



## "ESCARP" Método de educación musical tecnológico y lúdico: implementación en pandemia y post pandemia [

2024

text (article)

Analítica

Until now, many methods have been published to study scales and arpeggios, however, they do not help memorize them. When exploring the internet, there are resources to facilitate musical learning, but no technological devices have been found to guide the student in learning scales and arpeggios in a playful way. The objective of this research is to describe and interpret the perception of the students of an online instrumental practice workshop, regarding the implementation of a technological method of playful musical education in the development of their musical learning, this research is applied to a group that took the workshop in 2020 in the middle of the pandemic, and another group of students who experienced it in 2022, post-pandemic. The approach is qualitative descriptive and the design corresponds to cross-sectional micro-ethnographies. The data analysis is through semi-structured interviews and within the results we can say that there were good perceptions of the students of the Online instrumental practice workshop, about the implementation of the method used for the development of their musical learning. Keywords: Music education, technology, game, pandemic

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**Editorial:** 2024

**Tipo Audiovisual:** Educación musical tecnología juego pandemia Music Education Technology Game Pandemic

**Documento fuente:** Tercio creciente, ISSN 2340-9096, N°. 25, 2024 (Ejemplar dedicado a: Determinant context in the configuration of artistic and cultural manifestations), pags. 81-107

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**Enlace a fuente de información:** Tercio creciente, ISSN 2340-9096, N°. 25, 2024 (Ejemplar dedicado a: Determinant context in the configuration of artistic and cultural manifestations), pags. 81-107

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