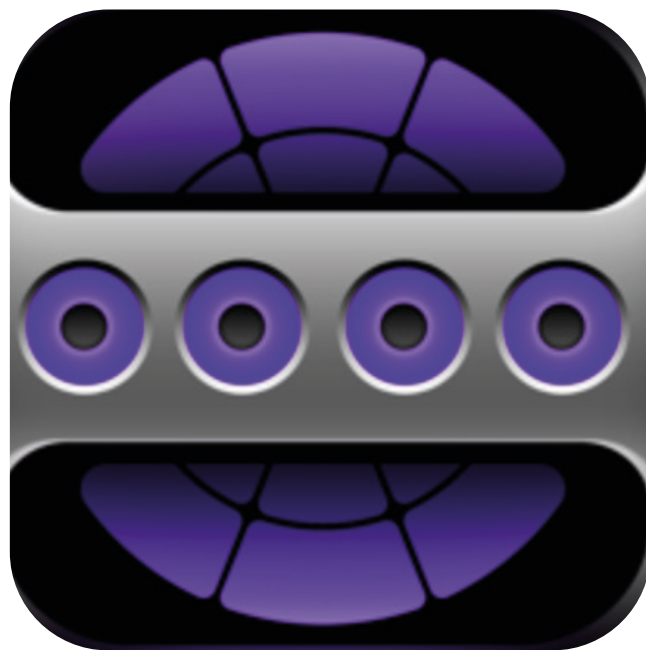


# Loopseque

Easy read app suggestion guide



Created as part of *The Bridge Project*.  
A collaboration between **This New Ground**  
and **Lifesize**.

**This  
New  
Ground**

**Lifesize**



Supported using public funding by

**ARTS COUNCIL  
ENGLAND**

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## A note from us....

Our easy read app suggestion guides have been compiled by This New Ground and Lifesize to share our experiences of facilitating music sessions. They are designed to give suggestions to creative individuals and facilitators in the community arts sector / care sector. Please note, this is not an official guide to using Loopseque.

For more information about the app, please see the developer's website: <https://loopseque.com>.

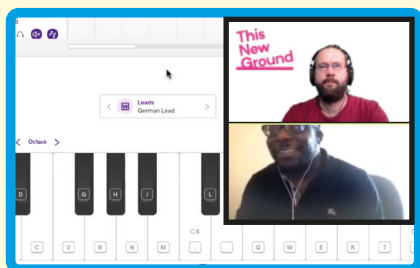
# Apps to make music with



We are This New Ground Collective, a group of creative people with learning disabilities. We usually meet together in Hammersmith each week to make music and sing.



Because of coronavirus we've been meeting weekly online.



In our online sessions, we have been using apps on tablets and phones to help us make music.



Here are our easy read suggestion guides to help you use the apps too.

**P.S. We'd love to see and hear any work you make!**  
**@thisnewgrounduk**  
**#TNGCreate2020**

# How to get Loopseque

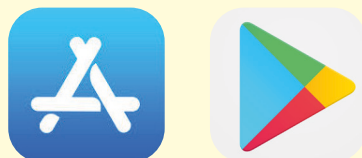
To use Loopseque, you will need to download the app to your phone or tablet.



You can download it on iPhone, iPad, and any Android device.



Go to the app store on your phone or tablet.



Type: **Loopseque** in the search box then tap search.

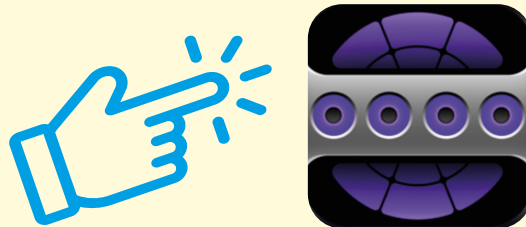


**You will need to buy Loopseque from the app store. It will cost about £5.99.**

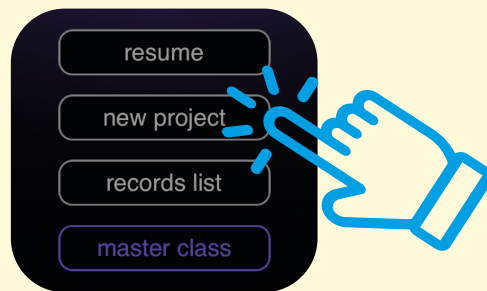
*If you are unsure about buying online, make sure you ask someone who supports you to help.*

