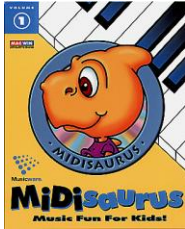




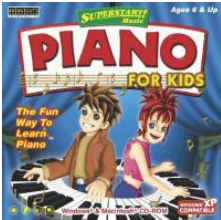
ALFRED MUSIC THEORY GAMES

The perfect way for aspiring musicians ages 7 & up to learn music theory! Note names, rhythms, intervals, music terms and more are covered in an entertaining, interactive software environment.



MIDISAURUS

MiDisaurus is the award winning multimedia music learning system designed for music beginners by music educators. With over 500 entertaining activities in Volumes 1-8, MiDisaurus provides a complete basic music curriculum for children ages 4-11. An edutainment approach holds the child's interest with colorful animation, fun-filled games, songs and activities. All 8 levels available in The Ivory League Piano Studio.



PIANO FOR KIDS

Meet Professor Rhythm and his staff: five cheeky characters who will open up the world of music and make playing the piano as easy as pie-ano. Children learn to read and play music with the help of an amazing magic piano that shows which notes to hit and when.

Adjust the tempo bar to match learning speed.

Left and right hand movements taught separately and together.

Watch the ladybug follow the notes as the tune is played back.

Look up musical terms in the glossary.

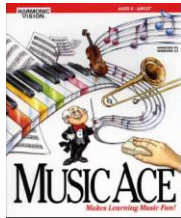


HEARING MUSIC

Four main games, each of which is multilevel, are offered. *Comparing* involves listening to two musical phrases and discerning whether they are the same and different. On the first two levels, children simply have to select "same" or "different". On levels 3 and 4, however, when the musical phrases are different, children need to determine whether they are slower, lower, backwards, or upside down!

The *Matching* game involves finding two musical phrases that sound the same from a set of 3, 4, or 5, depending on the level. In the *Ordering* game, children listen to a musical piece and then reconstruct the piece using individual musical phrases. Melodies, harmony, and chamber music are featured on the different levels.

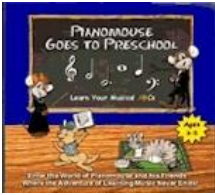
The *Reading* game involves finding the correct notes for the tune children hear. This game is divided into Beginning and Advanced, each of which features 4 levels of difficulty.



MUSIC ACE and MUSIC ACE TWO

Music Ace provides a fun and comprehensive introduction to music fundamentals for beginning music students, of any age. Following the friendly guidance and directions of our 'Maestro Max' animated teacher, and his animated friends, the 'Singing Notes', students participate in 24 truly engaging lessons and challenging games, plus compose and perform to their own original music using our innovative *Music Doodle Pad*. This edition of *Music Ace* focuses on the basics of pitch recognition, learning key signatures, basic ear training, the single staff and Grand staff, sharps and flats, and much more.

Music Ace 2 is the second title in the highly acclaimed and award-winning *Music Ace* series from Harmonic Vision. This title introduces concepts such as standard notation, rhythm, melody, time signatures, harmony, intervals and more. 'Maestro Max' and his choir of 'Singing Notes' return with more than 2,000 musical examples and a variety of new instruments that advance a student's learning skills in music fundamentals and theory. Like *Music Ace*, *Music Ace 2* has over 200 comprehensive lessons and attention-grabbing games, plus the original music creation tool, the *Music Doodle Pad*.



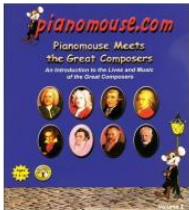
PIANOMOUSE GOES TO PRESCHOOL

This CD-ROM introduces young children to Beginning Theory, including the Musical Alphabet, Notes, Patterns, and Instruments. Preschoolers will also learn about the lives and music of four Great Composers. Children will find this software easy to use as it is fully narrated.



PIANOMOUSE MUSIC THEORY FUNDAMENTALS

This CD-ROM provides a basic foundation for the beginning music student. Each theory lesson is followed by a fun, interactive game that tests your knowledge.



PIANOMOUSE MEETS THE GREAT COMPOSERS

This CD-ROM is an introduction to the lives and music of eight composers from the Baroque, Classical and Romantic Periods. Each composer biography is followed by fun, interactive games that test your knowledge.



Early Keyboard Skills helps teach keyboard positions. 5 different sections drill the student:

- Show the note letter for a pressed key
- Show the staff position for a pressed key
- Drill on which key matches a given note letter
- Drill on which key matches a given staff position
- Drill on which note letter corresponds to the presented key

Musicianship Basics

This music education software was designed by music teachers for schools, piano studios and home learning. 60 graded activities cover music theory and ear training for students of any age in their first three years of training.

