The CrazySquare Project

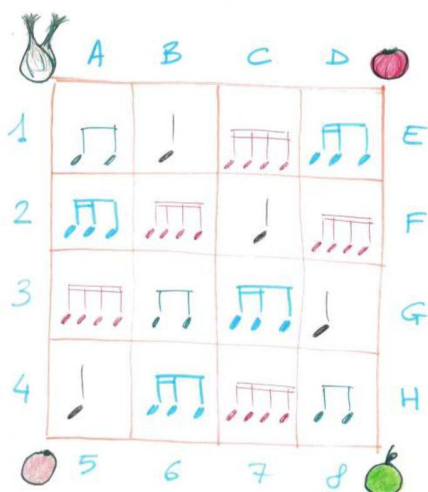*An adaptive learning system for music education*
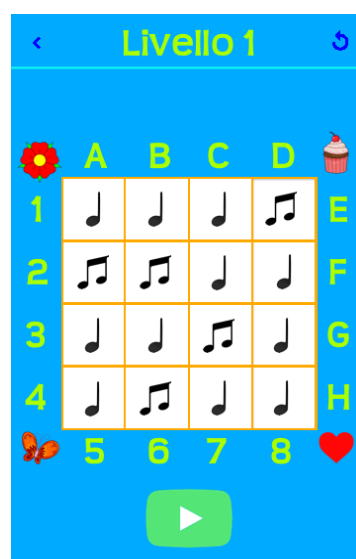
Introduction

Millions of people listen to music every single day. As a consequence, learning to play musical instruments is something that many people have interest in. However, doing it is for many people a rather demanding task, that requires a lot of time and a proper guidance. Nowadays, to support people in these challenging tasks, three main solutions exist: musical schools, private lessons, and ICT-tools, since musical activities at main schools are often not sufficient.

What is CrazySquare?

CrazySquare is an adaptive learning system, developed as a serious game for music education, specifically indicated for young teenagers approaching music for the first time. CrazySquare, initially implemented as educational instrument allowing the merging between the study of rhythm and its representation, is currently designed to support a high level of musical education, the **audiation**. CrazySquare has been inspired by E. Gordon's theory, which consists of using a more direct approach to sound instead of the musical notation alone (e.g., solfeggio). It represents a support for such teachers who prefer involving their students in a playful dimension of learning rhythmic notation and pitch, and, at the same time, teaching playing a musical instrument.

Paper-Pencil prototype *Current prototype* *Future direction*

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