IMPACT CONFERENCE 2015

JULY 29 – AUGUST 1

ARCHIVE COPY (2026): email contacts removed. Editorial comments and unconfirmed placeholders omitted.

Program

WEDNESDAY 29 JULY

7.00pm	Welcome Social and MusEDLab Showcase	Leslie eLab

THURSDAY 30 JULY

8.30am	Registration and refreshments	35 W 4th St. Lobby
9.00am	Keynote	
	Paper MIDI Interfaces and Conductive Musical Stickers Speaker: **Kate Stone**	Leowe Theatre
10.15am	2 Hour Interactive Sessions	
	#whatifmusiced: Considering Possibilities, Crafting Praxis **Jesse Rathgeber, Arizona State University**	35 W 4th St. Rm. 303
	Tangible Chinese Whispers **Stefania Druga and Nancy Otero**	35 W 4th St. 6th Floor Conference Space
10.15am	1-Hour Demo	
	Curating a Creative Culture **John Churchville, Go Like the Wind School**	Dolan Studio Live Room, 35 W 4th St. 6th Floor
11.15am	1-Hour Demo	
	FX Roulette **Adam Patrick Bell, Montclair State University**	Dolan Studio Live Room, 35 W 4th St. 6th Floor
12.15pm	Lunch break	
1.30pm	Group Discussion: Making Across the Arts	35 W 4th St. Rm. 303
2.45pm	2 Hour Interactive Sessions	
	Concert Band Turned Composers Band! **Anthony Beatrice, Pentucket Regional High School**	Dolan Studio Live Room, 35 W 4th St. 6th Floor

THURSDAY 30 JULY continued

	Hip-Hop, Be-Bop, and Revolutionary Art: Collaborating to Bring Keith Haring and Jean-MichaelBasquiatintoElementaryMusic and Art Education **Erica Quinn and Martina Vasil**	35 W 4th St. 6th Floor Conference Space
	Playing and Creating with Paper MIDI **Kate Stone, Novalia**	35 W 4th St. Rm. 303
8.00pm	Fuerza Bruta: Wayra ($25 extra cost) Meet at 35 W 4th St. at 7pm to walk together	Daryl Roth Theatre 101 E 15th St.

FRIDAY 31 JULY

8.30am	Registration and refreshments	35 W 4th St. Lobby
9.00am	Keynote	
	Stefania Druga, HacKIDemia	Leowe Theatre
10.15am	2 Hour Interactive Sessions	
	InteractiveStrings:ThinkingOutsidetheBook **Jesus Florido, California State University**	35 W 4th St. Rm. 303
	Musical Shares Workshop with Splice.com **Ethan Hein, NYU MusEDLab**	35 W 4th St. 6th Floor Conference Space
10.15am	1-Hour Demo	
	The MusicFirst Online Classroom **Jim Frankel, MusicFirst**	Dolan Studio Live Room, 35 W 4th St. 6th Floor
11.15am	1-Hour Demo	
	DIY MIDI Controllers and Collaborative Musicianship **Perry Shank and Jon Stapleton**	Dolan Studio Live Room, 35 W 4th St. 6th Floor
12.15pm	Lunch break	
1.30pm	Group Discussion: Popular Arts Pedagogy	35 W 4th St. Rm. 303

Program

FRIDAY 31 JULY continued

2.45pm	2 Hour Interactive Sessions	
	Active Space Workshop **John Crawford, University of California - Irvine**	Black Box Theatre, 82 Washington Place East
	Making Music with E-Textiles **Ryan Bledsoe, Arizona State University**	Dolan Studio Live Room, 35 W 4th St. 6th Floor
	Teaching Music with Technology: Lessons that Work **Barbara Freedman, Greenwich High School**	35 W 4th St. Rm. 303
	Introduction to Sonic Pi **Adam Patrick Bell, Montclair State University**	35 W 4th St. 6th Floor Conference Space
6.00pm	Interactive Multimedia Performance (IMPACT Workshop Participants ONLY)	Black Box Theatre, 82 Washington Place East
7.00pm	Interactive Multimedia Performance (IMPACT Conference Attendees ONLY) Wine & beer reception to follow in the lobby	Black Box Theatre, 82 Washington Place East

