

Read Book Basic Materials
Music Theory Programmed

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(Includes free life-time
access to on-line quizzes,

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exercises and audio examples) Have you ever wondered how the musical scale came about? Or why certain pitches sound better together than others? "Music Theory", by award-winning composer, Jonathan Peters,

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is a comprehensive course in the study of music. Much more than just memorization of musical terms and definitions...this course explains the "why". WHAT ARE THE REQUIREMENTS FOR THIS COURSE? A computer with

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internet connection, screen,
and speakers. No previous
musical knowledge is needed.
WHO SHOULD TAKE THIS COURSE?
Any person wanting to learn
about music. Beginners to
advanced music students.
Digital Audio Theory: A

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Practical Guide bridges the fundamental concepts and equations of digital audio with their real-world implementation in an accessible introduction, with dozens of programming examples and projects.

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Starting with digital audio conversion, then segueing into filtering, and finally real-time spectral processing, Digital Audio Theory introduces the uninitiated reader to signal processing principles and

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techniques used in audio effects and virtual instruments that are found in digital audio workstations. Every chapter includes programming snippets for the reader to hear, explore, and

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experiment with digital audio concepts. Practical projects challenge the reader, providing hands-on experience in designing real-time audio effects, building FIR and IIR filters, applying noise reduction and

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feedback control, measuring impulse responses, software synthesis, and much more. Music technologists, recording engineers, and students of these fields will welcome Bennett's approach, which targets

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readers with a background in music, sound, and recording. This guide is suitable for all levels of knowledge in mathematics, signals and systems, and linear circuits. Code for the programming examples and

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accompanying videos made by the author can be found on the companion website, DigitalAudioTheory.com. This classic, self-paced, auto-instructional introduction to music fundamentals allows users to

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work independently through a programmed format. From the wealth of clearly laid-out lessons and exercises, learners receive continual feedback and reinforcement as they work through the sequence at their own pace.

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Chapter topics cover the basic materials of music: time and sound, the notation of pitch, time classification, note and rest values, time signatures, intervals, the basic scales, the major

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scale, minor scales, key signatures, and triads. For private music studio teachers, and anyone involved in the teaching—and learning—of the basic fundamentals of music. The authors have retained

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the text's self-instructional organization, with tests at the end of each part, while adding new quizzes at the end of each set and a cumulative test for Parts One through Six. A new design features visually

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striking pedagogical aids, allowing students to progress through exercises at their own pace or to dip into the text at any point to brush up on specific skills. The Third Edition also includes numerous new

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examples from the music literature to reinforce theoretical concepts covered in each set, as well as an appended study anthology of ten complete pieces that allows students to see how individual concepts are

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woven into the fabric of a composition. The companion CD, keyed to specific frames in each set, provides enormously useful aural reinforcement.

Music and Ethics

Creative Programming in

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Python

The Art of Failure

Making Music with Computers

What Makes a "Good" Rhythm

Good?, Second Edition

Techniques and Materials of

Tonal Music

How to Read Music in 30 Days

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This classic, self-paced, auto-instructional introduction to music fundamentals allows users to work independently through a programmed format. From the wealth of clearly laid-out lessons and exercises, learners receive

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continual feedback and reinforcement as they work through the sequence at their own pace. Chapter topics cover the basic materials of music: time and sound, the notation of pitch, time classification, note

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and rest values, time signatures, intervals, the basic scales, the major scale, minor scales, key signatures, and triads. For private music studio teachers, and anyone involved in the teaching--and learning-- of the

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*basic fundamentals of music.
The main purpose of the book is
to explore basic music theory so
thoroughly that the interested
student will then be able to easily
pick up whatever further theory is
wanted. Music history and the*

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physics of sound are included to the extent that they shed light on music theory. The main premise of this course is that a better understanding of where the basics come from will lead to better and faster comprehension

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of more complex ideas. It also helps to remember, however, that music theory is a bit like grammar. Catherine Schmidt-Hones is a music teacher from Champaign, Illinois and she has been a pioneer in open

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education since 2004. She is currently a doctoral candidate at the University of Illinois in the Open Online Education program with a focus in Curriculum and Instruction.

