

Instant Music by António Bexiga

MUSICAL GAMES FOR SMALL AND BIG COMPOSERS

Make music playing games!

Voice, body, everyday objects and other musical instruments on the game board of musical composition.

Fun and educational games in a music workshop for the whole family.

Target Audience: M / 5

Activities: Instant and collaborative musical composition through games, performance.

About:

What if our musical memory disappears? Would we still be able to make music?

The aim of these games is to give participants, musicians and non-musicians, tools to make instant and collaborative music in a funny/ludic way.

Most of the games were created by Lud In, an artists and teachers collective working on education through games. Some of them were created collectively, others by or with the collaboration of Bitocas Fernandes, founder of Lud In collective.

Some others were created, tested or improvised by me.

All of the games are, as Bitocas usually says, "open source" games. Nor authors or games are registered. The idea is to spread them, add our own idiosyncrasies, have fun playing and, if possible, learn music and get some collaborative skills with them.

These games played an important role in my work with the children in Mus-E in Évora.

Workshop at Brot Fabrik

My goal was to give participants an idea of these games, as possible resources for their own work - not only in music, but to consider game as a possibility in pedagogical strategies to improve creativity and learning.

I organized these games by difficulty, starting from easy to harder games, from basic sound exploration to specific tasks in a musical part.

I had a lot of fun with this group!

Indoors / classroom

Participants: +20 (male and female)

Beginning: warm up with simple rhythmic and melodic games using hand clapping, body and voice sound exploration.

Game one: Signs and sounds - Building a "signs library" to use at the workshop. Hand movements to start, stop, make rhythm, voice, melodies, volume, body, etc ...

Game Two: Sound walks - Giving specific sounds to objects and putting them in a specific timeline, we get a different sound piece every time we move the objects in space or the sound assignments are different.

Game Three: 50 to all - Card game using figures and numbers to explore voice and body. Random cards for random melodies and rhythms but with deliberated beginning and song ending.

Game Four: ABACA - Originally invented by "Bitocas" at Lud In collective, this game has the aim of building structures in music in a specific timeline, using different colored objects for each musical part.

Game five: Orchestral Maneuvers - The group is divided into sections, each one builds a part of a sheet music (made by objects and colored lines) and plays its own material. The piece can be modified each time it is played. The Maestro figure is introduced and it changes every time the piece is played.

Game Six: The mixer - This game reproduces a sound mixer. The group is divided into "musical tracks". The "sound engineer" plays also the role of a maestro.

Game Seven: Loop station - Reproduction of a loop station with everyday objects used as knobs. The maestro/sound engineer is now also a composer and uses all the material from other games into this one.



