Musyc

Easy read app suggestion guide

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

Contents

Footnotes

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 Musyc.

For more information about the app, please see the developer's website: http://fingerlab.net/portfolio/musyc.
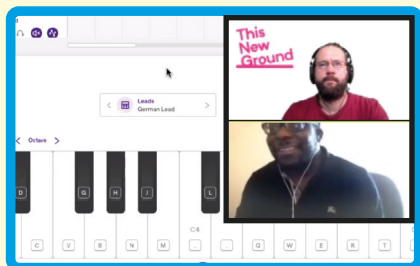
Apps to make music with

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
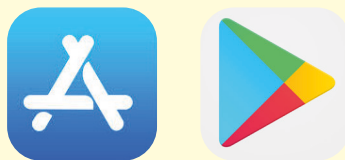#TNGCreate2020

How to get Musyc

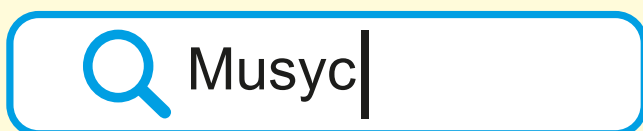To use Musyc, you will need to download the app to your phone or tablet.

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

Go to the app store on your phone or tablet.

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

Musyc| search

Musyc is free to download. You can buy a Musyc pro upgrade which will cost £3.99, but we suggest you start with the free version to see if you like it.
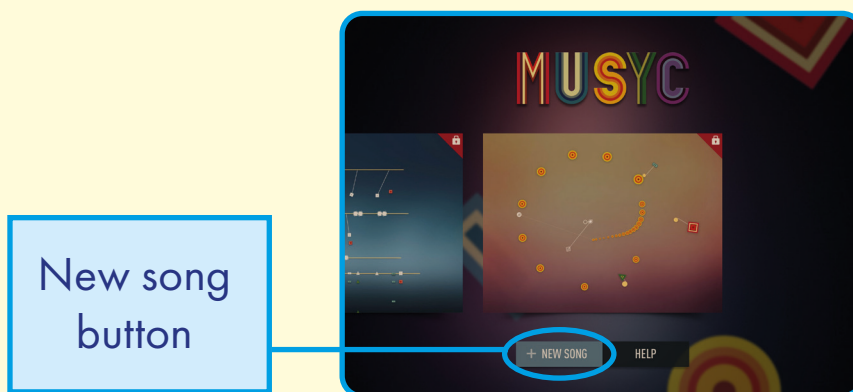*If you are unsure about buying online, make sure you ask someone who supports you to help.*