# How to create a new project

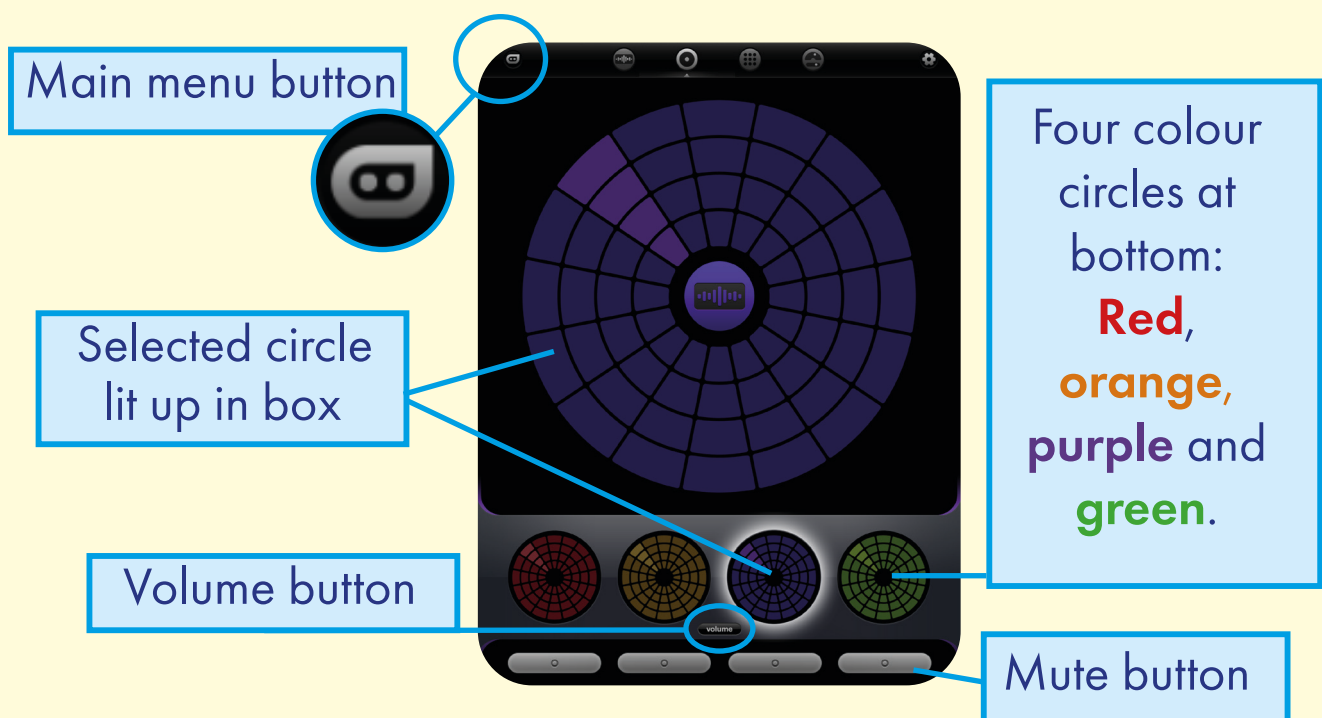
1) Tap on Loopseque app to open.



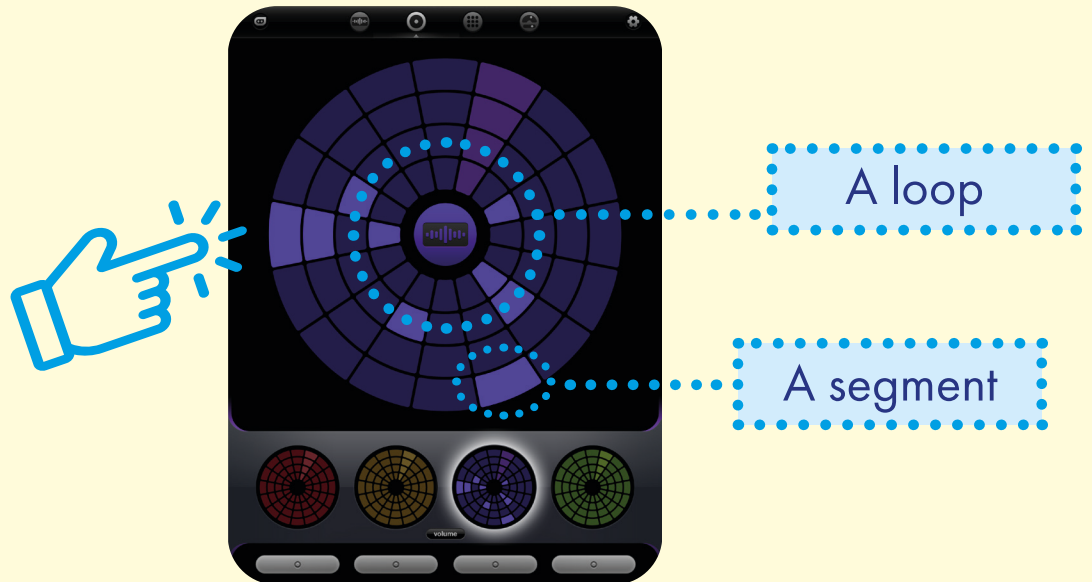
2) Tap on new project.



