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COMPUTATIONAL THINKING IN SOUND
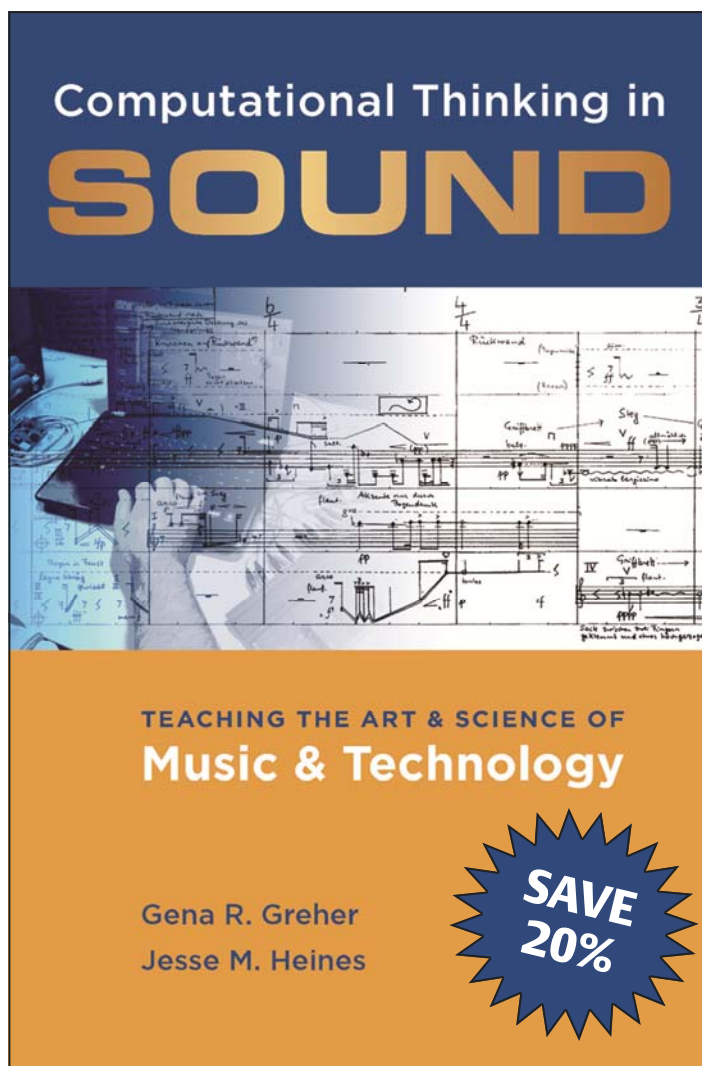## TEACHING THE ART AND SCIENCE OF MUSIC AND TECHNOLOGY

By Gena R. Greher and Jesse M. Heines

With *Computational Thinking in Sound*, veteran educators Gena R. Greher and Jesse M. Heines provide the first book ever written for music fundamentals educators that is devoted specifically to music, sound, and technology. Using a student-centered approach that emphasizes project-based experiences, the book provides music educators with multiple strategies to explore, create, and solve problems with music and technology in equal parts. It also provides examples of hands-on activities that encourage students, alone and in groups, to explore the basic principles that underlie today's music technology and freely available multimedia creation tools. *Computational Thinking in Sound* is an effective tool for educators to introduce students to the complex process of computational thinking in the context of the creative arts through the more accessible medium of music.

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