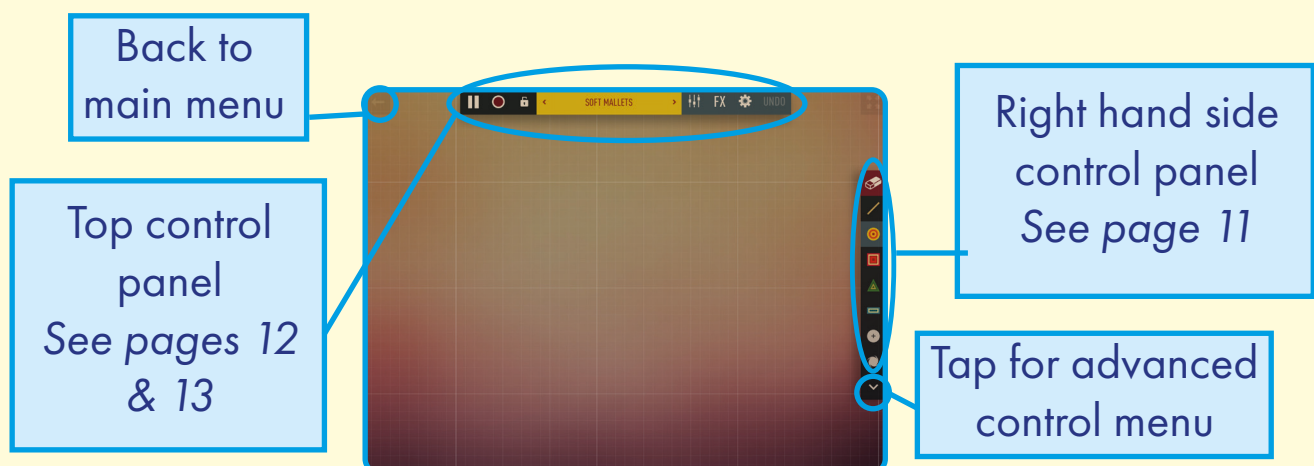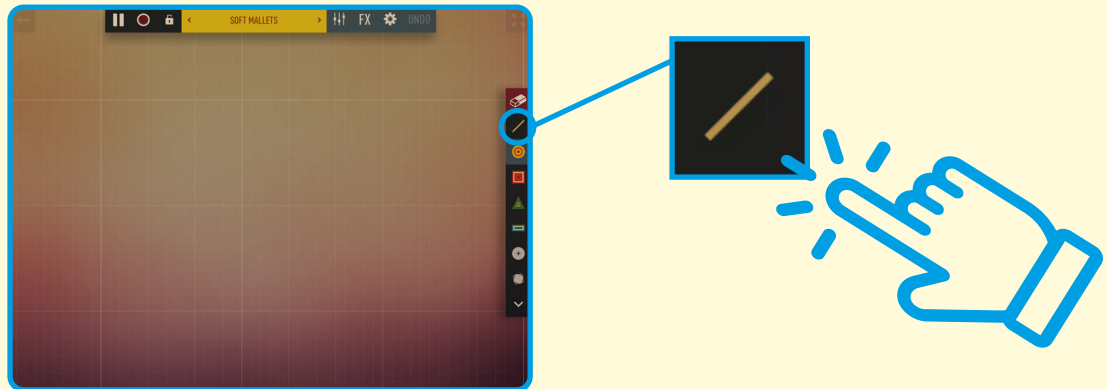# How we use Musyc - first steps

1) Tap on Musyc app to open.

2) The screen will look like this. Tap on the **+ New song** button to begin.

New song button

3) Your screen will look like this. There is a control panel at the top and a right hand side control panel.

Back to main menu

Top control panel
See pages 12 & 13

Right hand side control panel
See page 11

Tap for advanced control menu

4) Start your by tapping the line button.

5) Now, draw a line on your screen. It can be straight, or diagonal.
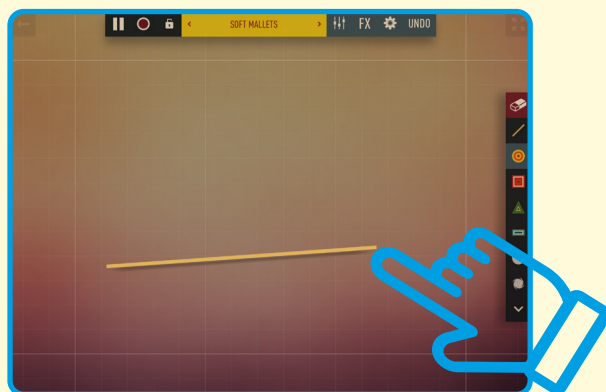
Your line can be straight

or diagonal

6) Next, tap a sound object button. You can choose a circle, square, triangle or the rectangle.

Circle (*melody*)

Square (*melody*)

Triangle (*melody*)