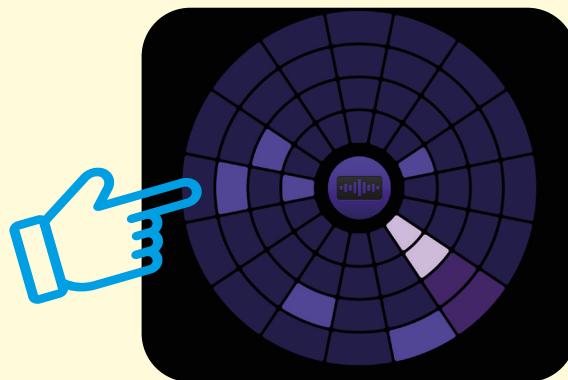
3) Your screen will look like this:



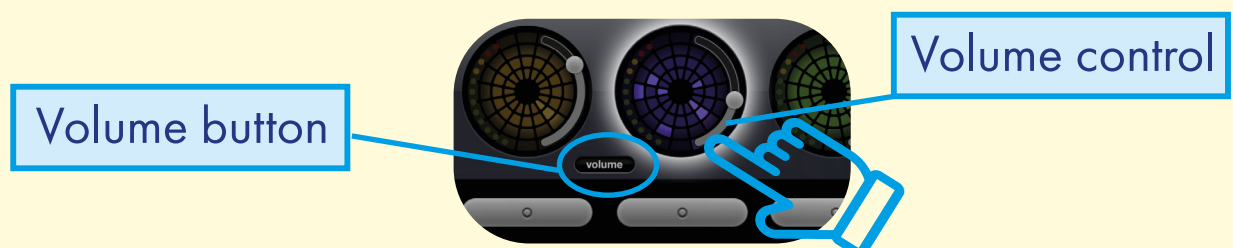
4) Tap any of the segments in the circle. The segment will light up and play as a loop (repeated beats). You can choose as many as you like.



5) To stop any beats in your loop, tap the lit up segment again.



6) To adjust the volume on your selected circle, tap on the volume bar at the bottom of the screen. A slider control shows. You can slide the volume up or down.



7) To add another sound, tap on any of the other circles at the bottom.



8) To mute any of the circles, tap on the grey button under that circle. The button will go dark and have a cross ( x ) to show it is muted.

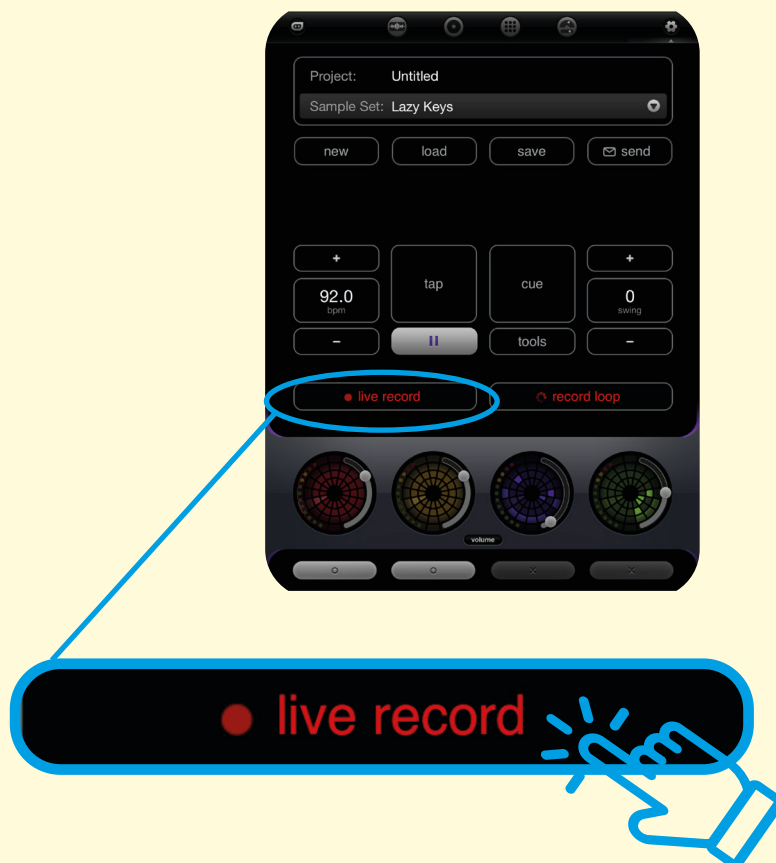


# Recording your sounds

1) Tap on the settings button in the top right hand corner.

