

# EASILY ADD TECHNOLOGY IN LESSONS AND THE REHEARSAL ROOM

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# TUNERS:

## “TonalEnergy Tuner” (\$4, iOS Only)

- Android version will be here sometime next year; for now try “nTrack Tuner” or “Tunable”

### Pros:

- tuner with clear/easy to use interface
- tuner has 14 different temperaments
- good built in metronome
- mic sensitivity control (for soft and loud instruments)
- “skill” adjustment of tuner (pitch variance sensitivity control)
- tone generator with 8 octaves of range and 22 sounds, also does transpositions
- tone generator has ~100 standard string tunings (violin, guitar, etc.)
- tone generator has sustain button, vibrato button, and auto pitch finder/producer
- “Analysis” screen:
  - record and playback
  - amplitude analysis (volume)
  - pitch analysis
  - metronome
  - sharable recordings (decent/good sound quality = small mic)
  - pitch plotting over amplitude analysis

### Cons:

- doesn’t pick up low frequencies well (because of small mic)
- when metronome is on, the app has a harder time finding your pitch (it hears its own click)



## “Tuning Fork” by Digital Downbeat (free, Mac Only)

- Many different “Tuning Forks” in the Android App Market

### Pros:

- 6 octaves of pitches
- hertz control down to .5
- fun “striking motion” start/end function (can start by touching screen as well)
- volume control

### Cons:

- uses “hertz,” instead of the more useful “cents”
- only one tone
- no analysis of player’s sound (pitch or otherwise)



### Other Notable Tuners:

- “OmniTuner” (\$6, iOS only)
- “Strobe Tuner Pro” (\$2, iOS only)
- nTrack Tuner (Android Only)
- Tunable (Android Only)

# METRONOMES:

“ClickDesigner” by Digital Downbeat (\$3, iOS Only) - better for concert/marching use

Pros:

- very versatile with many ways to manipulate and adjust the beat
- vibrate feature
- “advance” setting - allows programmed sequence of tempos
- “meter designer” and “subdivisions designer” with volume adjustment
- “set-to-set” control - great for marching bands
  - has a “countoff” option
  - you can start and stop at any set
  - able to label each set (good for inputting measure #'s and section titles)
- easy, on-the-fly editing
- accelerando and ritardando controls
- BPM: 20-1000

Cons:

- no “screen always on” option (like FrozenApe’s “Tempo”)
- import/export features don’t work
- it would help if the Metronome’s “Advance” setting and “Set-to-Set” setting had a way to have multiple lists instead of just one giant list with everything on it.
- BPM should go lower (down to 1 would be best)
- “subdivision designer” only able to do 8ths, triplets, and 16ths





“Tempo” by FrozenApe (\$2, iOS and Android) - geared towards “live drum set gig”

Pros:

- practice timer
- multiple setlists
- several modes for easier use: basic, preset, setlist, practice, gig
- panning - so you can put the met in only one ear or both
- tone generator
- several themes (you can purchase a theme editor)
- vibration option
- lots of shortcuts to get to different options
- BPM: 10-400

Cons:

- Timer only works when metronome is activity count/beeping
- many meters to choose from, but not customizable meters (ex: 7/5)
- subdivisions are somewhat customizable - presets as the only option
- vibration is very long - not good for quicker tempi
- timer has no alarm



**“Beat On”** (free for limited features; \$3 for full features, iOS Only)

Pros:

- BPM: 30-300
- somewhat customizable
- “accuracy training” lets you program in how many times you’re going to repeat a phrase with the metronome’s sound alternating from on to off
- “speed training” allows you to incrementally increase metronome every certain amount of counts desired from and to whatever tempo you would like

Cons:

- not nearly as customizable as ClickDesigner or FrozenApe
- not as intuitive to use as other two metronomes
- some useful ideas, but not nearly as good as the other two metronomes, even with the “premium” content”



Other Notable Metronome Apps:

- Metronome Plus (\$2, iOS Only)
- Time Guru (\$3, iOS and Android)
- Dr. Betotte (\$10, iOS Only)
- Metronomics (\$3, iOS Only)
- Polynome (\$2, iOS Only)

# MUSIC EDUCATION/THEORY:

(Dr. Nathan Fleshner's article "There's an App for That")

