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Drive-By Workshop: Designing Learning Experiences for Kids at the Intersection of Computing and Music

August 7th, 2012 7:00 pm
STEIM, Achtergracht 19, 1017WL Amsterdam Show in Google map

This workshop is full!

This Drive-By workshop will engage participants in discussions and hands-on work exploring models of experience design for kids at the intersection of computing and music. In this workshop we will explore the use of the Scratch visual programming environment (MIT Media Lab, <http://scratch.mit.edu/>) as a tool for teaching children aspects of computer music, live coding, hardware interfacing, and computational thinking.

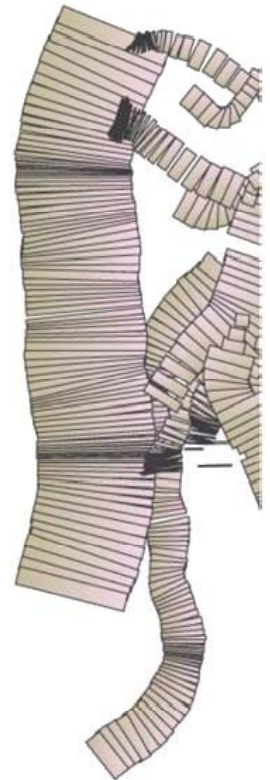
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Image courtesy of MIT Scratch Edu Team

The workshop will be taught by [Dr. Alex Ruthmann](#), an internationally recognized expert on music technology education who has taught extensively using the Scratch environment. Building on Dr. Ruthmann's research and practical experience, the workshop will begin with an introduction to creative computation in Scratch, musical interface prototyping, and projects developed by, with and for kids. We will then discuss different approaches to facilitating and scaffolding kids creative computing work connected to the participants' prior work and interests.



Date: Tuesday 7 August, 2012
Time: 19:00 – 22:00
Cost: €15
Location: STEIM, Achtergracht 19, 1017WL Amsterdam
Maximum number of participants: 15
You must reserve a spot in advance through the registration link above!

Payment for this workshop must be made in cash upon arrival. Please bring exact change!

WHAT TO BRING / PREPARE FOR THE WORKSHOP

All attendees must bring a laptop with Scratch 1.4 already installed. Scratch is free (as in speech AND as in beer) and available for Mac, Linux, and Windows (though the synthesis engine is mostly disabled on the Linux build). You can download Scratch 1.4 at <http://scratch.mit.edu/>.

If you do not have a laptop computer but would still like to attend the workshop there is a possibility for STEIM to provide a computer for you. If you would like to use a STEIM computer please let us know in advance so that we can arrange one for you by sending an email to workshops [AT] steim [DOT] nl.

TEACHER

S. Alex Ruthmann studied performing arts technology at the University of Michigan-Ann Arbor before completing MM and Ph.D. degrees at Oakland University in music education. He is an Assistant Professor of Music Education at UMass Lowell, where he teaches undergraduate and graduate courses at the intersection of music education, arts computing, and research. He currently serves as President of the Association for Technology in Music Instruction, Chair of the creativity special research interest group of the Society for Research in Music Education, as managing editor of the *International Journal of Education & the Arts*, and serves on the editorial/advisory boards of the *British Journal of Music Education*, *International Journal of Music Education: Practice*, and *Journal of Music, Technology, and Education*.

His current research explores social/digital media musicianship and creativity, as well as the development of technologies for music learning, teaching and engagement in schools and community-based arts+computing programs. Dr. Ruthmann is currently a Co-PI on a \$450,000 National Science Foundation grant exploring the teaching of computational and musical thinking. He is the lead author of two chapters in the forthcoming *Oxford Handbook of Music Education*. Active in social media, you can follow his curated posts on music learning, teaching and technology as [@alexruthmann on Twitter](#) and on his website at <http://www.alexruthmann.com/>.

You can review prior work of Dr. Ruthmann and his team online at <http://performamatics.org/>.