



Interactive Game for Learning Music Theory

WiSys: T190031US01

Inventors: Tricia Marton

WiSys is seeking strategic partners interested in additional development, production scale-up, marketing and distribution of this music theory board game and electronic app. Opportunities may exist for development of derivative works.

Overview

Learning music theory is challenging. One-third of AP students that tested did not receive scores high enough to earn college credit. Music theory understanding can be enhanced when difficult course work is combined with creative teaching methods such as games. There are several games that focus on music theory at the elementary level, but there are few games that target advanced students. Among the higher-level games, there is a tendency to focus on a few specific aspects of music theory, rather than the many comprehensive concepts that students are tested on.

The Invention

A University of Wisconsin-Green Bay, Sheboygan instructor and private music studio owner has developed a game called It's JUST Music Theory™ that helps students master challenging music theory concepts. The game covers intermediate and advanced level music theory topics in an interactive platform that students find engaging. It is designed for 4 players who move about the game board and answer questions to test and improve their mastery of a wide range of theory concepts. Concepts covered include terms, intervals, spelling triads, chord functions, and key signatures. While enhancing overall music theory knowledge, the game provides questions geared specifically toward progressive music theory tests. Replaying the game allows students to encounter new variables and new tests, reinforcing their learning.

Applications

- High school students studying music theory, preparing for theory tests and perhaps a college music degree
- Public and private music schools, camps and teachers
- Groups including the Music Teachers National Association (MTNA) and National Association for Music Education (NAfME)

Key Benefits

- Fun – an engaging way to learn a challenging subject
- Comprehensive – to win, players must pull many aspects of music theory together
- Covers intermediate to advanced level concepts
- Can be replayed to navigate multiple variables
- Includes an answer key to facilitate and reinforce learning

Stage of Development

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The board game has been field tested and adapted by music teachers and students. An initial batch of 30 board games has been produced, and preliminary validation of market interest has been demonstrated by the sale of all units through exposure at a state-level music education conference, an independent retail store and word-of-mouth. It's JUST Music Theory™ has conceptually been adapted



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for an online version of the interactive game. No programming has been done to date, but wireframes have been created and an app would expand the potential competitive field far beyond that of the board game. The board game and the app are both expected to be popular with target markets.

Tech Fields

- [Education & Training : Professional](#)

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