



### Images link:

- [https://drive.google.com/drive/folders/1uG7lRqhwR31KwXXtxQ0w6fDZlEjA7Rlr?usp=share\\_link](https://drive.google.com/drive/folders/1uG7lRqhwR31KwXXtxQ0w6fDZlEjA7Rlr?usp=share_link)
- Source: <https://www.facebook.com/omgeverywhere/>

### Promoting Organization

OMG Everywhere (the project was first organized by Daniel Scheinert, Dan Kwan and Isaac Ravishankara for the editions in Los Angeles and New York, and with the collaboration of Juliette Larthe for the London edition)

### Starting Year

2011

### Links (website, social media, videos or other content)

- Website: <https://omgeverywhere.org/>
- Facebook: <https://www.facebook.com/omgeverywhere/>
- Videos: <https://omgeverywhere.org/videos>

Complement your knowledge about audiovisual tools with our [Visual Training Kit](#), full of ideas and resources about this area.

## Music digitalisation

In the creative and cultural sectors, there are a lot of activities that are traditionally analog or that require face to face interaction, but several tools enable us to turn them into a digital format, or at least give it a digital twist to make them more engaging and accessible. We decided to use music as an example on how to do this.

Music has traditionally very strict learning processes, but it is also an area full of possibilities. As an artistic area, music can be very accessible for different target audiences with the right activities and tools (including participants with no music background), especially when we use **innovative methods and unconventional instruments and softwares**.

We decided to highlight two digital tools and one project, click on each case study to know how they can be useful for your activities:

### REMIXLIVE

#### Title

Remixlive

#### Target Audience:

It is ideal for those who, even without possessing particular theoretical knowledge, want to have fun creating/producing music, by experimenting with exclusive rhythms and sound combinations, mixing or creating music tracks that can be easily shared with their friends.

#### Description

Remixlive is an app that allows you to create music using your favorite device (smartphone, computer or tablet) without the need for additional hardware. Using it is very simple and intuitive: just touch the several music samples and listen to them. A panel appears on the screen with all the sounds with which to compose your base, that you can edit and improve continuously with new tracks, sounds and everything that everyone can imagine. Each track produced can be recorded and easily shared with your friends with a simple click.

## Why is it a good practice in the digital area?

- It is an accessible, intuitive and easy to use digital interface that enables anyone, even people without formal music education, to create and explore music.
- All material is easily shareable.
- The contents can be implemented with additional packages that offer new and extraordinary potential.
- The program runs on any device and operating system.

## Goals:

To create music in a simple and intuitive way, even without knowing its formal rules, relying exclusively on digital immediacy and simplicity.

## Skills developed:

- Music creation and experimentation.
- Creativity.
- Ability to work in a team.
- Improvement of digital skills.