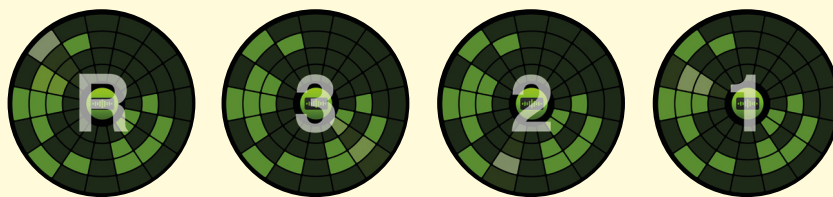


2) This screen will show. Tap on live record.

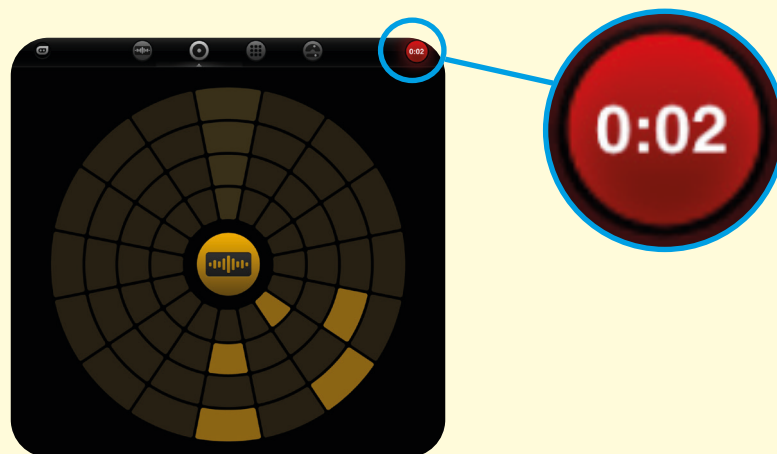




3) There will be a countdown: R, 3, 2, 1. Then your sound loops will be recording.



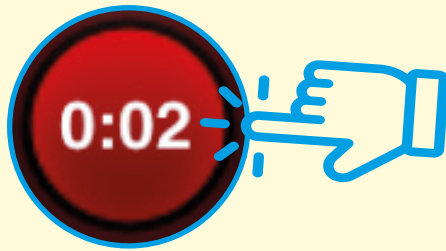
4) The button in the top right hand corner will be red and tell you the time recording.



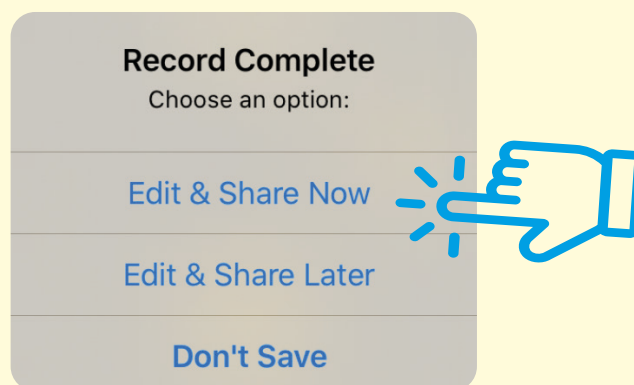
5) You can add in extra sounds and beats to your recording by tapping on the segments and circles.



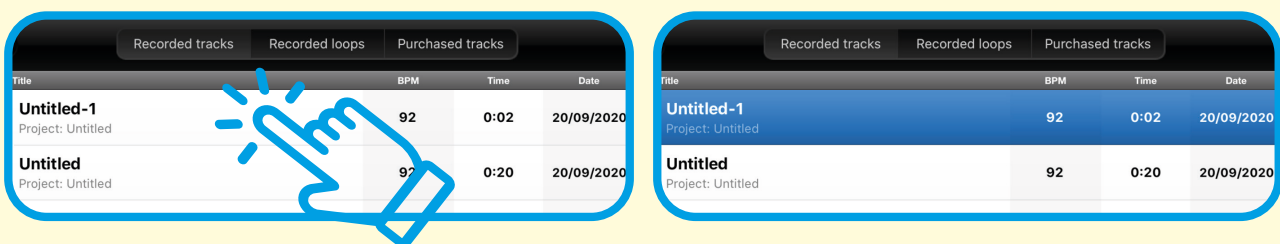
6) To stop recording, tap on the red button.