This unique book utilizes

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programmed instruction to help students gain mastery of some concepts and techniques related to late nineteenth and early twentieth century harmony. Programmed instruction provides immediate feedback which

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speeds the learning process and prevents missed points and wrong ideas from causing serious trouble. Readers receive continual feedback and reinforcement as they work at their own pace. A Discography in

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an Appendix provides musical examples of issues in the book. This book is divided into three sections: Part 1 is Melodic Tonality; Part 2 is Harmonic Tonality; and Part 3 is The Evolution of Harmonic Tonality.

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*For anyone interested in Music
Theory and History.*

*Interactive Composition
empowers readers with all of the
practical skills and insights they
need to compose and perform
electronic popular music in a*

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variety of popular styles. The book begins by introducing all of the tools involved in creating interactive compositions through the software Ableton Live and Max for Live. The following chapters then put the tools to

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use by both describing particular musical styles and also teaching readers how to compose and perform within these styles using the software. As readers progresses through the book, they will learn to use the

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software to facilitate their own unique compositional objectives. This book takes readers through all of the steps in designing interactive music compositions. It is geared toward both beginners as well as intermediate and

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advanced readers, and so readers with even little experience working with digital audio software will quickly learn how to design powerful systems that facilitate their unique compositional ideas. A particular

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feature of this book is that it discusses the historical context of several electronic music styles used by DJs, electronic musicians, and other artists, and then describes, using software, the technical process used in the

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composition and performance of these styles. Each chapter leads readers to create an original composition in a given style and also discusses the techniques that can be used to perform the piece in an idiomatic fashion.

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*Learning Music Theory with
Logic, Max, and Finale*

*Understanding Basic Music
Theory*

*Probabilistic Programming and
Bayesian Inference*

Berklee Music Theory Book 2

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With an Introduction to Twentieth-century Techniques

Bayesian Methods for Hackers

Music Theory For Dummies

This book presents the state-of-the-art methods in Linear Integer Programming, including some

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new algorithms and heuristic methods developed by the authors in recent years. Topics as Characteristic equation (CE), application of CE to bi-objective and multi-objective problems, Binary integer problems, Mixed-

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integer models, Knapsack models, Complexity reduction, Feasible-space reduction, Random search, Connected graph are also treated.

” New, up-to-date release “ Do you want to learn how to read

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music notation quickly and easily? Do you want to understand music theory fundamentals in a simple, step-by-step system? Then this book is for you! With over 150 music examples, over 100 written

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**exercises, 10 listening
challenges, expert tips, lesson
summaries, a final test, online
access to the audio examples
and a 20-page bonus of music
reading training, you'll learn: The
essentials of music theory, How**

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rhythm REALLY works, The complete system behind musical notes, The crucial details of music notation (with 150+ examples), How to express your musical ideas with expression marks. You can finally stop

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searching the web endlessly in hopes of finding the right information. With this in-depth, easy-to-follow method, your music theory questions are answered in full. While learning at your own pace, this book will

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help you to: Compose your own music or write your own songs, Learn your instrument faster than ever before, Build a strong foundation for more advanced music studies. Hundreds of beginner students have

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successfully gone through this practical system to master musical notation and fundamental music theory. Now, it's your turn!

In this new text, designed to follow SCALES, INTERVALS,

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**KEYS, TRIADS, RHYTHMS, AND
METER** by the same authors, the
procedures of programmed
instruction are utilized to
promote the student's mastery
of part-writing fundamentals and
understanding of the basic

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**concepts of harmonic
progression.**

**This self-paced, auto-
instructional book in two
volumes has become a “classic”
in the field of music. A wealth of
clearly laid-out lessons and**

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exercises provide learners with continual feedback and reinforcement as they work through the activities and assignments at their own pace. Chapter topics include some definitions, the structure

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of tonality, triads in root position: doubling and spacing, triads in root position: voice leading, triads in first and second inversion, introduction to seventh chords and the dominant seventh, phrase

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**structure and cadences,
nonharmonic tones, harmonic
progression, and the technique
of harmonization. For music
studio teachers and students,
and use in preparatory music
programs.**