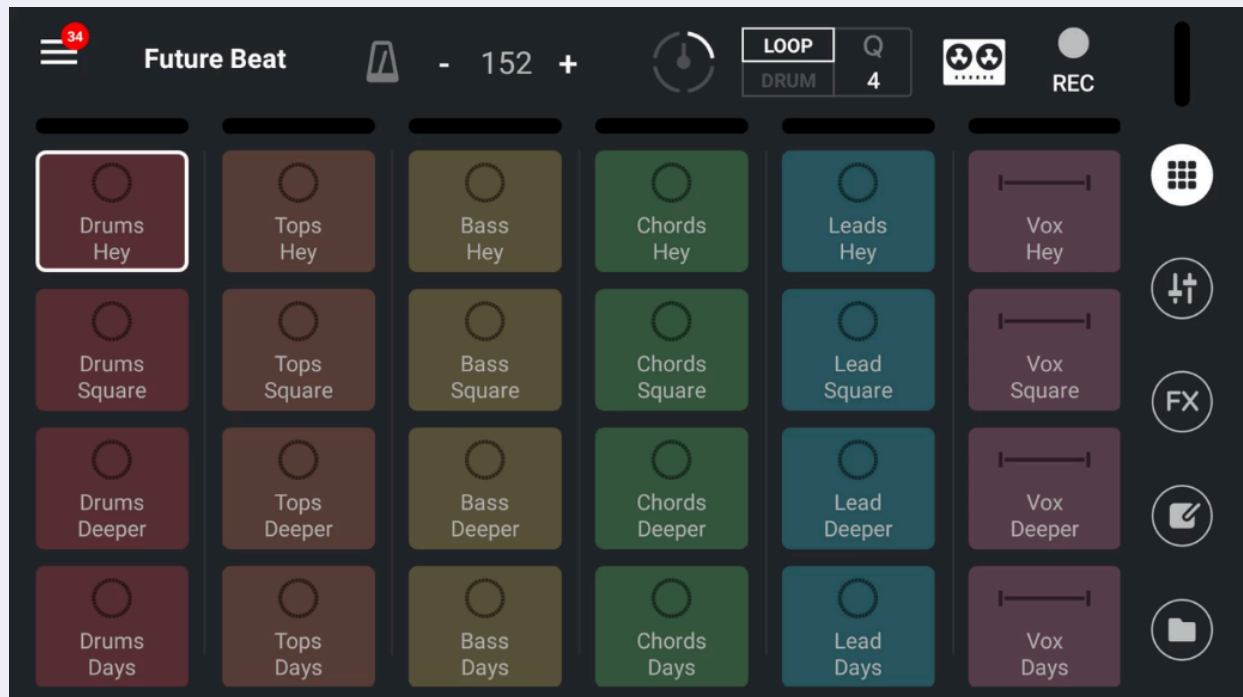
## Training Team that is necessary to implement the activities

Depending on the activity you want to implement. To explore the app, we recommend at least 1-2 facilitators to help in case of doubts or technical problems. Ideally, a musician would be a good facilitator to combine free experimentation with some basic musical composition notions, exploring possible uses of the material/tracks produced.

## Duration proposed

Depending on the activity you want to implement

## Images



## Promoting Organization:

MixVibes

## Starting Year

2022

## Prizes / recognition received

Most Innovative App by Google Play

## Links (website, social media, videos or other content)

- Official website: <https://www.mixvibes.com/remixlive>
- Remixlive music creation app for iOS, Mac & Android Introduction:

<https://www.youtube.com/watch?v=P5glElsusAU>

- Feature Walkthrough: <https://www.youtube.com/watch?v=sni-Pgxdn0c>
- How to make a beat? [https://www.youtube.com/watch?v=J\\_rutdX0c3k](https://www.youtube.com/watch?v=J_rutdX0c3k)

## MUSESORE FOR EVERYONE

### Title:

Musescore For Everyone

### Target Audience:

Professionals, students (including people with visual impairments), enthusiasts and music amateurs (at all levels)

### Description

Through MuseScore you can create, reproduce and print sheet music for free. It is a multilingual open-source music notation software. It features an intuitive WYSIWYG (What You See Is What You Get) editor with audio playback of scores for excellent visual and audio results. It supports an unlimited number of staff up to four voices each, with the ability to work on dynamics, articulations, lyrics, chords, typography, among other features. It allows import / export in MusicXML and MIDI format, export to PDF and WAV, and online sharing.

### Why is it a good practice in the digital area:

- It is easy to download software and runs on any operating system because it is open source.
- It is free; therefore, it is economically / socially accessible.
- It is very intuitive and does not require special skills.
- It can be used by people with visual impairments (there is a version adapted for that purpose).

- It is a tool very used by an active community in the production of original scores and various transcriptions.

### Goals:

- Exchange music scores.
- Send songs in notational writing with the possibility of listening to the result in audio format.
- Propose a series of exercises for their students that can be easily used anywhere and in various formats.
- Possibility to collaborate in a team on the same digital music material from distant locations.
- Make the use of scores accessible to visually impaired students.

### Skills developed:

- Creativity.
- Ability to work in a team.
- Improvement of digital skills.