SATURDAY 1 AUGUST

8.30am	Registration and refreshments	35 W 4th St. Lobby
9.00am	Keynote	
	iPad as Expressive Sound Canvas: Abstract Art and Free Jazz Improvisation via iPad Speaker: **Adam Goldberg, P.S. 177**	Leowe Theatre

SATURDAY 1 AUGUST continued

10.15am	2 Hour Interactive Sessions	
	iBooks: A Workshop for Creating and Producing Original iBooks Using iBook Author **Deborah VanderLinde, Oakland University**	35 W 4th St. 6th Floor Conference Space
	Sonic Modding: Modding Video Game Music and Sound **Jared O'Leary**	35 W 4th St. Rm. 303
10.15am	1-Hour Demo	
	Music Thinkers **Francesco Banchini and Maria Elena Berardi**	Dolan Studio Live Room, 35 W 4th St. 6th Floor
11.15am	1-Hour Demo	
	Teach Hip Hop's Roots: Turntable Pedagogy in Game Format **Tom Malone, University of Massachusetts Lowell**	Dolan Studio Live Room, 35 W 4th St. 6th Floor
12.15pm	Lunch break	
1.30pm	2 Hour Interactive Sessions	
	Fresh Education: reFRESHing Teacher Professional Development **Jamie Ehrenfeld, James Miles, Jamel Mims & Michael Wiggins, Urban Arts Partnership**	35 W 4th St. Rm. 303
	Going Deep into iPad: Powerful Apps and Modifications to Enable All as Music Makers **Adam Goldberg, P.S. 177**	35 W 4th St. 6th Floor Conference Space
	Soundtrap.com: Online Music Production and Collaboration **Ashkan Fardost & Fredrik Posse, Soundtrap**	Dolan Studio Live Room, 35 W 4th St. 6th Floor
3.45pm	Closing Session	35 W 4th Rm. 303
6.00pm	After Party (IMPACT Conference Attendees ONLY)	W 3rd Common, 1 W 3rd St.

One Hour Demos

The MusicFirst Online Classroom

Jim Frankel (MusicFirst)

MusicFirst is a complete online classroom for K-12 music education, with engaging content and integrated software that provides you with everything you need to teach music in a connected world. This hands-on presentation offers an overview of the MusicFirst online classroom.

Curating a Creative Culture

John Churchville

10 years of creative collaboration with 1st-9th grade students will be presented, discussed and analyzed in this interactive session. Many anecdotes will be given that outline the risks and rewards of creating original music with students. The short and long term benefits of creating music with students will be examined. We will also discuss transformation and evolution creative products and process as they relate to the development of new technologies over the last 10 years. Many samples of student work will be given.

Music Thinkers

Francesco Banchini, Maria Elena Berardi

An experimental and interactive journey across four different historical times: Prehistoric, Medieval, Revolutionary, and Modern. Experiencing how the rhythm is part of our daily life and analysing the evolution of music understanding how the technology is used in the modern society. The use of many tools will help us to be more creative and proactive in our life to continue the evolution of music or is going to kill our creativity?

FX Roulette

Adam Bell

FX Roulette provides participants with hands-on experiences in music making solely through the use of audio effects. It's like the game hot potato, but with audio plugins (effects). Here's how it works: Participants are given the "stems" of a song (the basic building blocks of a mix such as drums, guitars, bass, vocals, etc.) and are tasked with remixing it using only effects. The goal is to learn how audio effects work and experience how they can be used creatively. In each round of the game, the effects used are drawn at random. With each added round, less time is given, so by the end of the game participants must make faster decisions. Learners of all levels are welcome. No previous experience is needed. Please bring a laptop if you can (and I might install some free software on your computer if you need it).

One Hour Demos

Introduction to Sonic PI

Adam Bell

As described by its designer, “Sonic Pi is a free sound synthesiser for live coding designed to support computing and music lessons within schools. Use code to compose and perform in classical and contemporary styles ranging from Canons to Dubstep.” This session will introduce participants to Sonic Pi with the aim of having everyone participate in music live coding. While the session is aimed at beginners, experienced coders are welcome to join in and help by sharing their experiences and knowledge with the group. Please bring your laptop.