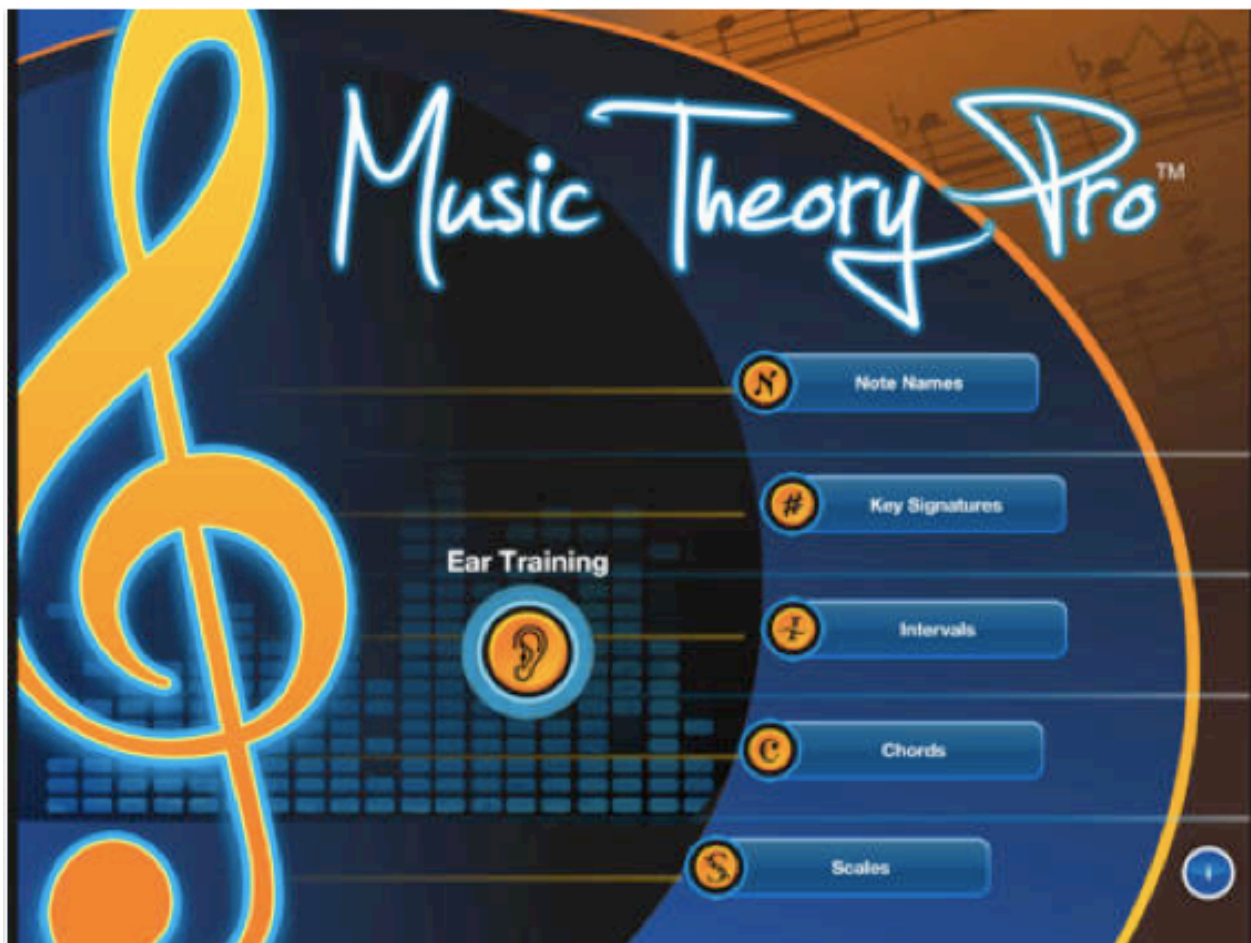
**"Music Theory Pro"** (\$5, iOS Only)

Pros:

- very thorough app
- tests both written and aural theory
- covers many topics of identification:
  - aural: tempo, interval, chords, scales
  - written: note names, key signatures, intervals, chords, scales
- easily modify settings to work specific intervals, chords, etc. to suite the level of student

Cons:

- there is no pause between answering and hearing the next example
- if incorrect, there's no way to replay the last example, so you can't review what you heard and why you might have answered incorrectly



