program contributes to a sense of professional development and personal growth on the part of the music educators.
- o Also, from this study showed that technology improved

concentration on students, maximized time on-task, developed and enhanced cooperative learning, and raised higher level thinking skills. Conclusion Clearly there are many possibilities for the use of ICTs/music technology in the world of music education. From streaming audio/video to the more traditional CDs and DVDs; from online research to software programs that deliver immediate feedback on aural skills training; from the use of notational software like Finale or Sibelius to the use of GarageBand or Dance eJay, there are many possibilities to integrate ICT into the music classroom - whether that classroom is face to face or online. However, there is a gaping hole in the body of research that needs to be addressed.

A new paradigm needs to be created, whereupon the extensive audio and video records are shared via the internet - perhaps YouTube or set up on a special website with private sharing rights (with parental and student consent). In cases where actual sheet music has been created, that needs to be shared as well. Music is aural by nature, and until there is a way to share the aural results - until these changes are made, we cannot have a full sharing of ideas. Perhaps the community of practice via social media will be the best way to informally share the results of these different experiments, with teachers enthusiastically showing off the work of their students and convincing other teachers in the process.