Teach Hip Hop’s Roots - Turntable Pedagogy in Game Format

Tom Malone

The project in development, “Catch a Groove,” is a culturally informed and carefully curated turntable pedagogy in the form of a ‘game’ using a cheap widely-available affordable digital DJ controller. Ideally suited to a Middle or High School general music classroom, this interactive curriculum has been heavily researched and field-tested with a sequential series of mixing lessons – presented to the learner as “levels” that must be mastered in order to proceed to the next. While most DJ pedagogy uses 1990s terminology with an emphasis on virtuosity and scratching, this game teaches the 1970s approach utilizing Grandmaster Flash’s “Breakmix” as the central organizing principle – which opens the door to a wider range of genres and artists and creative possibilities. Students not only learn the live reatime manipulation of existing tracks into loops and breaks, but also the cultural roots of the various funk, soul and disco records that formed the bedrock of Hip-Hop’s enduring rhythmic and stylistic vocabulary.

DIY MIDI Controllers and Collaborative Musicianship

Jon M. Stapleton

Electronic music-making is becoming more and more relevant in music performance and education for instructors and students. The purpose of my session is to lead discussion on and demonstrate the uses of DIY MIDI controllers to facilitate collaborative musicianship, especially in the general music classroom. DIY MIDI controllers give instructors the opportunity to complement their curriculum with instruments that facilitate intuitive musical experiences. DIY MIDI controllers also facilitate collaboration between STE(A)M students, allowing them to design, create, and use musical instruments. The program would consist of a short presentation on DIY MIDI controllers, and an interactive portion where attendees can experiment with the controllers provided.

Two Hour Interactive Sessions

Sonic Modding: Modding Video Game Music and Sound

Jared O'Leary (ASU)

This interactive session explores modding the music and sound of video games. The session begins with a brief presentation on software and hardware modifications that can be done to create music and sounds within and through video games. Following the brief presentation, we will begin modding the music and sounds of the video game Left 4 Dead 2 by finding and/or recording new music and/or sounds for the game. The session will end with a discussion on what could be learned in a project like this and how it can be implemented in the settings we facilitate in.

Teaching Music with Technology: Lessons That Work

Barbara Freedman

All students can have meaningful hands-on applied learning experiences that will impact not only their music experience and learning but also their understanding and comfort with 21st century technology. This workshop will explore lessons and curriculum to teach composition and theory skills for beginning students, grades 5 -12, to be successful creators of music. Techniques on use of software, lesson plans on composition and theory skills will be discussed. Participants will explore the curriculum through the projects by composing their own music.

Fresh Education: reFRESHing Teacher Professional Development

Jamie Ehrenfeld, James Miles, Michael Wiggins, Chenits Petigrew, & Jason Sigal

Fresh Education utilizes developing technologies to put students in control of their own learning experiences. Fresh Education is an immersive, co-teaching professional development program that uses arts integration to reach previously failing students. We honor youth and hip hop culture by incorporating original tracks that feature core curricular content, and by lowering barriers to music making experiences. We enable students to remix and interpret media using only the QWERTY keyboard.

Two Hour Interactive Sessions

iBooks: a Workshop for creating and producing original iBooks using iBook Author

Deborah VanderLinde

This workshop will provide resources and hands-on experience for participants to learn the ins and outs of creating iBooks using iBook Author. The presenter has successfully published three editions of the iBooks, "Songs for You and Me," using audio, video, iMovie, and public domain songs. Examples of the finished books, files used in the iBook production process, and information about iTunes Connect, etc. will be shared. For the best hands-on experience, participants should bring a laptop with iBook Author installed. Participants will have time to create sample pages.

Concert Band Turned Composer Band!

Anthony Beatrice

Learn creative ways to break up the traditional ensemble rehearsal through compositional activities which expand student thinking and exploration. This session will focus on giving students an opportunity to learn the ropes of composing through various engaging activities with their peers while enhancing their overall musicianship. All participants are asked to bring a musical instrument to the session.