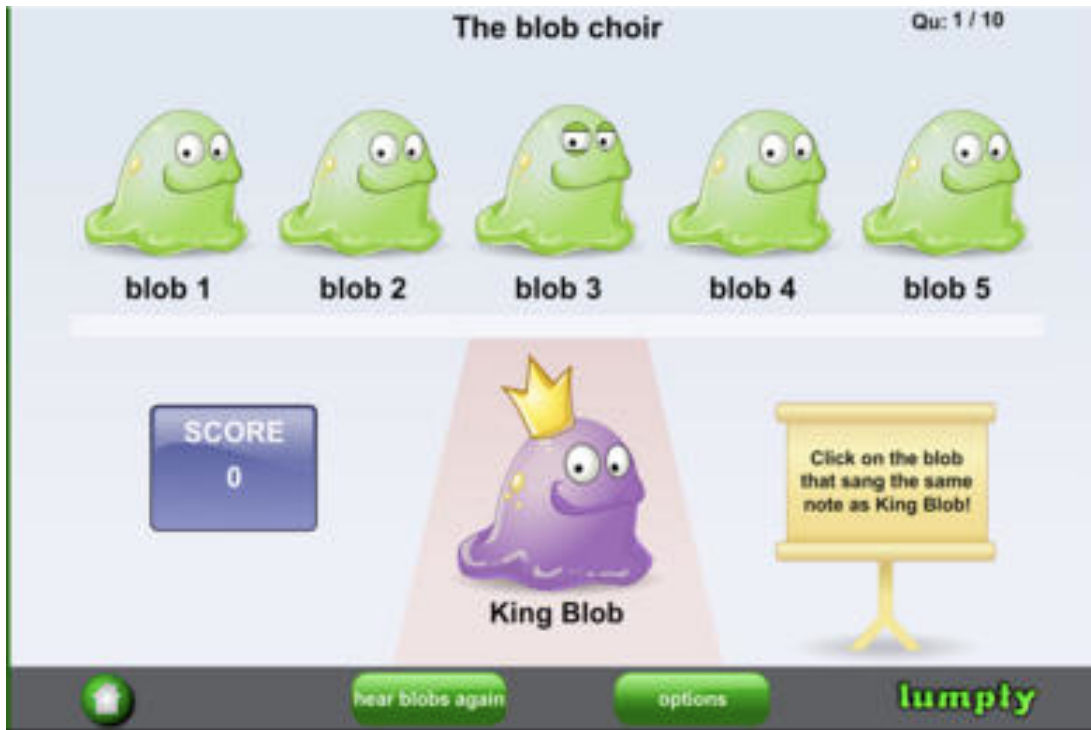
**“Blob Chorus”** (free, iOS; \$3 on Android)

Pros:

- fun ear trainer for younger students
- 7 difficulty levels (2-8 blobs)
- competitive: you get a blob score (how many blobs were “saved”) and blob rating (score out of 100)

Cons:

