

GARAGEBAND IN THE MUSIC CLASSROOM

A Paper

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By

Jonathan P. Gunnell

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GarageBand in the Music Classroom

Introduction

Technology is playing an increasingly important role in the classroom as advancements are made in smaller, more affordable computers as well as the development of interactive devices such as SMART Boards. It is important for schools to now find the best methods for using these technologies to better the education experience and success of the students in a cost efficient way.

There are different aspects of music education. Some of the many topics that can be covered in a music classroom are music history, aural training, sound recording, composition, theory, and even self-promotion. Schools that have the ability to provide their students with personal laptops or computer labs also have the ability to use their computers as tools to aid students in all of these subjects in music. The use of inexpensive software applications such as GarageBand can be a very powerful tool in facilitating education in a music classroom.

The Problem

The most commonly used technology in a music classroom is for audio playback. This is usually done with a CD player or a software application such as Windows Media Player or iTunes. Aside from an audio playback device, an electronic keyboard may be present. Although these devices are important tools to a music educator, they are both very limiting and do not take full advantage of the inexpensive tools that are currently available. If a district has the financial ability to provide its students with their own laptops or computer labs for music purposes, the music software that is most commonly

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