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**Learn Ethical Hacking from
Scratch
Fundamentals for the Aspiring
Musician
Adult Piano Theory, Level 1
In Theory and In Practice**

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Conceptualizing Music Harmonic Materials in Tonal Music

Learn how to hack systems like
black hat hackers and secure them
like security experts Key Features
Understand how computer systems
work and their vulnerabilities

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Exploit weaknesses and hack into machines to test their security
Learn how to secure systems from hackers
Book Description This book starts with the basics of ethical hacking, how to practice hacking safely and legally, and how to install and interact with Kali

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Linux and the Linux terminal. You will explore network hacking, where you will see how to test the security of wired and wireless networks. You'll also learn how to crack the password for any Wi-Fi network (whether it uses WEP, WPA, or WPA2) and spy on the connected

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devices. Moving on, you will discover how to gain access to remote computer systems using client-side and server-side attacks. You will also get the hang of post-exploitation techniques, including remotely controlling and interacting with the systems that you

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compromised. Towards the end of the book, you will be able to pick up web application hacking techniques. You'll see how to discover, exploit, and prevent a number of website vulnerabilities, such as XSS and SQL injections. The attacks covered are practical

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techniques that work against real systems and are purely for educational purposes. At the end of each section, you will learn how to detect, prevent, and secure systems from these attacks. What you will learn Understand ethical hacking and the different fields and types of

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hackers Set up a penetration testing lab to practice safe and legal hacking Explore Linux basics, commands, and how to interact with the terminal Access password-protected networks and spy on connected clients Use server and client-side attacks to hack and

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control remote computers Control a hacked system remotely and use it to hack other systems Discover, exploit, and prevent a number of web application vulnerabilities such as XSS and SQL injections Who this book is for Learning Ethical Hacking from Scratch is for anyone

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interested in learning how to hack and test the security of systems like professional hackers and security experts.

This book shows how recent work in cognitive science, especially that developed by cognitive linguists and cognitive psychologists, can be

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used to explain how we understand music. The book focuses on three cognitive processes--categorization, cross-domain mapping, and the use of conceptual models--and explores the part these play in theories of musical organization. The first part

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of the book provides a detailed overview of the relevant work in cognitive science, framed around specific musical examples. The second part brings this perspective to bear on a number of issues with which music scholarship has often been occupied, including the

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emergence of musical syntax and its relationship to musical semiosis, the problem of musical ontology, the relationship between words and music in songs, and conceptions of musical form and musical hierarchy. The book will be of interest to music theorists,

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musicologists, and ethnomusicologists, as well as those with a professional or avocational interest in the application of work in cognitive science to humanistic principles. In *Community Music: In Theory and in Practice*, Lee Higgins

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investigates an interventional approach to music making outside of formal teaching and learning situations. Working with historical, ethnographic, and theoretical research, Higgins provides a rich resource for those who practice, advocate, teach, or study

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community music, music education,
music therapy, ethnomusicology,
and community cultural
development.

A revision of the classic 1964
edition exploring counterpoint
techniques beyond the stylistic
base of the baroque tradition. This

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practical 194-page book contains a glossary of terms, a bibliography for further study, and a subject index. There is also an index of musical examples, and the included CDs contain recordings of musical examples from the text. Includes perforated exercise pages for

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students.

Past and Present

Scales, Intervals, Keys, Triads,

Rhythm, and Meter

A Programmed Course

The Geometry of Musical Rhythm

Amigos Del Otro Lado

An In-Depth and Straight Forward

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Approach to Understanding Music
Mathematics for Machine Learning
Master Bayesian
Inference through
Practical Examples and
Computation-Without
Advanced Mathematical

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Analysis Bayesian
methods of inference are
deeply natural and
extremely powerful.
However, most
discussions of Bayesian
inference rely on

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intensely complex
mathematical analyses
and artificial examples,
making it inaccessible
to anyone without a
strong mathematical
background. Now, though,

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Cameron Davidson-Pilon
introduces Bayesian
inference from a
computational
perspective, bridging
theory to
practice—freeing you to

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get results using
computing power.
Bayesian Methods for
Hackers illuminates
Bayesian inference
through probabilistic
programming with the