- not enough variation to the app = can become boring quickly





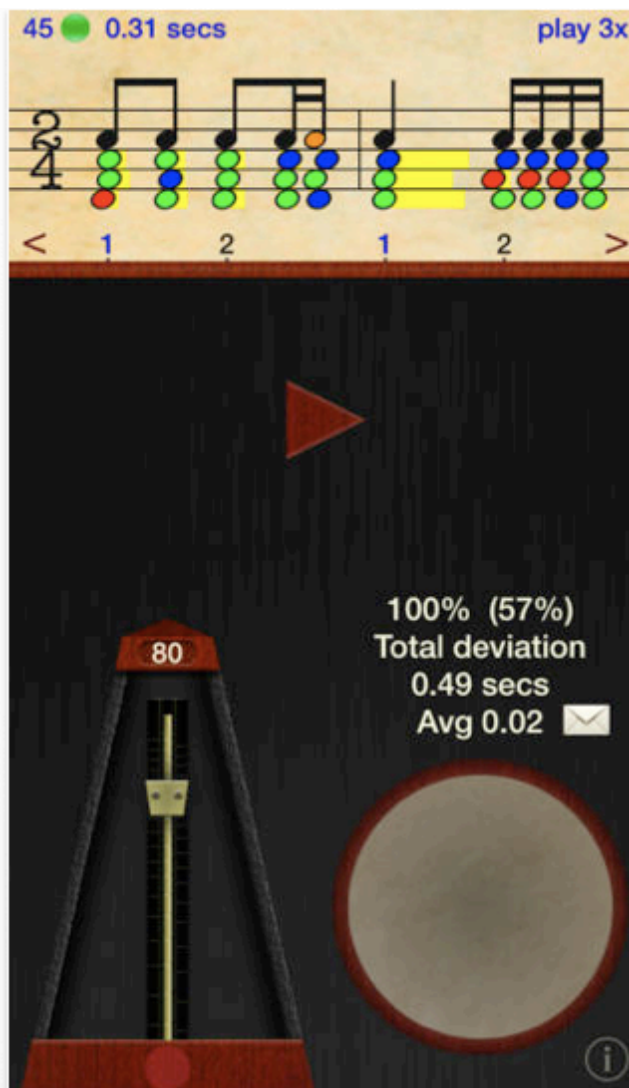
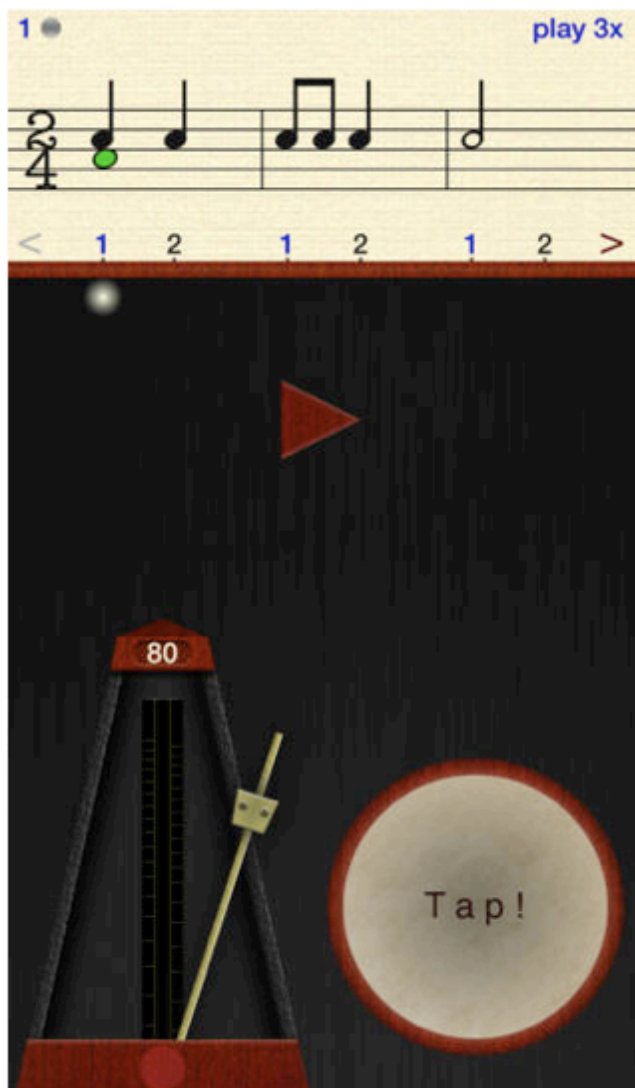
**“ReadRhythm”** Rhythm Sight Reading Trainer (\$3, iOS Only)

Pros:

- great variety of rhythms
- different difficulty levels
- analysis of accuracy (both visual and percentages)
- swung feel can also be practiced

Cons:

- menus are a little difficult to navigate (not very intuitive)



