Artistic Research Practices as Inspiration for the Development of Research Tools for Higher Education Music Students

How can Higher Education Music Students develop research tools for their Artistic Research projects?

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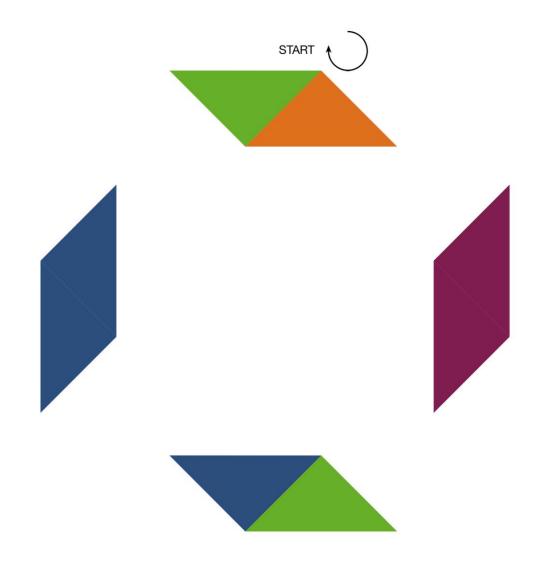
First example of an Artistic Research project:

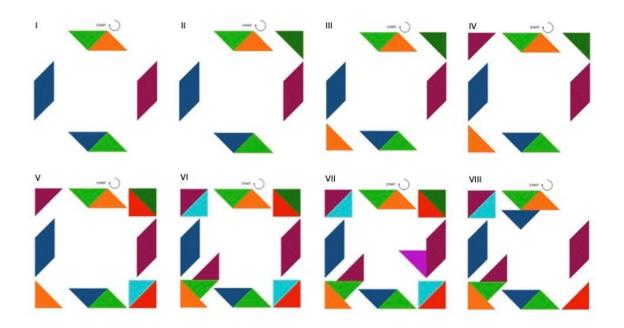
Using visual elements to compose: The impact of notation as a compositional tool and as a way of communicating with players.

Challenge/question:

A score is how we composers communicate with performers, but what happens when an essential aspect of that communication is an image?

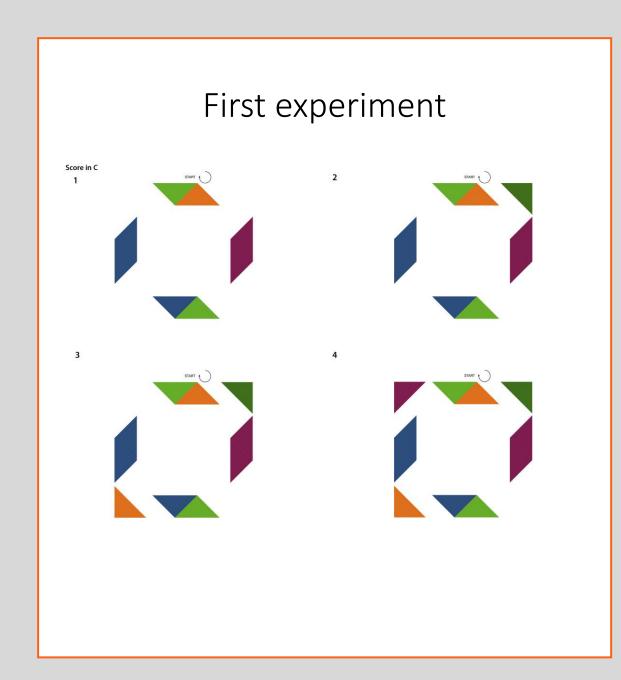
Then the decision on how to notate a piece, and how to embed the visual aspect to the score becomes key to the communication with players, and eventually to the performance of the piece.

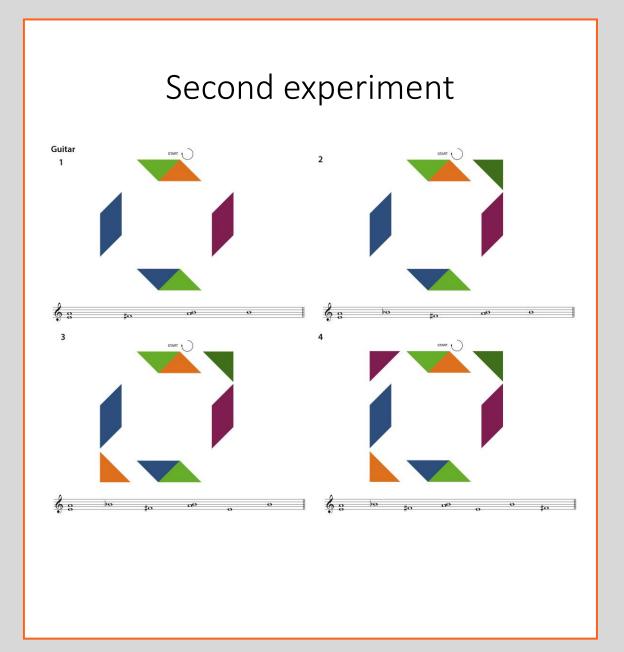




8 mosaïques

for 2 performers





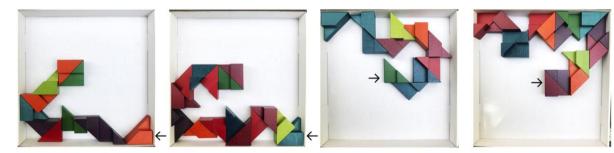
Final score



Guitar 1:



Guitar 2:



Mosaic no. 2

for 2 electric guitars

Original score



Guitar 2

Mosaic No. 2



Some conclusions

- Different approaches of notation as compositional tool
- Chapter about interaction with performers (performers' visual involvement)
- All experiments are useful (even 'failed' ones)



Dennis Braunsdorf

2nd AR project:

Composing with flexible phrases: The impact of a newly designed digital musical instrument upon composing western popular music.



Conclusions

- >Students need to see examples of AR for inspiration
- ➤ Exploration important
- ➤ Various approaches may be used, depending on
 - Artistic context
 - Aims
 - Personal skills and preferences