Rectangle (*rhythm*)
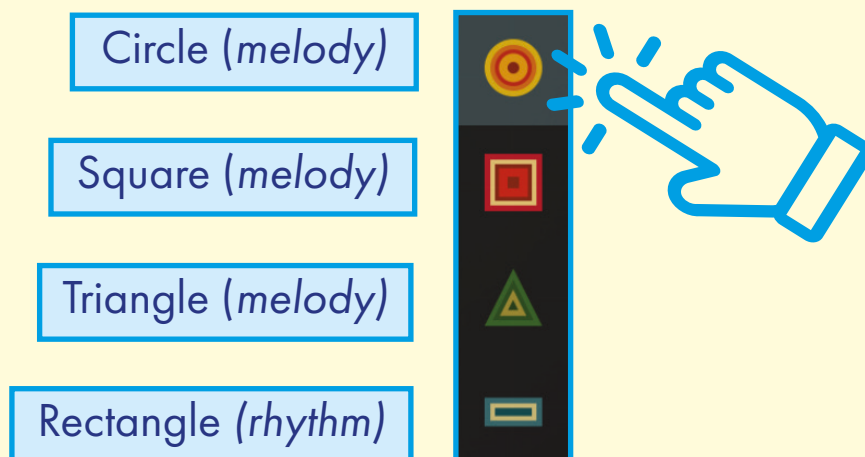
7) Tap on the screen to add your sound objects. Each tap will add a new object. The sound objects make sounds when they bounce off each other!
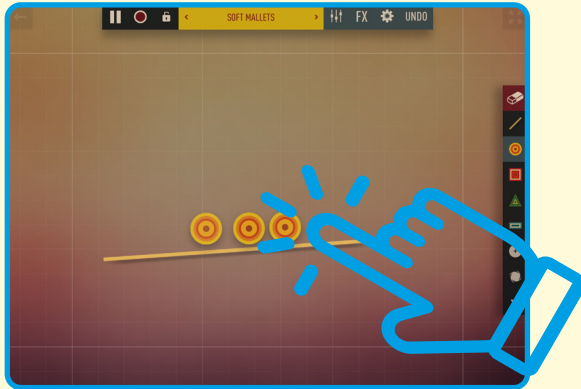
8) Your sound objects will move and fall off the screen. To keep the sound objects on the screen for longer, you can add more lines by tapping the **line button**.
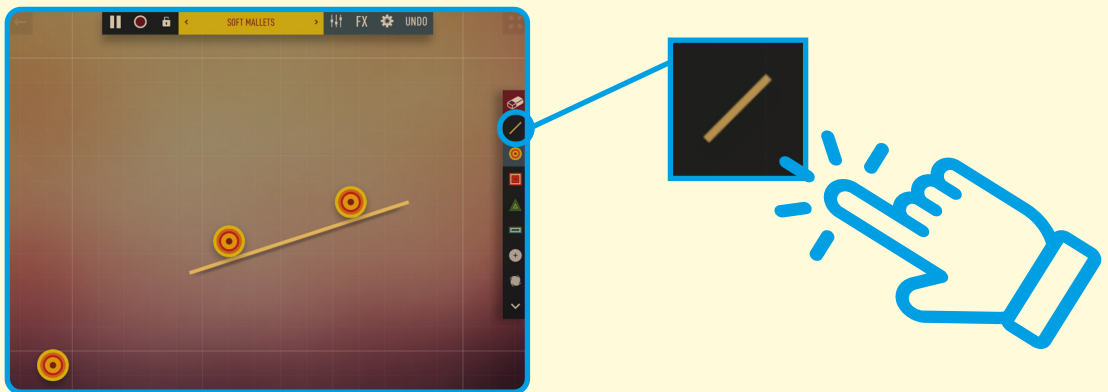
10) You can move your lines by keeping your finger pressed on them and moving over the screen.
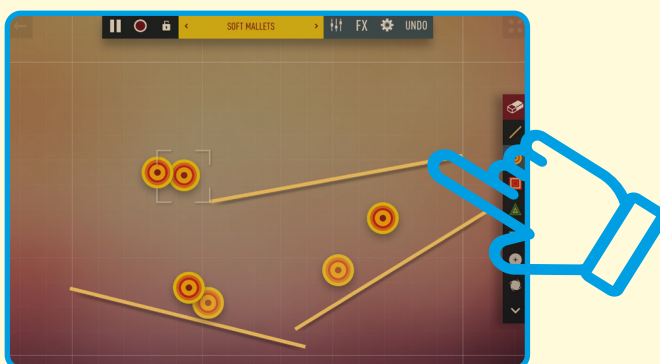
11) Tap on a **sound object** on your screen. A square will show around it and a menu will show at the bottom of the screen.