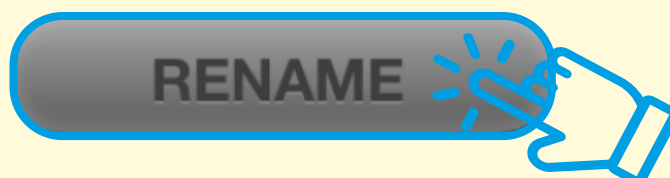
7) This box will appear. Tap on **Edit & Share Now**.



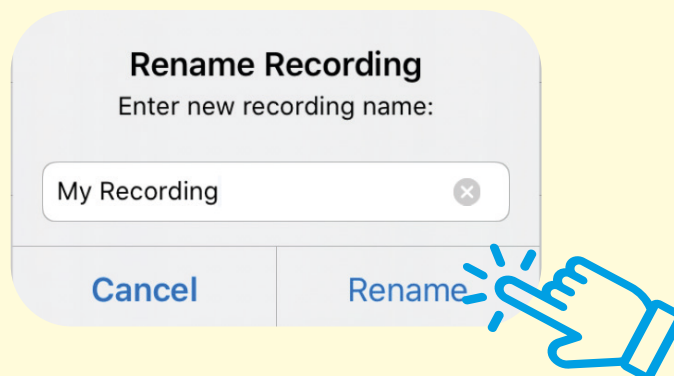
8) Your recording will show at the top of the menu. Tap on your recording to highlight it.



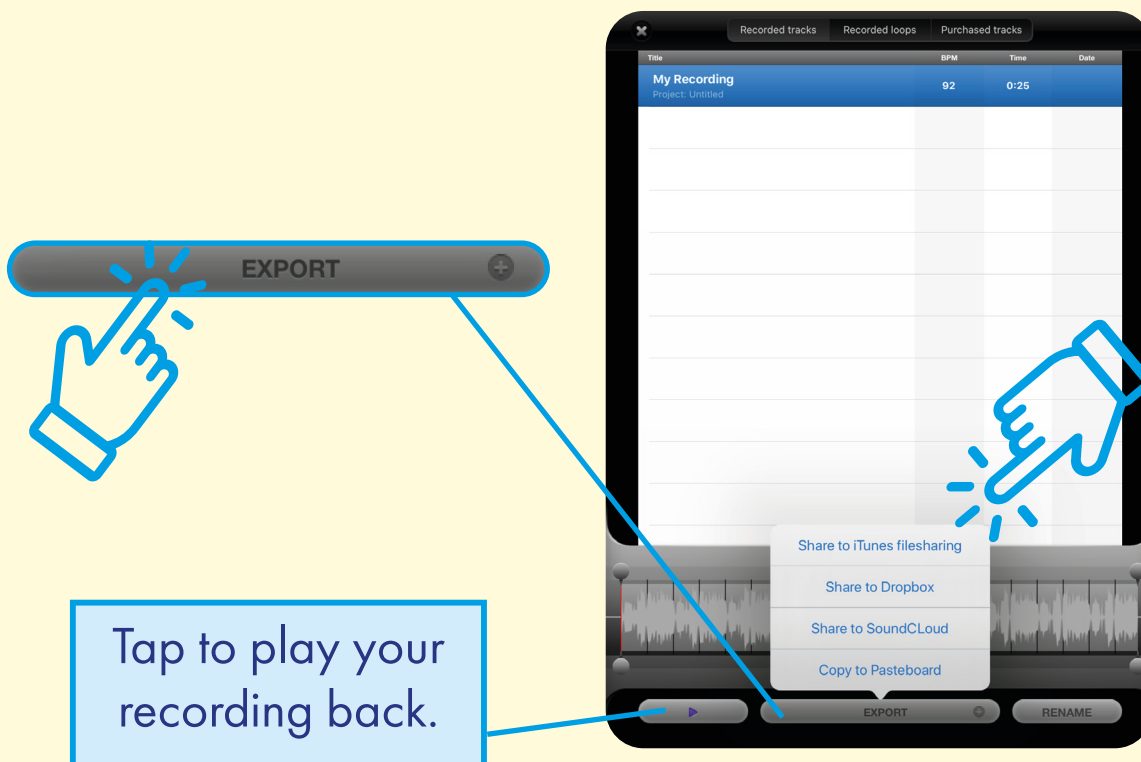
9) You can rename your recording by tapping on the rename button at the bottom right of the screen.