Making Music with E-Textiles

Ryan Bledsoe

How do people, children included, want to interact with music? The design of any acoustic instrument is unavoidably linked to the sound it produces. Electronic instruments and computer-generated sounds are not attached to physical design in the same way. With devices such as microcontrollers, there are many ways for music makers of all ages to design controllers and sound-generating devices around their individual preferences. Certain microcontrollers are made for e-textile projects—electronic textiles or fabrics, also called wearables—where circuits are connected with conductive thread instead of wire. Designing instruments and controllers with e-textiles opens many educational and musical possibilities related to STEAM. To create a musical e-textile, one engages with design, prototyping, calculating, circuitry, programming the microcontroller, and aesthetics. Through this interactive experience, participants will engage with making music e-textiles and discuss the educational and musical implications.

Two Hour Interactive Sessions

Interactive Strings – Thinking outside the book.

Jesus Florido

Today's digital native generation of students requires their faculty to reach beyond the printed word and breathe life into the classroom. This workshop presents ways to incorporate the use of Electric strings computers and tablets in the string classroom to help establish an engaging environment and energizing lessons that yield fast results in a group setting. With over 30 years of teaching experience, Jesus Florido combines his foundation of classical technique with elements of World, Folk, and Jazz music along with improvisation to cultivate creativity from the first lesson.

Tangible Chinese Whispers

Stefania Druga, Nancy Otero

Workshop in which participants can remix each other music making prototypes. Each iteration of remixing will follow a different constraint. Inspired by the traditional Chinese whispers game and this post card player (http://uniform.net/work/projects/uniform-postcard-player/) project we would like to create a workshops where participants would create and remix each others musical boxes and cards. Each iteration will respect different constraints in regards to materials that could be used or number of modifications that could be made.

Hip-Hop, Be-Bop, and Revolutionary Art: Collaborating to Bring Keith Haring and Jean-Michel Basquiat into Elementary Music and Art Education

Martina Vasil, Erica Quinn

This session will guide participants through two hands-on projects for grades K–5 that infused music, art, and technology. Teachers from art and music classes collaborated to explore the public art of Keith Haring and Jean-Michel Basquiat. Students listened and moved to 1980s hip-hop and be-bop jazz music, examined and questioned artwork, built dance compositions, and created artwork that integrated similar symbols used by Haring and Basquiat. Additionally, students in grades 3–5 explored DJ music through a stories, videos, and a DJ application on tablet software. Students learned how to mix and record their own music using the DJ app. Participants in this workshop will be lead through the creative processes that students experienced. Critical questions about popular culture, technology, and education will be addressed.

#whatifmusiced: Considering Possibilities, Crafting Praxis

Jesse Rathgeber (ASU)

What ways of being musical are valued by the students with whom we work, the communities in which we work, and the larger society we inhabit? How might these values manifest in music learning spaces? What roles might technology and media play in empowering music learners and facilitators to engaged in culturally valued musicking. How might technology, media, and progressive education practices empower music learners and facilitators to co-construct new forms of musicking? In this participant-led session, we will discuss these and more. We will consider multiple and varied possible pathways ahead for music learning in contemporary music learning spaces by asking "what if." With a focus on re-envisioning and reframing music education, we will explore possibilities and develop plans to turn our ideas into praxis. Come to share your ideas; come to explore new horizons of music education; and come to collaboratively plan ways ahead for music ed.

Soundtrap.com - online music production and collaboration

Ashkan Fardost & Fredrik Posse

Soundtrap is a new online music collaboration and recording studio, a web-based DAW. It is user friendly and can be used on most devices. There are Soundtrap members in more than 170 countries. Used by musicians, producers, artists and music teachers.

Paper MIDI Workshop

Kate Stone - Novalia

TBD....



Suggested nearby eateries with the MusEDLab stamp of approval:

Umami Burger
432 6th Avenue

Liquiteria
402 Avenue of the Americas

Sticky's Finger Joint
31 W 8th Street

Artichoke Pizza
111 Macdougal Street

Mamoun's Falafel
119 Macdougal Street

NY Dosas
50 Washington Squre South

Peanut Butter & Co.
240 Sullivan Street

Otto Enoteca e Pizzeria
1 5th Avenue

Bareburger
535 LaGuardia Place

Tortaria
94 University Place

The Grey Dog
90 University Place

Fresh & Co.
729 Broadway

PIE by the Pound
124 4th Avenue

Vanessa's Dumpling House
220 E 14th Street

Mark
33 St. Mark's Place

16 Handles
153 2nd Avenue