12) You can change the size of your object by sliding the bar. You can make the object still by tapping **static.**

SIZE   12%   STATIC   ✕
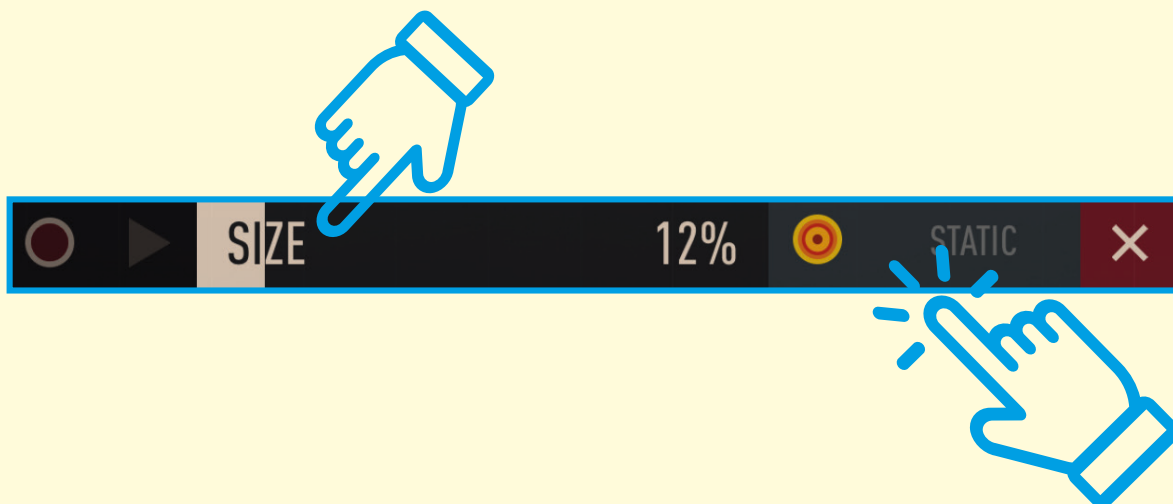
Tap static to make sound object still. It will look like this...

Other things to know

At any time you can press pause on your screen. This will stop any movement and sound. You can also record your sounds by pressing the **record button**.
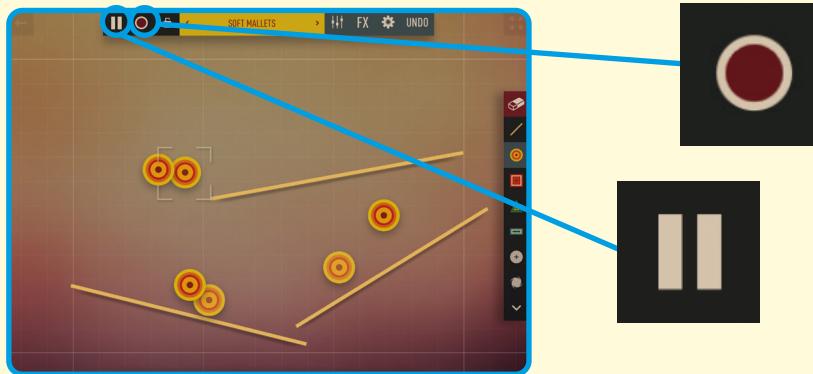
You can join two sound objects together with string by pressing on both at the same time (it's easier to do this if you press the **pause button** first!).

