Interactive e-learning application to support music education for elementary schools

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STARTING POINT
Current music education software.

Problems
- language barrier
- no local notation
- high complexity

New application
- 4 games – focus primarily on musical hearing improvement
- simplification of abstract music theory into shapes and colors
- motivation by game score and hall of fame
- friendly user interface with customizable avatar
- multi-platform support

Testing results
- 25 pupils of 6th grade elementary school TGM Blansko
- 2 weeks, average play time 10–30 minutes/day
- 2000 games started
- 1400 games solved
- interest for more games and more avatars

Insufficient choice for Czech elementary school students.