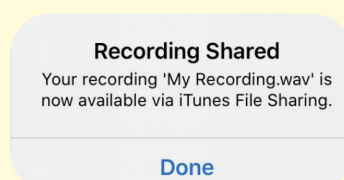
10) Write in your recording name in the pop up box, and tap rename.



11) To share your file, tap on export and choose how you want to share your file.



12) You will see a box saying your recording has been shared.

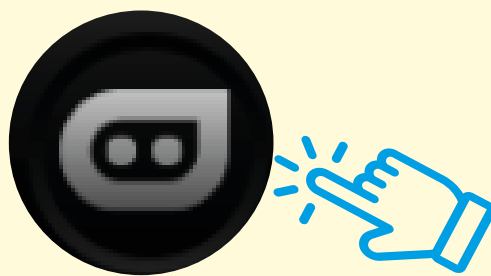


## Other things to know

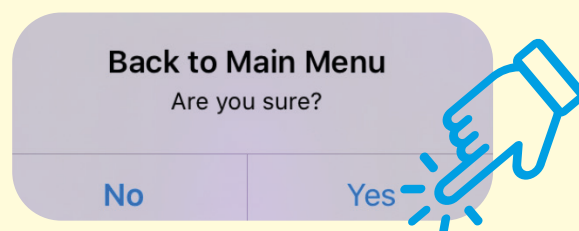
1) If you are in the middle of creating loops, Loopseque will carry on playing sounds on your device even if you exit the app.



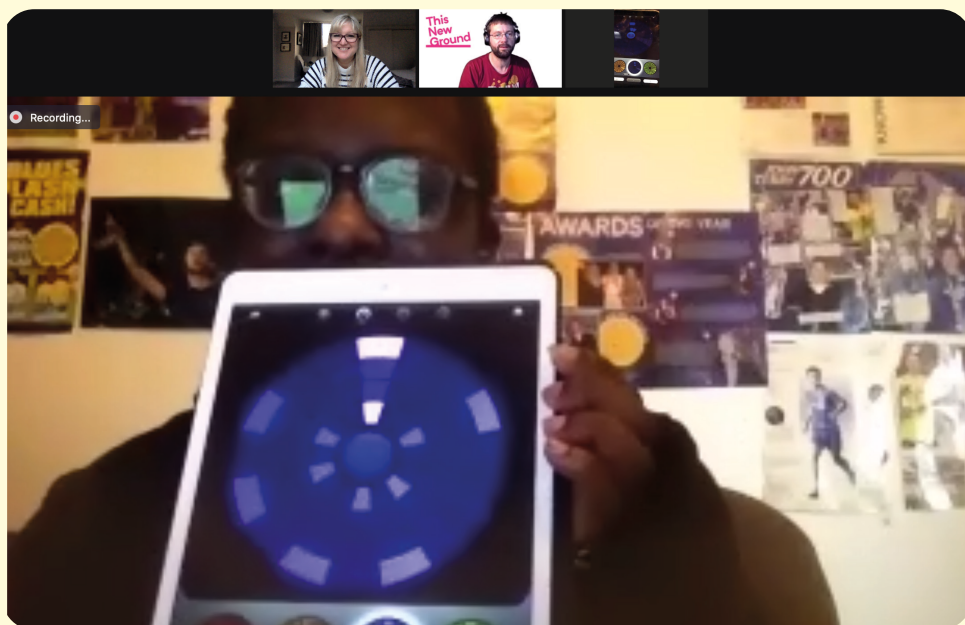
2) To stop this, before you leave the app, tap on the main menu button in the top left corner.



3) It will take you to the main menu and stop any background sound.



# Richie's review of Loopseque



"I really like this app, I can make music on Loopseque. I love making house music. I am going to use it to make some beats.

If you are like me, and you like making music, you can make music on this app using patterns."

During online music sessions with Sam from Lifesize, Richie created a house music track: *The Sun Stays Out in August*. You can hear this track on This New Ground's Soundcloud page.

Richie is looking forward to using Loopseque to create beats for new songs!

## Facilitator's notes: Loopseque

With a layout resembling a clock face, this app is a quick and satisfying way to create sound in electronic music styles which can then be recorded and exported. The user can develop a variety of musical sequences and arrange or mix them spontaneously, much like a DJ.