Sound objects joined by string

Press both sound objects at the same time to join together
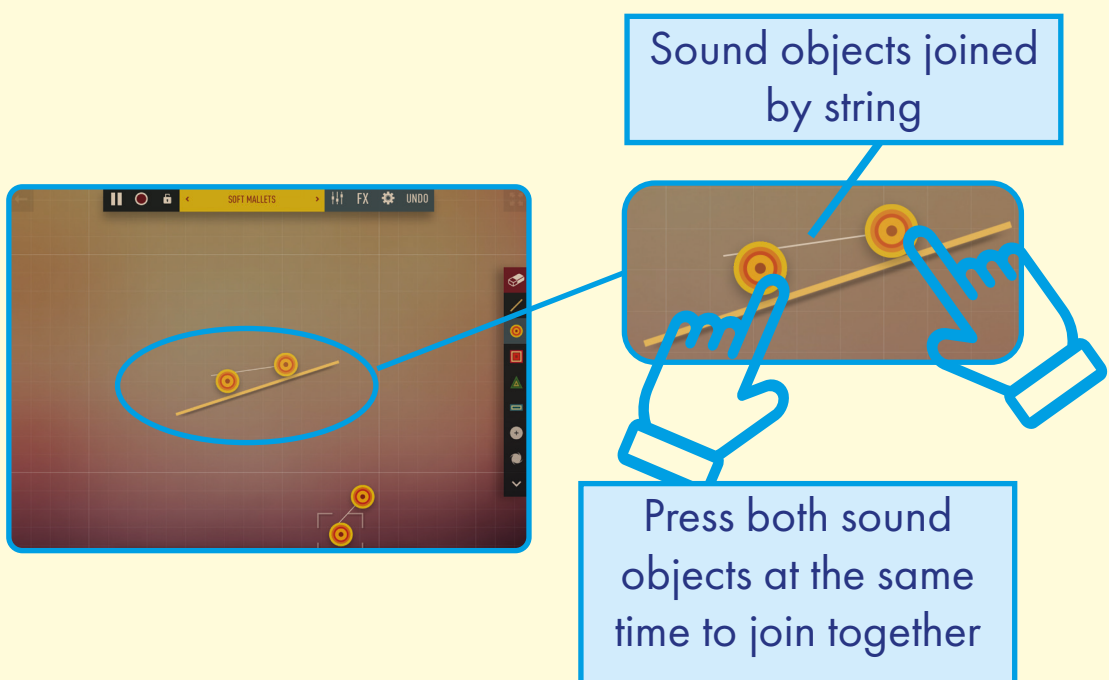
The right hand side control buttons

Eraser. Tapping on this button erases any objects on your screen when you tap on them.

Line button. Tap to draw a line on your screen. Sound objects bounce on this to create sounds.

Sound object buttons. To add a sound, press one of these buttons, and then tap on your screen.

The circle, square and triangle are *melody: musical sounds together.* The rectangle at the bottom is *rhythm: repeated pattern of sound.*
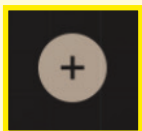
Sequencer button. Tapping will add sound objects *in tempo* like a drum machine.

Black Hole. Swallows sound objects that touch it!

The top control panel

Pause button. Tap to stop movement and sound. You can still move sound objects and lines on the screen. Tap to restart.

Record button. Tap to record your screen. Tap again to stop recording, a menu will show and you can export your recording.

Lock button. Tap to lock your song.

< SOFT MALLETS >

MUSYC SOUNDKITS   USER SOUNDKITS
[SOFT MALLETS]
SHEFFIELD SOUND
MODERN JAZZ
INTO THE VALLEY
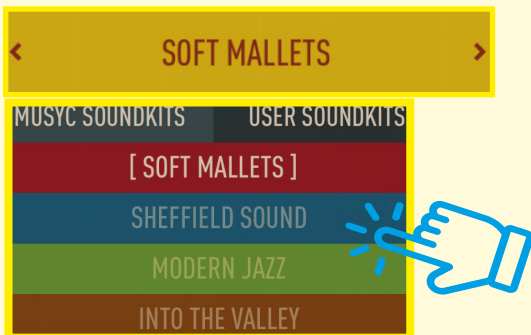
Sound kits. Tap to show the sound kit menu. You can then tap to change the sounds your sound objects make.

VOLUME VOLUME VOLUME VOLUME

PITCH   PITCH   PITCH   PITCH

LENGTH LENGTH LENGTH LENGTH

PAN   PAN   PAN   PAN   MASTER VOLUME
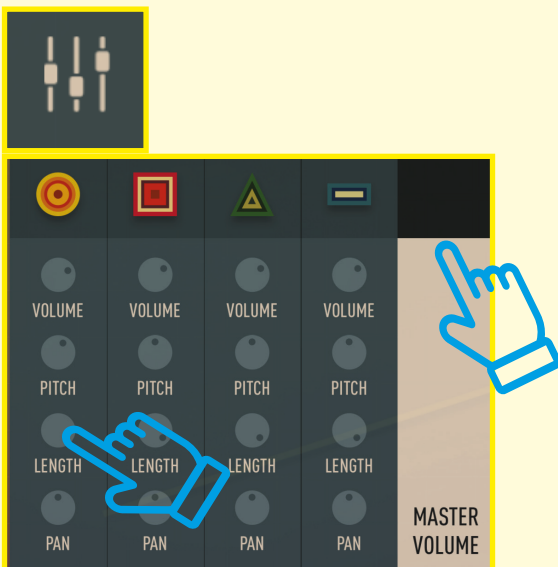
Mixer. Tap to show menu to change the sound of each object. Press on any circle and move the dial. You can adjust the master volume by sliding up or down.