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powerful PyMC language
and the closely related
Python tools NumPy,
SciPy, and Matplotlib.
Using this approach, you
can reach effective
solutions in small

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increments, without extensive mathematical intervention. Davidson-Pilon begins by introducing the concepts underlying Bayesian inference, comparing it

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with other techniques
and guiding you through
building and training
your first Bayesian
model. Next, he
introduces PyMC through
a series of detailed

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examples and intuitive explanations that have been refined after extensive user feedback. You'll learn how to use the Markov Chain Monte Carlo algorithm, choose

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appropriate sample sizes
and priors, work with
loss functions, and
apply Bayesian inference
in domains ranging from
finance to marketing.
Once you've mastered

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these techniques, you'll constantly turn to this guide for the working PyMC code you need to jumpstart future projects. Coverage includes • Learning the

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Bayesian “state of mind”
and its practical
implications •

Understanding how
computers perform
Bayesian inference •

Using the PyMC Python

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library to program

Bayesian analyses •

Building and debugging
models with PyMC •

Testing your model's

"goodness of fit" •

Opening the "black box"

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of the Markov Chain
Monte Carlo algorithm to
see how and why it works

- Leveraging the power
of the "Law of Large
Numbers"
- Mastering key
concepts, such as

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clustering, convergence,
autocorrelation, and
thinning • Using loss
functions to measure an
estimate's weaknesses
based on your goals and
desired outcomes •

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Selecting appropriate priors and understanding how their influence changes with dataset size • Overcoming the “exploration versus exploitation” dilemma:

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deciding when “pretty good” is good enough •
Using Bayesian inference to improve A/B testing •
Solving data science problems when only small amounts of data are

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available Cameron
Davidson-Pilon has
worked in many areas of
applied mathematics,
from the evolutionary
dynamics of genes and
diseases to stochastic

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modeling of financial
prices. His
contributions to the
open source community
include lifelines, an
implementation of
survival analysis in

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Python. Educated at the University of Waterloo and at the Independent University of Moscow, he currently works with the online commerce leader Shopify.

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Constraint programming (CP) is a declarative programming paradigm with many academic and industrial applications (from n-queens to planning, vehicle

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routing, and optimization, among other fields). Music composition has been one of these applications since the earliest works on automatic

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harmonization, and it remains a very special and challenging one due to its artistic (and highly subjective) nature. The early works on CP in music were

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limited to classical music composition, as the harmonization and counterpoint rules naturally translate into constraints. However, when contemporary

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composers began to be interested in constraints, CP became an essential tool in computer-assisted composition systems. As several contemporary

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musical pieces have now been composed "with constraints", it is reasonable to ask why CP applies so naturally to music, and what the particular features of

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musical problems are.

This book presents information about recently developed musical CP systems from both the scientist's and composer's point-of-

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view. It will therefore
be of interest to
students and researchers
of music technology,
composers in the
computer music scene,
and music software

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companies-especially
those trying to model
high level musical
behaviors (i.e.,
intelligent
arpeggiation/arrangement
on synthesizers, "Band

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in a Box" software,
etc.), perform music
data mining, and execute
music taste engineering
for online music
delivery.

Did you come from

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Mexico? An Mexican-
American defends
Joaquin, a boyy frp,
Mexico who came across
the border. The Border
Patrol is looking for
him and his mother who

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are hiding. His newly found friend Prietita took him to the Herb Lady to help him with red welts.

An exploration of why we play video games despite

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the fact that we are almost certain to feel unhappy when we fail at them. We may think of video games as being "fun," but in *The Art of Failure*, Jesper Juul

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claims that this is almost entirely mistaken. When we play video games, our facial expressions are rarely those of happiness or bliss. Instead, we

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frown, grimace, and shout in frustration as we lose, or die, or fail to advance to the next level. Humans may have a fundamental desire to succeed and feel

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competent, but game players choose to engage in an activity in which they are nearly certain to fail and feel incompetent. So why do we play video games even

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though they make us
unhappy? Juul examines
this paradox. In video
games, as in tragic
works of art,
literature, theater, and
cinema, it seems that we

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want to experience
unpleasantness even if
we also dislike it.