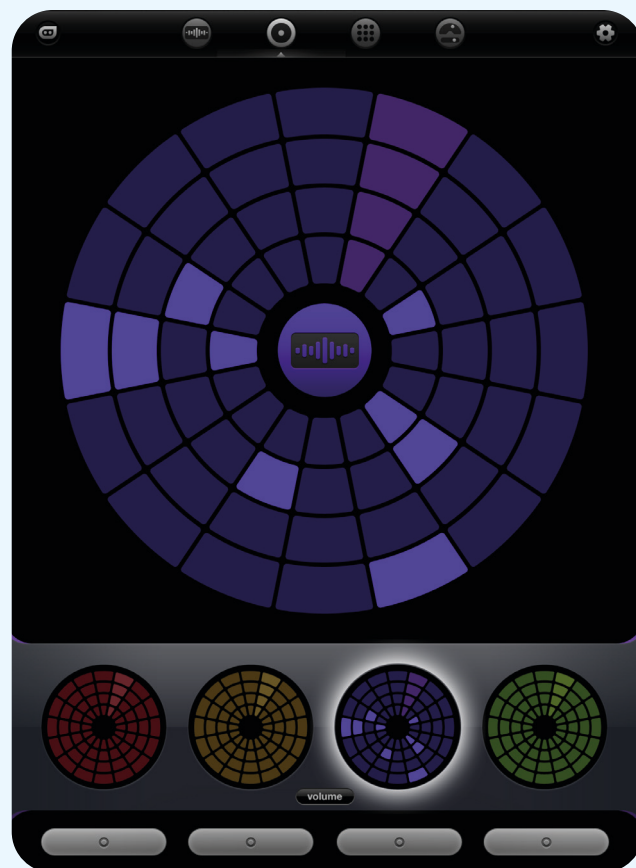
### **What's great:**

This is a good app for users who have an interest in electronic music styles. It enables users to quickly and easily construct beats and musical phrases.

### **What could be improved:**

We found that the continual movement of the clock face style instrument became visually tiring. It would be great if there was a switch to deactivate this.

Sam Dook, Music Facilitator



# Making music with tablets, smartphones and iPads

Many apps have been developed which utilise the interactive screen technology of these devices, enabling a variety of ways of creating music. Users can easily operate hand-held devices as 'instruments' with gestures such as touching the screen, tilting or shaking. In some apps inbuilt parts of the device such as the camera and microphone can be used to modulate sound.

## Exciting possibilities

There are many ways of creating sound by using apps on hand-held devices, including physically connecting MIDI controllers such as keyboards or percussion triggering pads. With Bluetooth local networks, multiple devices can be tethered together wirelessly and connected to the same speaker.

For people with learning disabilities, people who experience challenges with fine motor skills, vision impairment and neurological challenges, these devices and appropriate apps can become accessible music-making instruments that open up new possibilities.

We have been trialling a number of apps in our session work that unlock the potential of aspiring musicians with limited understanding of music theory. The apps also enhance the creative potential of groups of musicians of differing abilities, enabling them to play together in harmony through the use of a set musical key.

## Benefits for our artists

- Accessible for users with learning disabilities or for people who experience challenges with fine motor skills.
- Increases options for groups of mixed ability and knowledge.
- Unlocks potential for those without traditional music training.
- Expands opportunities to express creativity.

## Useful Jargon

**MIDI controller:** Any software or hardware - including keyboards and drum pads – which can send MIDI (Musical Instrument Digital Interface) data to enabled devices for making electronic music.

**Bluetooth:** A radio communication technology that enables low-power, short distance wireless networking between phones, computers, and other network devices.

**Pitch:** The quality that makes it possible to judge sounds as "higher" and "lower".

**Harmony:** A pleasant musical sound made by different notes being played at the same time.

**Chord:** A set of musical notes played simultaneously.

**Musical scales and keys:** The group of musical notes that forms the basis of a composition. Notes and chords from the same musical key can create harmony when used together within a composition.



# Apple's accessible features

Apple has a range of features which improve accessibility. These are built directly into the operating system of devices that can run apps (iPhones, iPads and the latest computer models). These features are beneficial for supporting vision, hearing, and motor skills as well as simplifying the user interface, improving ease of use for people who may find functions within an app too complex. Full details of all Apple accessible features and instructions can be found on their website: <https://www.apple.com>.