The top control panel

FX button. Tap to show the effects menus. Tap on a sound object and add an effect.
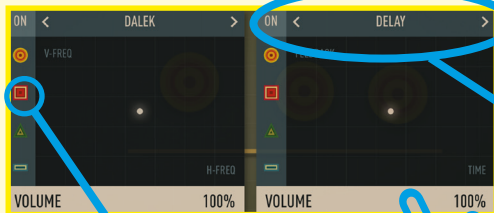
Tap on sound object to select

Slide to change effect
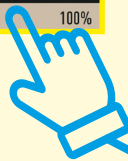
Slide to control volume of effect

Preferences. Tap to show the menu. You can slide the controls to change how fast the sound objects move and also how fast the tempo is for the sequencer sound objects.
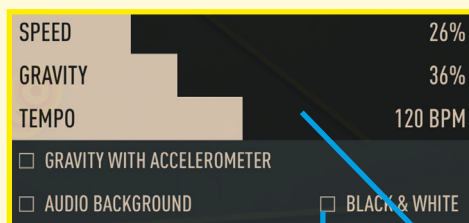
Tap to change screen to black and white
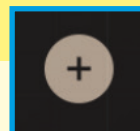
Sequencer button on right hand menu that adds sound objects in tempo. Slide here to change the tempo

Undo button. Tap to undo your last action.

Richie's Musyc Review

"I like this app. It reminds me of the games in arcades in the '80s Ping Pong games. I think I would use this when I am making my songs."

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 composing new music and looking forward to experimenting with using Musyc in his compositions.

Tamaz's Musyc Review

"I think it is very easy to use. I know how to turn the delay on and off plus change the pitch from low to high so for me it is very easy to use."

Tamaz created a Lockdown mix track during his online music sessions with Sam from Lifesize. You can hear this track on This New Ground's Soundcloud page.

Tamaz is continuing to create his own music and explore further the apps he used in his music sessions.

Facilitator's Notes: Musyc

Somewhere halfway between a game and musical instrument, this app enables users to explore the percussive potential of sounds being triggered by moving objects. Bouncing shapes and angled shelves create a myriad of musical rhythms and notes. Users set the parameters of the playing space, influencing how the shapes flow and interact, while discovering the wide variety of sounds that can be created.

What's great:
 This is a really fun app to pick up and experiment with, as it has the feel of a game or challenge, while encouraging exploration of sound in less conventional ways. Although there are a number of controls to interact with, once you grasp the basic functions it is reasonably intuitive to use. We enjoyed making interesting percussive musical phrases in a visually engaging way. The record function enables exporting musical phrases, so that they can be used as part of wider composition work.