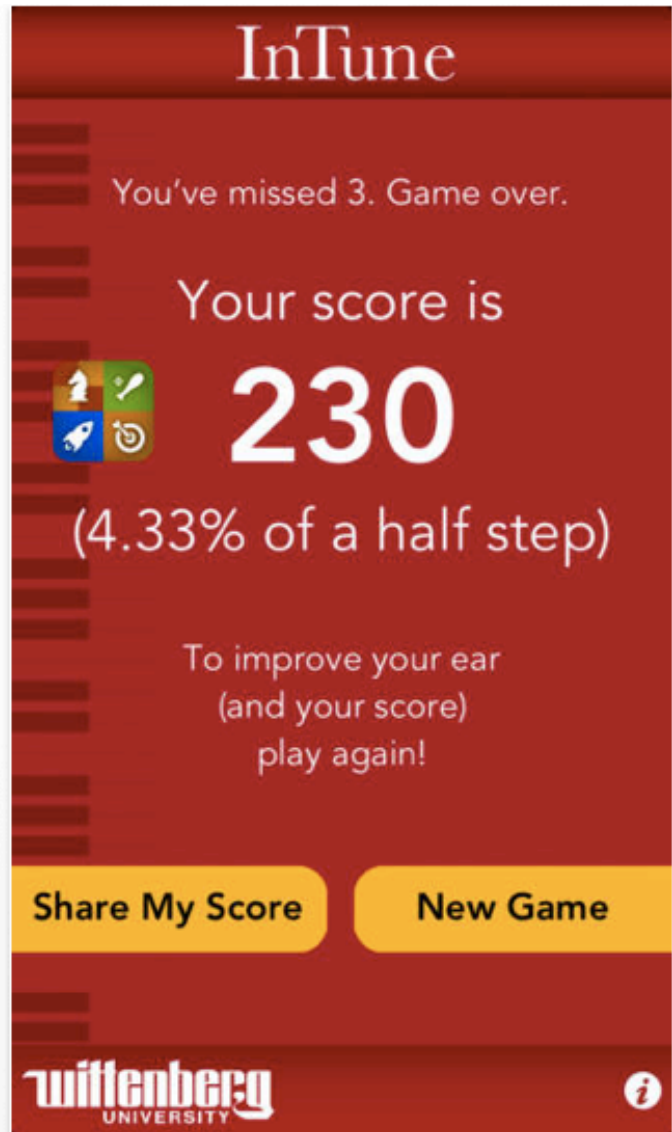
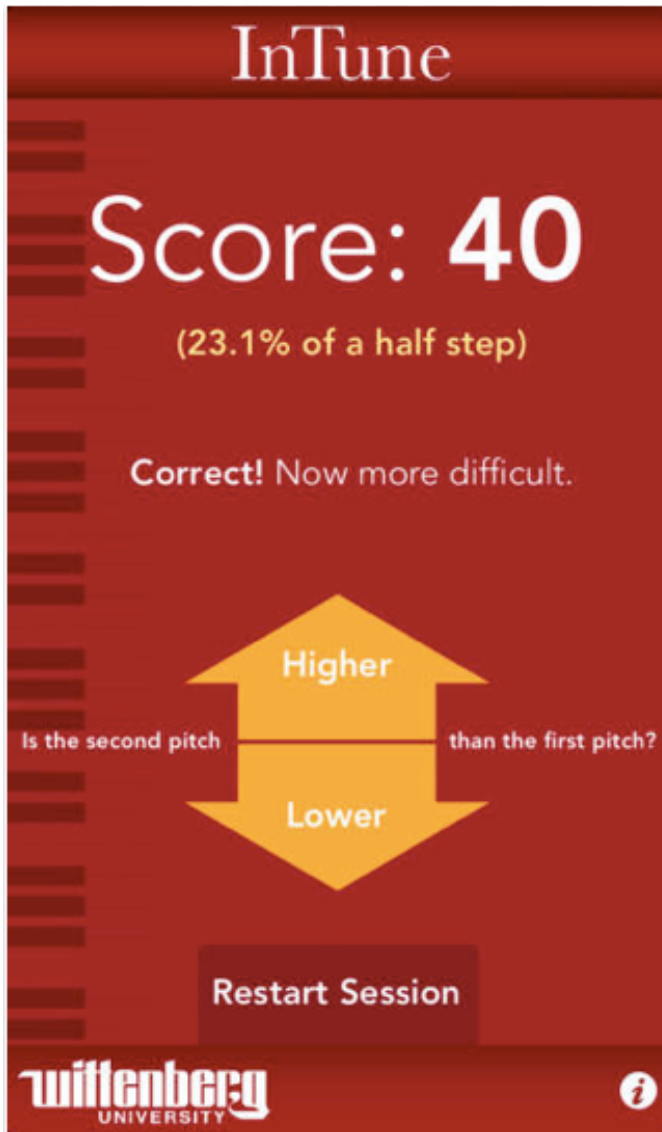
**“InTune”** (\$1, iOS Only)

Pros:

- a fun way to get anyone involved in better hearing
- either one pitch (high, medium, or low) to work on hearing a single pitch, or multiple pitches to help test the listener’s ear

Cons:

- sound is very artificial
- doesn’t get low enough in pitch (probably because of small speaker on cell phones/tablets)
- would be nice if it was more “game oriented”/competitive to get listener more involved, even doing something like a “group challenge” would be fun
- hard to do for long periods of time because it’s kind of annoying



**“Tenuto”** (\$4, iOS only)

- similar Android App - “Music Theory and Practice” by Musicopoulos

Pros:

- Different ways to practice: music staff, piano layout, fret board layout
- 12-tone matrix generator
- chord function calculator
- some very basic things: note identification and key signature identification that would be especially good for younger/less experienced students
- “Progress Reports” can be sent to an instructor to see time spent on a specific sections, how the difficulty was set, and the student’s score on that section.
- overall a very effective and useful way to practice fundamental/intermediate music theory skills

Cons:

- Analysis Calculator doesn’t take into account secondary functions of chords.
- The Calculators (Accidentals, Interval, Chord, Analysis, and Matrix) could be used to cheat on homework instead of the student doing their homework themselves.