## Guided Access

**Who it's good for: People who are less familiar with technology, neurodiverse people, people living with neurological challenges, children and young adults.**

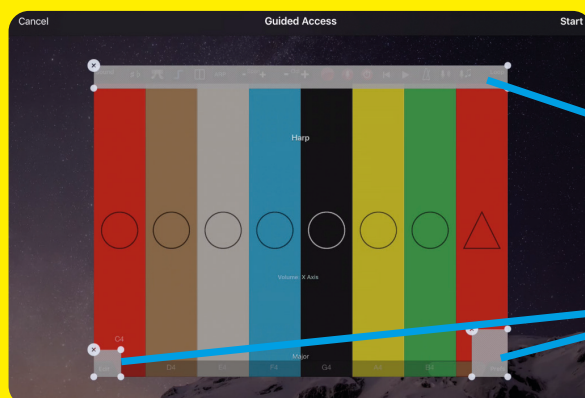
Guided Access is a feature that allows you to lock your device into a single app, and control which features are available within the app.

This is very useful when using your device as a creative workshop tool as it enables you to tailor how the app is interacted with.

Software buttons and menus can be deactivated so the user can only access chosen parts of the screen. This prevents accidentally changing settings or closing the app which can disrupt user experience in certain settings. For example this can be particularly useful when supporting people to explore creative apps that involve drawing or playing a musical instrument. These kinds of apps can be best enjoyed using a variety of unrestricted physical gestures.

Guided Access is a versatile feature as you can limit access to specific parts of the screen. You do this by drawing a marquee around these areas. Once enabled, Guided Access can only be switched off by entering a code on the device.

To find out how to set up Guided Access and other accessible features for your device see the Apple website: <https://support.apple.com>.



Access to specific parts of the screen can be restricted using the marquee tool function.



## Voice Control

**Who it's good for:** People with vision impairment, people who experience challenges with fine motor skills.

You can set up your device to be controlled by voice using customisable phrases. You can navigate and interact with your device using your voice to tap, swipe, type and more.

## Switch Control

**Who it's good for:** People with vision impairment, People who experience challenges with fine motor skills.

Switch Control allows you to control your device using a single switch or multiple switches.

You can use your device as a switch - for example the camera can be used as a two way switch, triggering one command when you move your head to the left and the other when you move your head to the right. You can also connect an external switch such as a Bluetooth or Made for iPhone switch.

Switch Control is customisable for both beginners and advanced users — you can simplify existing actions or create your own.

## Screen Orientation Lock

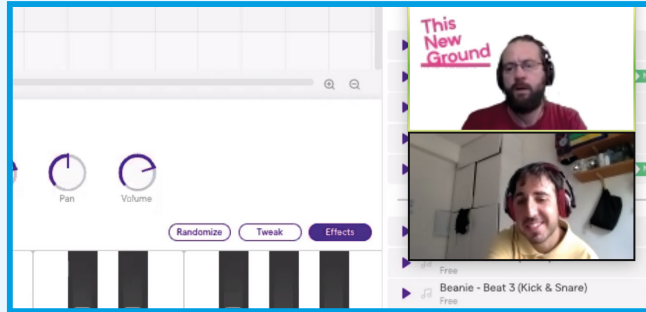
**Who it's good for:** People less familiar with technology, neurodiverse people, people living with neurological challenges, children and young adults.

You can lock the screen orientation on your device to ensure that the screen doesn't auto rotate when moved. This ensures the user can focus on freely using the device, holding it at different angles without the distraction of the screen orientation changing.

To lock the screen orientation, access the control centre on your device (on an iPad you do this by swiping down from the top right corner of the screen). Tap the lock symbol, the screen orientation will now be locked and will show red. Tap again to unlock.



# The Bridge Project May 2020 - October 2020



**"I'm excited to make music, something new, I didn't think we could make music online, I thought it was impossible."**

*Richie, TNG Member*

The Bridge Project was created in response to the social restrictions caused by the COVID -19 pandemic. Working with our community of learning disabled artists we have developed new, inclusive collaborative methods of digital music-making via online platforms.

Members of the TNG collective collaborated with community musician Sam Dook from Lifesize. Together, we explored and developed new digital tool-kits. We have shared new music created as part of this research and designed a selection of resources to serve as blueprints, supporting the digital and remote creative engagement of others.

Our research findings will determine the future design and delivery of TNG and Lifesize projects, acting as a catalyst for introducing new digital tools and models to our methodology.

This Project was supported by Arts Council England's COVID-19 Emergency Response Fund and The London Community Foundation.

**[www.thisnewground.com](http://www.thisnewground.com) [www.lifesize.org.uk](http://www.lifesize.org.uk)**