Reader or audience
reaction to tragedy is
often explained as
catharsis, as a purging

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of negative emotions.

But, Juul points out, this doesn't seem to be the case for video game players. Games do not purge us of unpleasant emotions; they produce

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them in the first place.
What, then, does failure
in video game playing
do? Juul argues that
failure in a game is
unique in that when you
fail in a game, you (not

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a character) are in some way inadequate. Yet games also motivate us to play more, in order to escape that inadequacy, and the feeling of escaping

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failure (often by
improving skills) is a
central enjoyment of
games. Games, writes
Juul, are the art of
failure: the singular
art form that sets us up

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for failure and allows us to experience it and experiment with it. The Art of Failure is essential reading for anyone interested in video games, whether as

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entertainment, art, or
education.

How to Read, Write, and
Understand Written Music
A Programed Course
A Self-instruction
Program

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Linear Integer
Programming
Music Theory for
Beginners - With
Exercises, Includes
Downloadable Audio
An Essay on the Pain of

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Playing Video Games
Theory, Applications,
Recent Developments

The second in a two-volume series based on over 40 years of music theory instruction at Berklee College of Music. This

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volume focuses on harmony, including triads, seventh chords, inversions, and voice leading for jazz, blues and popular music styles. You'll develop the tools needed to write melodies and create

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effective harmonic
accompaniments from a lead
sheet.

For one-semester, freshman-
level courses in Basic
Musicianship, Music
Fundamentals, or Music

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Foundations; and for graduate courses in theory review. This classic, self-paced, auto-instructional introduction to music fundamentals allows students to work independently through a

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programmed format, allowing instructors to concentrate on the more creative aspects of their course. From the wealth of clearly laid-out lessons and exercises, students receive continual feedback and

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reinforcement as they work through the sequence at their own pace. The result is a more productive and enjoyable teaching and learning experience for all, both in and out of the classroom.

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Learning Music Theory with Logic, Max, and Finale is a groundbreaking resource that bridges the gap between music theory teaching and the world of music software programs. Focusing on three key

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programs—the Digital Audio Workstation (DAW) Logic, the Audio Programming Language (APL) Max, and the music-printing program Finale—this book shows how they can be used together to learn music

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theory. It provides an introduction to core music theory concepts and shows how to develop programming skills alongside music theory skills. Software tools form an essential part of the modern

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musical environment; laptop musicians today can harness incredibly powerful tools to create, record, and manipulate sounds. Yet these programs on their own don't provide musicians with an

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understanding of music notation and structures, while traditional music theory teaching doesn't fully engage with technological capabilities. With clear and practical applications, this book

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demonstrates how to use DAWs, APLs, and music-printing programs to create interactive resources for learning the mechanics behind how music works. Offering an innovative approach to the

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learning and teaching of music theory in the context of diverse musical genres, this volume provides game-changing ideas for educators, practicing musicians, and students of music. The author's website at

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<http://www.geoffreykidde.com>
includes downloadable apps
that support this book.
In Max/MSP/Jitter for Music,
expert author and music
technologist V. J. Manzo
provides a user-friendly

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introduction to a powerful programming language that can be used to write custom software for musical interaction. Through clear, step-by-step instructions illustrated with numerous

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examples of working systems, the book equips readers with everything they need to know in order to design and complete meaningful music projects. The book also discusses ways to interact with

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software beyond the mouse and keyboard through use of camera tracking, pitch tracking, video game controllers, sensors, mobile devices, and more. The book does not require any

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prerequisite programming skills, but rather walks readers through a series of small projects through which they will immediately begin to develop software applications for practical musical projects.

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As the book progresses, and as the individual's knowledge of the language grows, the projects become more sophisticated. This new and expanded second edition brings the book fully up-to-

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date including additional applications in integrating Max with Ableton Live. It also includes a variety of additional projects as part of the final three project chapters. The book is of special value both to

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software programmers
working in Max/MSP/Jitter and
to music educators looking to
supplement their lessons with
interactive instructional tools,
develop adaptive instruments
to aid in student composition

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and performance activities,
and create measurement tools
with which to conduct music
education research.