### Training Team that is necessary to implement the activities:

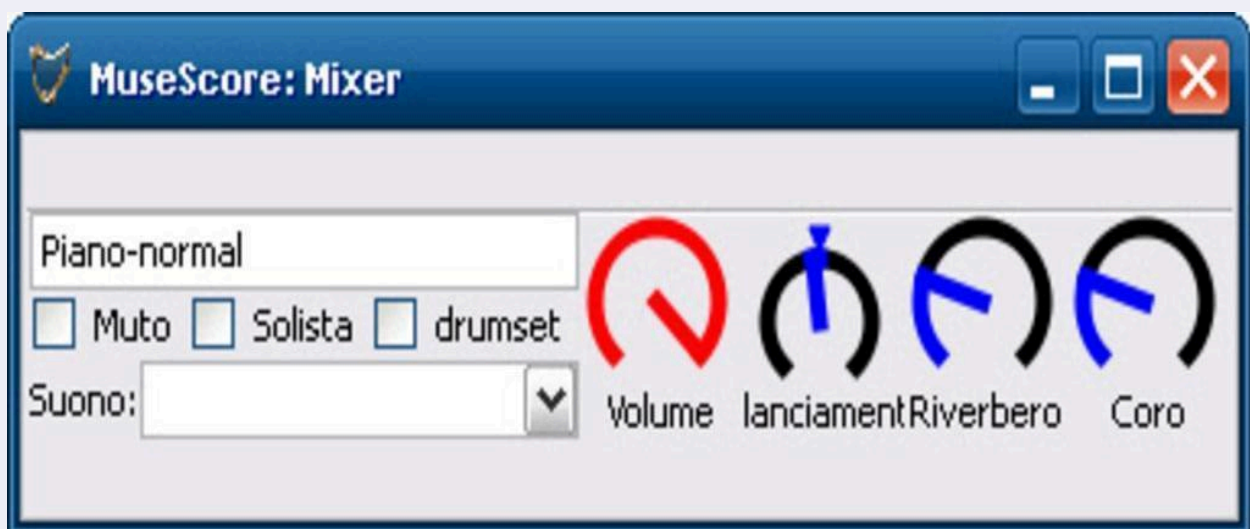
Music teachers in different levels, amateur or professional music groups.

### Duration proposed:

One day

# Images

The image shows a screenshot of the MuseScore software interface. The main window displays a musical score for the piece "Coming Back Home" by Marc Sabatella. The score is written in treble clef with a key signature of one flat (B-flat) and a time signature of 4/4. The music is presented on a single staff with various chord symbols and musical notation. The chord symbols include Gmi7, C7, Fmi7, Bbmi7, Ami7, D7b9, G7sus, G7, Gmi7, C7, Cmi7, Gb7#11, F7, Bbmi7, E7b9, A7b9, Dmi7, /C, Bmi7b9, E7b9, Ami7, Bbmi7, Eb7, Abmi7, Ami7b9, D7b9, Gmi7, C7, C7/Bb, Ami7, D7sus, and D7b9. The interface includes a palette on the left with categories like Grace Notes, Clefs, Key Signatures, Time Signatures, Barlines, Lines, Articulations & Ornaments, Dynamics, Repeats & Jumps, Tempo, Text, Breaks & Spacers, and Beam Properties. The Inspector panel on the right shows the selected element's properties, including Color, Horizontal offset, Vertical offset, and Style (Chord Symbol). The status bar at the bottom indicates "Chord Symbol: C7; Measure: 7; Beat: 3; Staff 1" and "Chord symbol/figured bass edit mode 1:01:00".



## Promoting Organization:

Musescore

## Starting Year:

2022

## Prizes / recognition received:

MIUR (Ministero Istruzione Università e Ricerca)

## Links (website, social media, videos or other content):

- <http://it.wikipedia.org/wiki/MuseScore>
- <https://musescore.org/>
- <https://www.tamtando.com>
- <https://www.aostaclassica.it>

Youtube:

- <https://www.youtube.com/watch?v=8JRMbxlesTo>

## DIGITÓPIA

### Title

Digitópia

### Target Audience:

Performers, composers, curious and music lovers (every age).

### Description

Digitópia is a digital music platform based at Casa da Música in Oporto, which encourages the act of listening, performance and musical creation.

Based on digital tools, although not exclusively, Digitópia emphasizes collaborative musical creation, software design, music education, social inclusion, aiming to emerge multicultural communities of performers, composers, curious and music lovers.