**"HearItNoteIt"** (\$2, iOS Only)

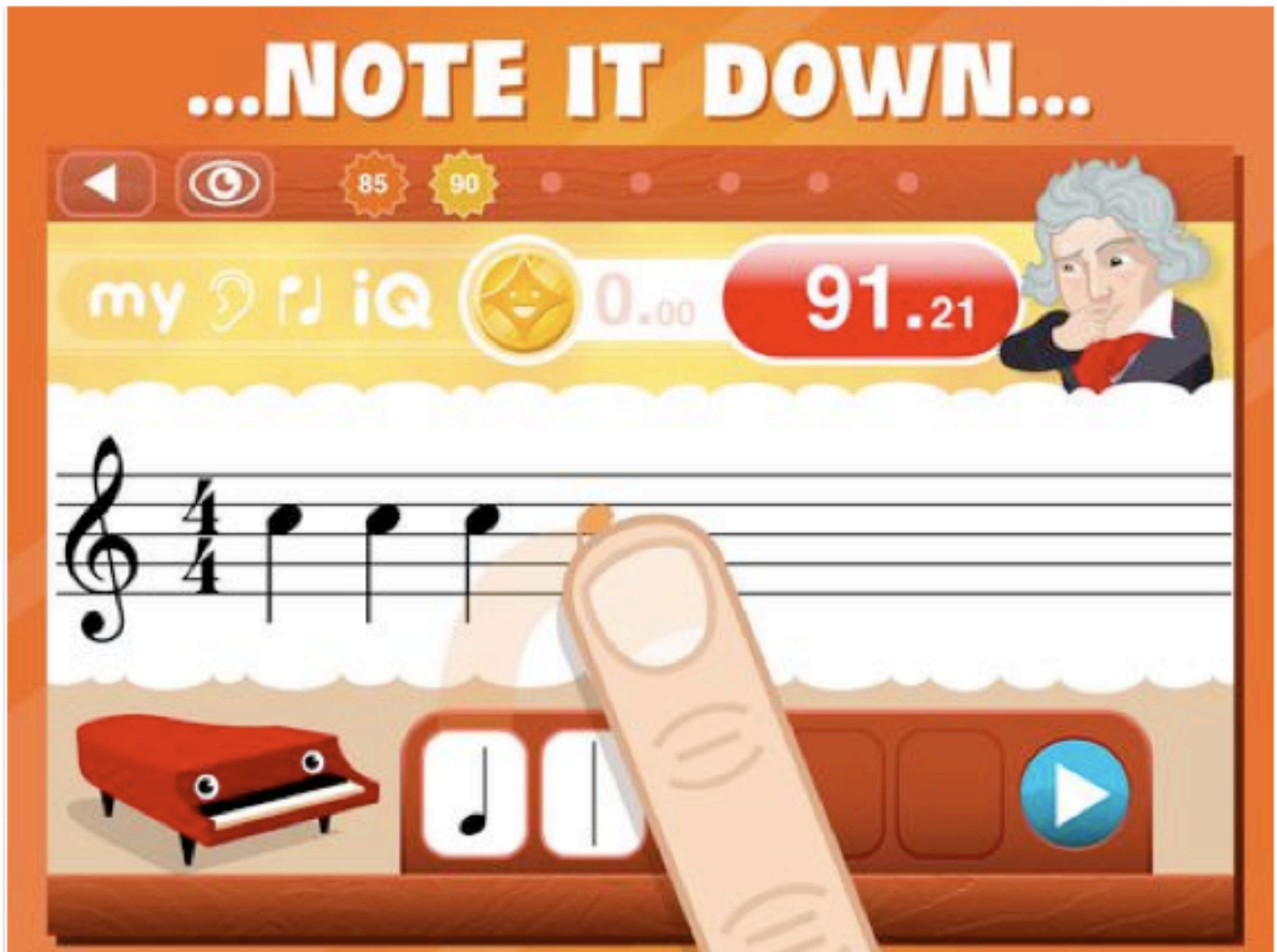
- similar Android App - "My Note Games"

Pros:

- utilizes a note input system that is similar to Finale/Sibelius
- competition based - increase your "musical IQ" by doing lighter (for less percentages) and harder (for more percentages) dictations

Cons:

- hard to input pitch and rhythms (especially on smaller devices like the iPhone)
- animation is geared towards younger students
- some of the note beaming is rather unrealistic (lots of single- or double-barred rhythms with no meter implication)





## “SRMachine” (\$3, iOS Only) “Sight Reading Machine”

Pros:

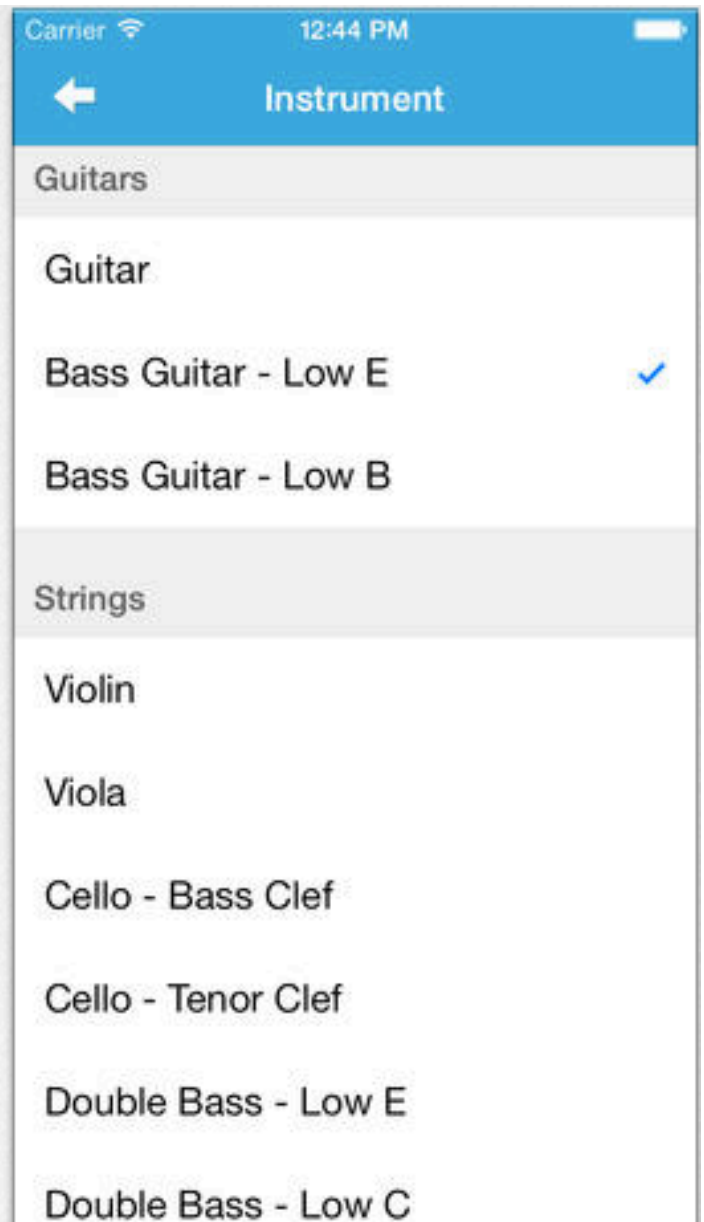
- tempo control
- note difficulty control
- built in metronome for practice
- play along feature (different instruments)

Cons:

- rhythmic timing of the play back is always behind the beat (just a hair)
- no triple subdivisions
- only 4 bars at a time



The screenshot shows the SRMachine app interface for the instrument "Bass Guitar - Low E". The top status bar displays "Carrier", signal strength, and the time "12:41 PM". The app title "Bass Guitar - Low E" is centered at the top. Below the title is a music score consisting of four staves of music in 4/4 time. The first staff contains a triplet of eighth notes, followed by a quarter rest, and another triplet of eighth notes. The second staff contains a quarter note, a quarter rest, and a quarter note. The third and fourth staves each contain a single quarter note. At the bottom left is a settings gear icon, and at the bottom right is a play button icon.



The screenshot shows the SRMachine app interface for the "Instrument" selection menu. The top status bar displays "Carrier", signal strength, and the time "12:44 PM". The app title "Instrument" is centered at the top. Below the title is a list of instrument options. The "Guitars" section is highlighted, and the "Bass Guitar - Low E" option is selected with a blue checkmark. The "Strings" section is also visible, listing "Violin", "Viola", "Cello - Bass Clef", "Cello - Tenor Clef", "Double Bass - Low E", and "Double Bass - Low C".