A Programmed Course in
Elementary Music Theory,
with an Introduction to

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Partwriting
Cognitive Structure, Theory,
and Analysis
Basic Harmonic Progressions
Theory and evidence- based
practice
Your stepping stone to

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penetration testing

An Introduction to Linear Style
Through Creative Writing
A New Approach to Ear
Training

*This book reinforces the fundamentals of
music being studied in the ADULT PIANO*

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STUDENT. It consists of 47 Programmed Theory Lessons. The material for each lesson is divided into steps called "frames." Many of the same frames are presented several times for review thus reinforcing fundamentals already presented. When this book has been successfully completed, the student will be

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prepared to play, understand, and enjoy music at this level of advancement. All three levels in this series may also be used with any other course of study.

It seems self-evident that music plays more than just an aesthetic role in contemporary society. In addition, music's social, political, emancipatory, and

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economical functions have been the subject of much recent research. Given this, it is surprising that the subject of ethics has often been neglected in discussions about music. The various forms of engagement between music and ethics are more relevant than ever, and require sustained attention. Music and

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Ethics examines different ways in which music can 'in itself' - in a uniquely musical way - contribute to theoretical discussions about ethics as well as concrete moral behaviour. We consider music as process, and music-making as interaction.

Fundamental to our understanding is music's association with engagement,

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including contact with music through the act of listening, music as an immanent critical process that possesses profound cultural and historical significance, and as an art form that can be world-disclosive, formative of subjectivity, and contributive to intersubjective relations. Music and Ethics does not offer a general musico-

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ethical theory, but explores ethics as a practical concept, and demonstrates through concrete examples that the relation between music and ethics has never been absent.

Fundamentals for the Aspiring Musician is a completely integrated textbook written for students who wish to study music

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professionally. It uses technology to its fullest to aid students in preparation for the study of music theory by laying a thorough and solid foundation of basic music fundamentals. Rather than using separate textbooks, recording sets, or software programs, this textbook integrates a hard copy text with a parallel,

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interactive, multimedia version of the textbook, which allows students to hear the examples as they see them, hear and practice exercises to master basic skills, and easily review and reinforce terms or delve deeper into a topic with a single click of the mouse. The hard copy text has an identical layout as the multimedia

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*version for easy reference away from the
computer.*

*Basic Materials in Music Theory A
Programmed Course Basic Materials in
Music Theory A Programmed
Course Pearson College Division
Basic Materials in Music Theory
A Preparatory Course for Music Theory*

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Basic Contrapuntal Techniques

Strategies Using Ableton Live and Max for Live

Basic Music Theory

Understanding Music

Community Music

Basic Music Theory takes you through
the sometimes confusing world of

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written music with a clear, concise style that is at times funny and always friendly. The book is written by an experienced teacher using methods refined over more than ten years in his private teaching studio and in schools. --from publisher description.

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Neurolinguistic Programming in Clinical Settings provides a theoretical framework for the clinical applications of Neurolinguistic Programming (NLP) protocols in mental health. It offers evidence-based models for a range of conditions; including PTSD, anxiety and

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depression, grief, phobias and binge-eating. Providing a follow up to the 2014 book *The Clinical Effectiveness of Neurolinguistic Programming*, this book updates the existing research evidence for NLP interventions with mental health clinical conditions. It includes further

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evidence for its use with somatoform disorders, anxiety and depression, and as a general psychotherapy modality. The book outlines up-to-date evidence from clinical trials that demonstrate the success rate of NLP with PTSD populations and discusses how ongoing

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randomised clinical trials at Kings College London are demonstrating the clinical effectiveness of NLP protocols and are becoming more widely accepted by mainstream mental health care.

Written by a team of internationally academically informed clinicians and

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researchers, the book will be key reading for academics, researchers and post-graduate students in the field of mental health research, psychotherapy and counselling. It will also be of interest to clinicians and mental health professionals interested in NLP as a

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therapeutic modality.