Digitopia offers different software where it is possible to explore several sounds and ways of creating music, through simple games available for free on the project's website and developed in partnership with other cultural and creative organizations.

### Why is it a good practice in the digital area:

- The software / music games are immediate and intuitive.
- It's easy to use and to share.
- It does not require specific musical or digital skills, but helps to develop them.

### Goals:

To encourage group work between peers or, alternatively, also between participants of different ages.

Knowing how to combine different rhythmic elements in a playful and creative way.

Giving the possibility, even to those who do not have formal music knowledge, to be able to use rhythmic and melodic patterns in a fun way.

### Skills developed:

- Creativity.
- Ability to work in team.
- Improving your digital skills.

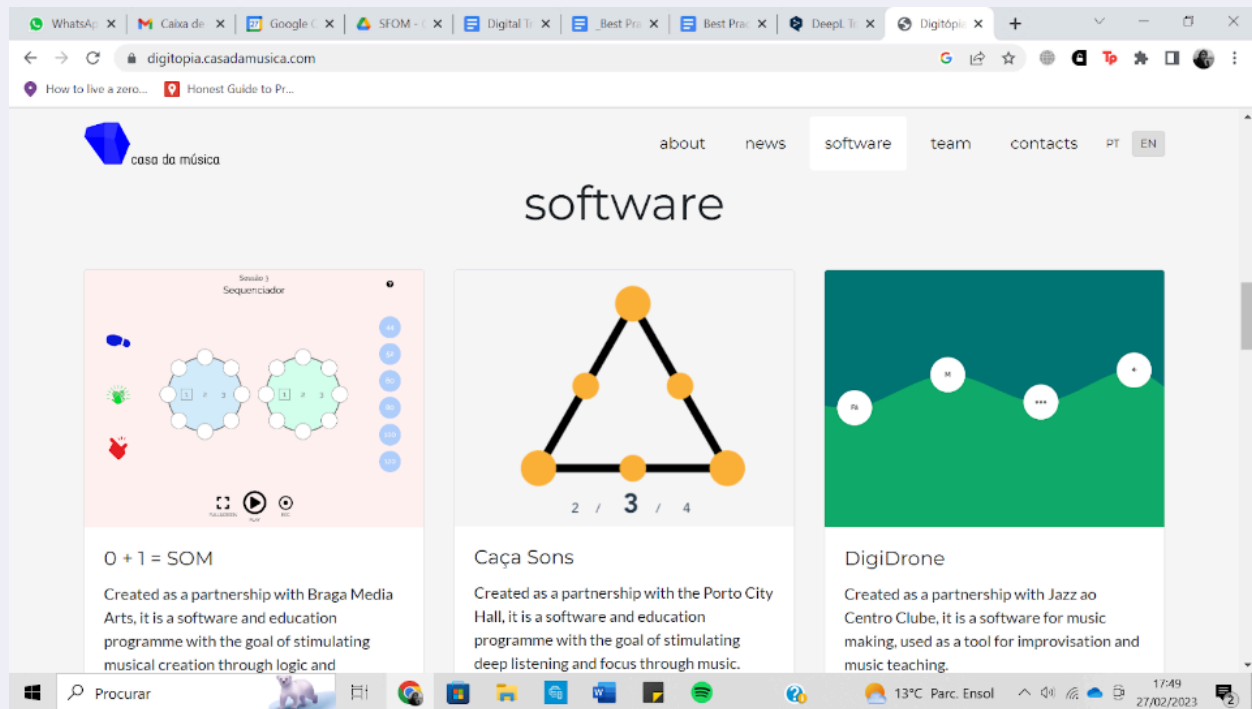
### Training Team that is necessary to implement the activities

Depending on the activity and on how the youth worker will use the tools available.

## Duration proposed

Depending on the activity.

## Images



## Promoting Organization:

- Casa da Musica (Porto)

## Starting Year

2020

## Links (website, social media, videos or other content)

- <https://www.youtube.com/watch?v=bVQ7PeWN7y0>

- <https://digitopia.casadamusica.com>
- <https://blog.casadamusica.com>
- <https://www.facebook.com/casadamusica/>
- <https://www.instagram.com/casadamusicaporto/>