Course Description

“Using Digital Technologies in the Educational Process”

Target Audience: Music teachers

Total Duration: 4 days, 4 lectures per day; each lecture is 90 minutes long

Format: Hands-on practical work with digital music tools. One recording station can accommodate 3 participants at a time, with up to 18 participants working simultaneously.

Location: Custom-equipped facilities at Tēraudlietuves iela 22, Riga, Latvia

Course Objective:

To provide music teachers with **practical skills** and **pedagogical competencies** in working with digital technologies in music education. The course develops understanding of sound recording, processing, and synthesis as creative and methodological tools in music teaching at primary and secondary school levels.

Course Goals:

• Introduce the role and application of digital technology in contemporary music education

• Develop skills in using Logic Pro (DAW) for sound recording and processing

• Teach students how to use microphones, MIDI controllers, and analog synthesizers in practical sessions

• Encourage students to create, analyze, and present their own digital music materials for educational use

• Foster awareness of how technology can be applied in teaching music to students of different age groups

• Provide the opportunity to work in small groups at recording stations to build collaboration and creative thinking skills

Learning Outcomes:

Upon completion of the course, students will be able to:

• Effectively use digital technologies in teaching music classes

• Understand the basics of sound recording, editing, and synthesis• Organize lessons where students engage with music technology while aligning with
national curriculum standards

• Create practical music examples for use in the classroom

Course Plan: “Using Digital Technologies in the Educational Process”

Day 1

1. Components of the digital station and introduction to DAW Logic Pro
2. External sound card, creating an audio track, and applying audio effects
3. Saving audio files
4. Practical task – recording an audio file using voice and an acoustic instrument

Day 2

5. Creating a MIDI track
6. Types of MIDI controllers
7. Overview of virtual instruments
8. Practical task – recording a MIDI file using virtual instruments

Day 3

9. The physics of sound
10. Basics of analog synthesizer operation
11. Overview of sound physics parameters
12. Practical task – sound design recording using an analog synthesizer

Day 4

13. Exploring notation creation tools in Logic Pro
14. Text input in notation parts
15. Logic Pro commands for music notation creation
16. Practical task – creating sheet music for a folk song

Day 5

Exam and Final Test

THE MENTOR TRAVELS TO THE SCHOOL AFTER A PERIOD OF ONE MONTH AND ASISTS THE TEACHER IN GIVING A CRASH COURSE FOR A GROUP OF STUDENTS.

AFTER 4 MONTH THERE WILL BE AN ADDITIONAL VISIT FROM A TEAM MEMBER TO MONITOR THE PROGRESS AND IMPLEMENTATION PROCESS PROVIDING ALL NECESSAY MENTORSHIP AND ASSISTANCE.