Experimenting with music

IB DP Music Experimenting with music full package

The report in numbers

Part	Requirement
report	a rationale and **commentary** per process
evidence	creating AND performing
areas	two, local and/or global
weight	30% at SL

An experiment is not practice

Practice

repeats what you

can already do

An experiment

asks what happens

if one thing changes

The experimental loop

> Question, trial, evidence, verdict: one variable changed.

- Failed trials are findings.
- Recordings, sketches, two versions.

Worked: a sustained C3

1. **Question** what does a sustained C3 below change?
2. **Trial** recorded without, then with
3. **Verdict** monophonic to two-part; harmony shifts

Decision

Melody and rhythm stayed; texture and harmony moved.

Accent on every second note

> Accents every second note: the listener hears twos.

- The same eight notes.
- Listeners tap in twos.

Accent on every third note

Displaced onto every third: heard as $3 + 3 + 2$.

- Same notes, same bar lines.
- Grouping follows the accent.

Worked: half the tempo

1. **Question** does halving change what the song does?
2. **Evidence** original and half-speed, side by side
3. **Verdict** call and response survives; the lift is lost

Decision

The context that made the music is part of the music.

Rationale and commentary

Rationale

why this experiment

the question, the motive

Commentary

what the evidence shows

element by element

Worked: the texture report

1. **Rationale** a fixed melody isolates the added part
2. **Take one** monophonic and exposed
3. **Take two** two-part; the E4 in a new harmony

Decision

Texture and harmony can move while melody stands still.

Check yourself

Question	**Answer**
The loop?	question, trial, evidence, verdict
Variables changed per trial?	one
Accent every third note, heard as?	$3 + 3 + 2$
Areas of inquiry needed?	two
Written before the outcome?	the rationale