### Other Notable Music Education/Theory Apps:

- Right Note Ear Trainer (\$7)
- “Nail that Note” (free, iOS Only)

# MISCELLANEOUS MUSIC APPS:

"iReal Pro (\$8, iOS and Android)

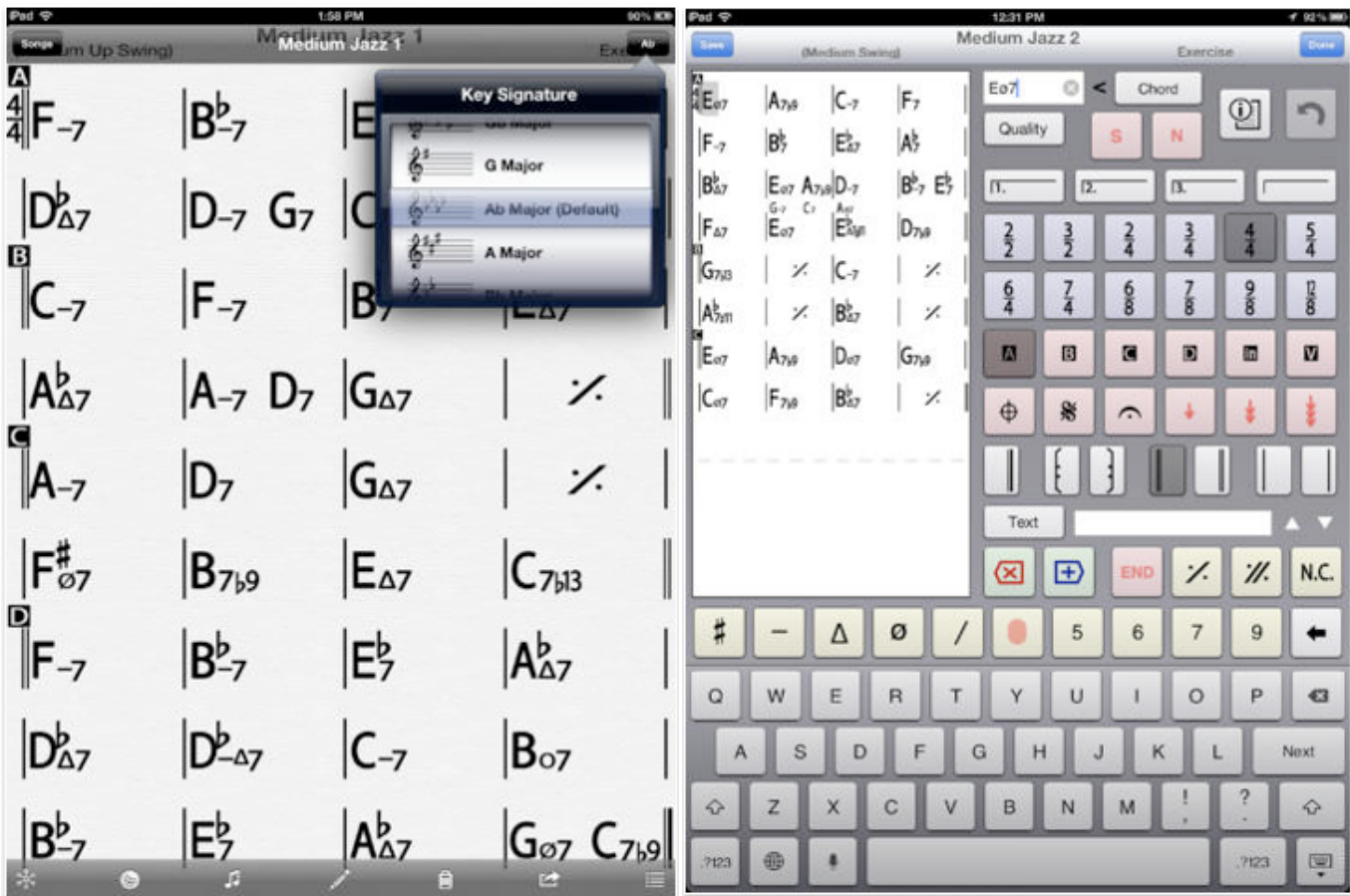
- (chord changes only)

Pros:

- very vesicle
- play-along with any real book tune
  - piano, drums, bass, or any combination of the three (different volumes)
  - any tempo
  - loop any small section
  - transposes any tune to any key
  - you can create your own jazz tune
  - best feature: audio and chord charts are exportable (WAV, MP4, and MIDI)

Cons:

- no melodies, you have to own your own Real Books



**“Coach’s Eye”** (\$1 on iOS, \$5 on Android)

Pros:

- slows down video so you can see very specifically what people are doing correctly/incorrectly
- split screen feature for comparing video
- draw shapes, lines, text
- frame-by-frame scrolling
- recordable analysis with voice-over, drawing, and scrollable video
- sharable videos (email, Facebook, text message, Youtube, Twitter)