SAMPLE SCREENSHOTS

The screenshots show the following activities:

- Manuscript Intervals:** A musical staff with a treble clef and a key signature of one sharp (F#). Below the staff are colored boxes for intervals: major 2nd, major 3rd, perfect 4th, perfect 5th, major 6th, major 7th, and Aka. The score shows 0/20 points, 45 seconds, and buttons for Back, Next, Start, and Exit.
- Click the note on the Keyboard:** A musical staff with a treble clef and a key signature of one sharp (F#) showing a whole note. Below it is a piano keyboard with the corresponding key highlighted. The score shows 0/20 points, 5 seconds, and buttons for Back, Next, Start, and Exit.
- Click the rhythm that you hear:** A 2/4 time signature with three rhythmic patterns to choose from. The score shows 0/15 points, 8 seconds, and buttons for Back, Next, Start, and Exit.
- Click on the symbol named quarter note (crotchet):** A collection of various musical symbols including notes, rests, and dynamics. The score shows 0/20 points, 6 seconds, and buttons for Back, Next, Start, and Exit.
- Click the correct key signature:** A musical staff with a treble clef and a key signature of one sharp (F#) showing a whole note. Below it are three key signature options: E minor, C major, and G major. The score shows 0/15 points, 28 seconds, and buttons for Back, Next, Start, and Exit.
- Click on the melody you hear:** A 2/4 time signature with three different melodies to choose from. The score shows 0/15 points, 12 seconds, and buttons for Back, Next, Start, and Exit.

PBI MUSIC THEORY

SAMPLE SCREENSHOTS

The screenshots show the following activities:

- Music Theory Game 1:** A grid of musical symbols with buttons for C major, G major, and D major. The score shows 0/10 points and buttons for Help, Play Again, and Menu.
- Music Theory Game 2:** A game with a target and a character. The score shows 0/10 points and buttons for Help, Play Again, and Menu.
- Music Theory Game 3:** A game with a rainbow and a character. The score shows 0/10 points and buttons for Help, Play Again, and Menu.
- Music Theory Game 4:** A game with a character and a score. The score shows 0/10 points and buttons for Help, Play Again, and Menu.
- Music Theory Game 5:** A game with a character and a score. The score shows 0/10 points and buttons for Help, Play Again, and Menu.
- Music Theory Game 6:** A game with a character and a score. The score shows 0/10 points and buttons for Help, Play Again, and Menu.
- Music Theory Game 7:** A game with a character and a score. The score shows 0/10 points and buttons for Help, Play Again, and Menu.

The program consists of seven levels, Preparatory through Six. Each level contains 10 new game settings different from the previous level. Each game reinforces learning and encourages repeat play by revealing fun auditory and animated surprises on correct and incorrect responses.



ADVENTURES IN MUSICLAND

This unique set of music games features characters from Lewis Carroll's Alice in Wonderland. Players learn through pictures, sounds and animation which help develop understanding of musical tones, composers, and musical symbols. Games include MusicMatch, Melody Mixup, Picture Perfect, and Sound Concentration.

THE GREAT COMPOSERS BY ZANE HOME LIBRARY

Sample screen shot



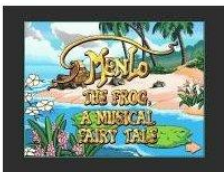
These CD Roms are excellent for acquainting students with music history and the lives of some of the great composers. They are narrated with beautiful pictures and the composers music is played in the background and highlighted throughout the story. Each story is approx. 15 minutes in length and holds the attention of students between ages 7 and 15!

The studio has nine stories available.



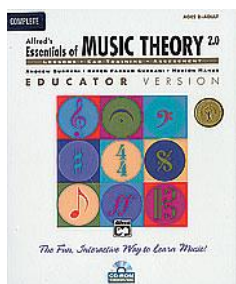
MUSIC BINGO

This software consists of 3 educational games titled: Music Matching, Music Bingo, and Music Missing. These games are designed to work together to teach the names of several music symbols and music notes. They are fun and exciting to play even after the symbols are learned



MENLO THE FROG

The first in a series of Interactive Learning Cartoons under development by Windy Hill Productions, "Menlo the Frog" was designed to impart solid educational concepts and true interactivity within the first real application of television-quality animation.



ALFRED'S ESSENTIALS OF MUSIC THEORY

Alfred's Essentials of Music Theory Software Complete covers all of the material in the Student Book Complete and includes narration of new concepts, animation, exercises, games and ear-training with recordings of a variety of acoustic instruments to motivate students while strengthening musical skills. The program includes randomized exercises, ear-training and graded reviews for each unit. A complete glossary of terms and symbols with definitions, pronunciations and visual/aural examples is also included.

All 3 volumes used in The Ivory League Piano Studio.

Volume 2 (Lessons 25-50):

Major Scales

Key Signatures

Intervals

3/8 & 6/8 Time Signatures

Triads & V7 Chords

Volume 3 (Lessons 51-75):

1st & 2nd Inversions of Triads

Figured Bass

Chord Progressions

Minor Scales & Triads

Modes

Harmonizing & Composing Melodies

12-Bar Blues Chord Progression & Blues Scale

Basic Forms of Music