



## Where Music Technology and Education Connect

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### Music Tech Talk

In this issue we discuss the future of music education through VR & AR, the ATMI annual meeting, and the upcoming National Conference in D.C. The future looks bright.

### Share Your Achievements

We invite you to keep the community informed about your latest accomplishments. Whether you have groundbreaking research starting, awards won, or exciting news to share, let us know! Your contributions make our community stronger.

Connect with us by emailing the details to [dgoot@iu.edu](mailto:dgoot@iu.edu), and you may find your achievements published in the next newsletter. We look forward to celebrating your successes and keeping our community vibrant!

### Mentorship Sessions

ATMI members can now tap into valuable insights from experienced music technology professors through mentorship. For more information contact Dana Kemack Goot @ [dgoot@iu.edu](mailto:dgoot@iu.edu) to be connected to a mentor.

## VR & AR in Music Education

**Virtual reality (VR) and augmented reality (AR)** are rapidly shaping the future of industries such as gaming, marketing, e-commerce, and education. Both technologies merge the virtual and real worlds with enhanced 3-D visuals, creating enriched user experiences. AR is widely accessible through smartphones, making it an efficient tool for branding and gaming by overlaying virtual images onto real-world environments. In contrast, VR requires specialized equipment like headsets and creates fully immersive, computer-generated simulations of alternate worlds. Key differences between the two technologies include:

- AR operates in a real-world setting, while VR is entirely virtual.
- AR allows users to remain present in the real world, while VR immerses users in a system-controlled environment.
- AR is accessible via smartphones, while VR requires a headset.
- AR enhances both virtual and real elements, while VR focuses solely on fictional realities.

**But what about its use in music education?** Virtual Reality (VR) and Augmented Reality (AR) are transforming how students engage with music technology. These tools offer immersive learning environments where students can fully engage in virtual studios, breaking physical limitations and enhancing focus through immersion. Interactive composition tools provide real-time feedback, enabling students to manipulate sound elements visually and collaborate within shared virtual spaces.

Real-time collaboration becomes seamless, with synchronized performances across distances, multi-user virtual rehearsal rooms, and interactive feedback between

musicians and instructors. Enhanced spatial audio experiences, such as 3D sound manipulation and real-world acoustics simulations, give students precise control over sound environments.

Virtual instruments and equipment simulations offer realistic interfaces, granting access to high-end gear, hands-on learning with mixers and synthesizers, and gamified learning modules that make lessons engaging, track progress, and foster creativity. Remote performance and rehearsal allow for cross-geographical collaboration in virtual concert halls, live rehearsals with real-time audio-visual feedback, and low-latency audio for synchronized practice.

AR offers enhanced music theory visualization with overlays of musical notation, interactive diagrams, and real-time visual aids for harmonic analysis. Customized learning experiences in VR are tailored to individual student progress and preferences, adjusting difficulty levels as needed.

360-degree live concert experiences let students virtually attend global music events, engage with audiences, and experience performances from any angle. Virtual soundscapes open creative experimentation with sound environments impossible in real life, allowing real-time manipulation of environmental audio effects.

AR interfaces further enhance practice sessions with visual feedback overlays and interactive prompts guiding skill development. Finally, digital performance spaces offer virtual concert halls and experimental environments, while augmented mixing and mastering experiences provide real-time visual overlays and enhanced control of sound dynamics.

These technologies are not just reshaping the traditional classroom but are creating entirely new possibilities for music education. Check out these resources to get started: - [iXRLabs](#), [Educause](#), [ClassVR](#), [VRFirst](#), [Educators in VR](#).



# Events

## ATMI Annual Meeting Scheduled

The ATMI Annual Meeting is scheduled to take place on Zoom on Monday, October 14th, at 7 PM ET. Your attendance and contributions are essential as we outline key initiatives and exciting plans for the upcoming year, ensuring the continued growth and innovation of our organization. We encourage all members to actively engage, as this meeting will set the stage for future collaborations and advancements in music technology education. Members will receive the Zoom link via email prior to the event.

## The ATMI and CMS to Host 67th National Conference in D.C.

The Association for Technology in Music Instruction (ATMI) and the College Music Society (CMS) will hold its 67th National Conference from November 7–9, 2024, at the Washington Hilton in Washington, D.C. The event

will be held in conjunction with the National Association of College Wind and Percussion Instructors (NACWPI) and Pi Kappa Lambda (PKL).

The program will feature a diverse range of presentations, including research papers, demonstrations, performances, lecture-recitals, panels, posters, and workshops. Participants will engage in discussions on music education, experience regional and new music, and explore future directions for the art of music in higher education.

[Register Here for the 2024 Conference](#)

## Upcoming ATMI Elections

ATMI will soon be holding elections for the board positions of President and Treasurer. Stay tuned for details coming to your inbox with more information on the responsibilities of these roles and how to participate in the voting process.

Contact: Barry Atticks: [barry.atticks@millersville.edu](mailto:barry.atticks@millersville.edu)

ATMI homepage: <https://www.atmimusic.com/>

## Elected Officers

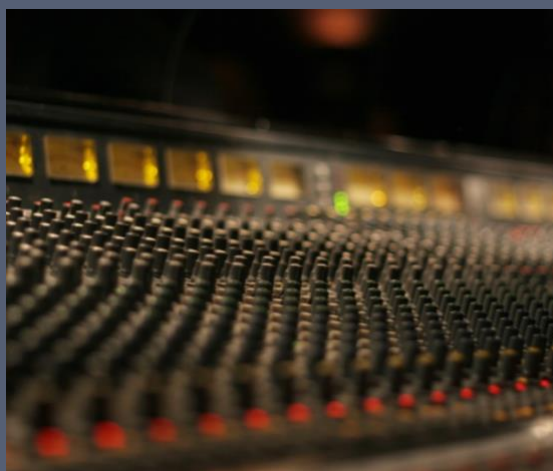
President  
Barry Atticks  
Millersville University

Vice President  
Jason Fick  
Oregon State University

Secretary  
Anthony Marasco  
Michigan State University

Treasurer  
Brendan McConville  
The University of Tennessee

Director of Communication  
Dana Kemack Goot  
Indiana University, Indianapolis



## JATMI

Journal for the Association for Technology in Music Instruction

Explore the forefront of music education research with the Journal of the Association for Technology in Music Instruction (JATMI). Our online forum welcomes contributions from educators, researchers, and practitioners across multiple music genres and settings. Peer-reviewed and committed to excellence, JATMI is your platform for pushing the boundaries of music technology research. Submit your work and be part of the conversation shaping the future of music education. [Click here for submission and publication information.](#)

## ATMI MEMBER BENEFITS

- Special discount on ATMI conference fees
- Exclusive admission to panel discussions and virtual mini-conferences
- Access to enriching mentorship sessions
- Access to the Journal for the Association for Technology in Music Instruction

Unleash the full potential of your membership with ATMI. Join us in advancing music technology research in education today.