

NATIONAL GRANT WILL EXTEND IU'S DIGITAL MUSIC LIBRARY

BY RYAN PIUREK

The Indiana University Digital Library Program received a \$768,747 National Leadership Grant from the Institute of Museum and Library Services on September 20 to extend its groundbreaking digital music library to college teachers and students across the country. The project will create an online learning and research tool, modeled on the highly successful version already in place at IU, that can be easily deployed at a wide range of college and university libraries.

“We’ve demonstrated the value of a digital music library at Indiana University,” said Jon Dunn, executive investigator for Variations2, the online music tool created at IU. “This grant catapults this project to the next level and truly recognizes IU’s national leadership in digital library development.”

By offering this “digital music library in a box,” IU will respond to the teaching and learning needs of large academic libraries, small colleges, and music conservatories, many of which have expressed enthusiastic support for the digital music library that has transformed music instruction at IU. At the completion of this three-year project, known as Variations3, institutions nationwide will be able to introduce, expand, or upgrade their current online music offerings in ways that provide new benefits for their students.

Students now able to merely listen to digitized audio in their library will be able to see the score of that music on their own computers,

annotate it, and use an online visualization tool to compare one performance to another. An “audio timeliner” will allow students to create visual interactive timelines of audio segments—the opening phrases of a Debussy prelude, for example—and to jump to a section of music and listen to it while reading their own associated annotations. The visual cues that correspond to musical segments allow students to see the elements that recur or relate in the large-scale formal structure of a musical piece. Students will also be able to create listening drills to test themselves on their ability to recognize audio selections.