Sam Dook, Music Facilitator
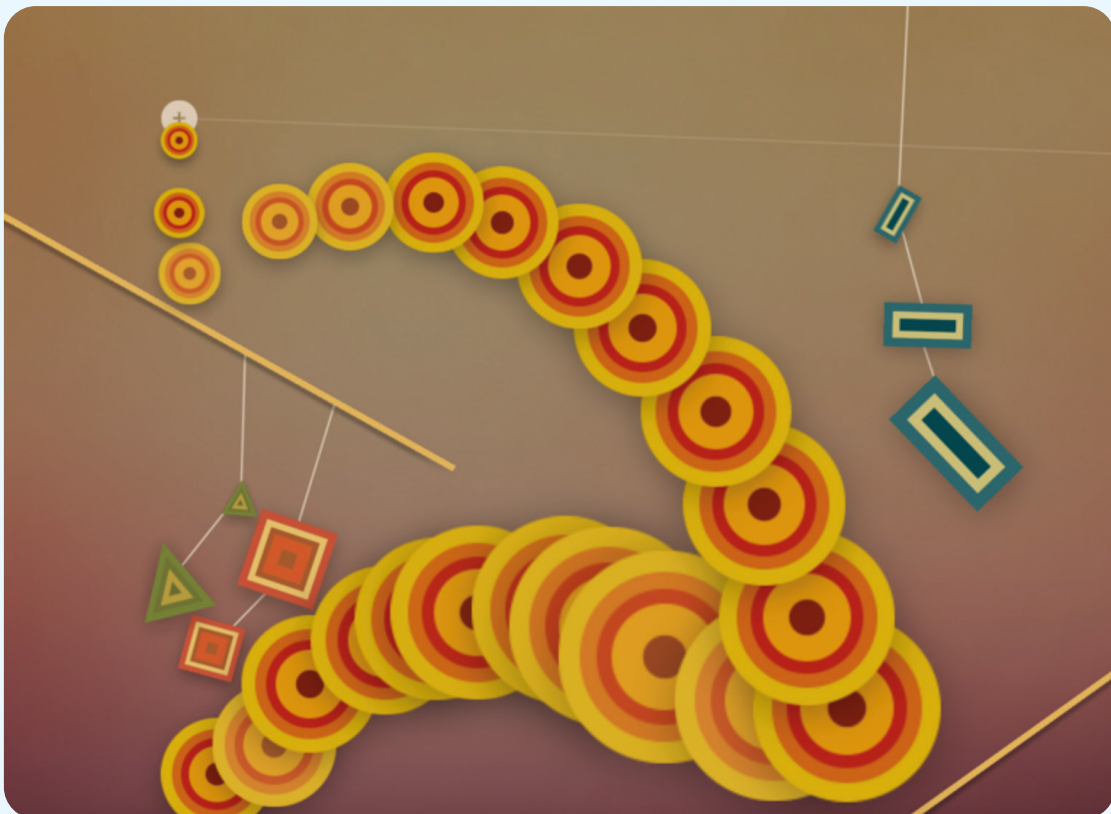
Making music with tablets, smartphones and iPads

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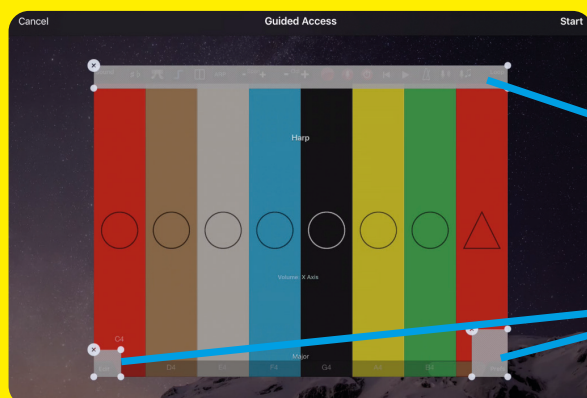
Access to specific parts of the screen can be restricted using the marquee tool function.

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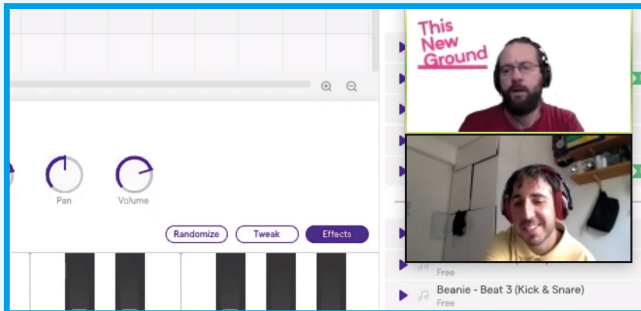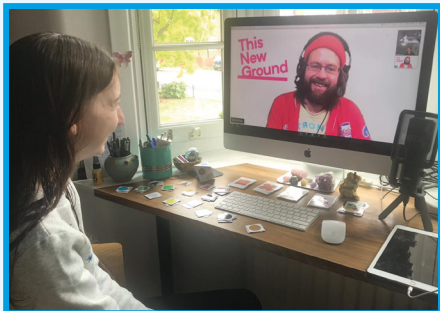
"I'm excited to make music, something new, I didn't think we could make music online, I thought it was impossible."
Richie, TNG Member

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   www.lifesize.org.uk