Music moves through time; it is not static. In order to appreciate music we must remember what sounds happened, and anticipate what sounds might come next. This book takes you on a journey of music from past to present,

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from the Middle Ages to the Baroque
Period to the 20th century and beyond!
Tune in to how music really works
Whether you ' re a student, a performer,
or simply a fan, this book makes music
theory easy, providing you with a
friendly guide to the concepts, artistry,

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and technical mastery that underlie the production of great music. You ' ll quickly become fluent in the fundamentals of knocking out beats, reading scores, and anticipating where a piece should go, giving you a deeper perspective on the works of others —

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and bringing an extra dimension to your own. Tracking to a typical college-level course, *Music Theory For Dummies* breaks difficult concepts down to manageable chunks and takes into account every aspect of musical production and appreciation — from

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the fundamentals of notes and scales to the complexities of expression and instrument tone color. It also examines the latest teaching techniques — all the more important as the study of music, now shown to provide cognitive and learning benefits for both children and

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adults, becomes more prevalent at all levels. Master major and minor scales, intervals, pitches, and clefs Understand basic notation, time signals, tempo, dynamics, and navigation Employ melodies, chords, progressions, and phrases to form music Compose

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harmonies and accompanying melodies for voice and instruments Wherever you want to go musically — as a writer or performer, or just as someone who wants to enjoy music to its fullest — this approachable guide gives you everything you need to hear!

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Neurolinguistic Programming in Clinical
Settings

Constraint Programming in Music

Digital Audio Theory

Bridge to Twentieth-century Music

Max/MSP/Jitter for Music

The Basic Guide to How to Read Music

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A Practical Guide

The original edition of *The Geometry of Musical Rhythm* was the first book to provide a systematic and accessible computational geometric analysis of the musical rhythms of the world. It explained how the study of the

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mathematical properties of musical rhythm generates common mathematical problems that arise in a variety of seemingly disparate fields. The book also introduced the distance approach to phylogenetic analysis and illustrated its application to the study of

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musical rhythm. The new edition retains all of this, while also adding 100 pages, 93 figures, 225 new references, and six new chapters covering topics such as meter and metric complexity, rhythmic grouping, expressive timbre and timing in rhythmic performance,

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and evolution phylogenetic analysis of ancient Greek paeonic rhythms. In addition, further context is provided to give the reader a fuller and richer insight into the historical connections between music and mathematics.

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creativity and design of the arts with the mathematical rigor and formality of computer science. The book provides an introduction to creative software development in the Python programming language. It uses innovative music-creation activities to

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illustrate introductory computer programming concepts, including data types, algorithms, operators, iteration, lists, functions, and classes. The authors also cover GUIs, event-driven programming, big data, sonification, MIDI programming, client – server

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programming, recursion, fractals, and complex system dynamics. Requiring minimal musical or programming experience, the text is designed for courses in introductory computer science and computing in the arts. It helps students learn computer

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programming in a creative context and understand how to build computer music applications. Also suitable for self-study, the book shows musicians and digital music enthusiasts how to write music software and create algorithmic music compositions. Web Resource A

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supplementary website
(<http://jythonMusic.org>) provides a music library and other software resources used in the text. The music library is an extension of the jMusic library and incorporates other cross-platform programming tools. The

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Piano Theory, Primer
Music Theory
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tools needed to understand machine learning include linear algebra, analytic geometry, matrix decompositions, vector calculus, optimization, probability and statistics. These topics are traditionally taught in

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disparate courses, making it hard for data science or computer science students, or professionals, to efficiently learn the mathematics. This self-contained textbook bridges the gap between mathematical and

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machine learning texts,
introducing the mathematical
concepts with a minimum of
prerequisites. It uses these
concepts to derive four central
machine learning methods:
linear regression, principal

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component analysis, Gaussian mixture models and support vector machines. For students and others with a mathematical background, these derivations provide a starting point to machine learning texts. For

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those learning the mathematics for the first time, the methods help build intuition and practical experience with applying mathematical concepts. Every chapter includes worked examples and

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exercises to test understanding. Programming tutorials are offered on the book's web site. The Basic Guide to How to Read Music will teach you the principles of reading music in staff notation quickly and

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painlessly. If you could once read music but have forgotten how, it will refresh your memory. It contains all the terms and symbols you are likely to come across when studying music and explains them fully.

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Helen Cooper explains the written language of music in greater detail than you might get from your teacher. This book is ideal for the classroom, private lessons, and the home.