Abstract

The primary objective of this study was to draw mechanisms which have used to improve music student's piano performing skills and sound identification. The problem that faces on the students was lack of practice because of having lack of piano in their class. In order to solve the existing problem the researcher have used three different mechanisms that is preparing handmade piano, adjusting their mobile to rehearse the sound with the position of their finger, adjusting additional class out of their credit hour and using computer rocket system was the main solution used to develop students skill of piano playing and sound identification. The following results was found due to my intervention that is increase sound identification abilities per two tetra chord and put press their finger position on piano. The results were evaluated by using tables' observations when they perform piano and using photograph to cheek changes in their finger position and analyze their change by using tables. For future practice the researcher have planed that searching another best solution for the unsolved problems like problem of identifying more than one octave.

References

- Image of finger practice captured by Atalay Mesfin, Debremarkos Ethiopia.

Index Terms

Computer Science
Softwares

Keywords
Finger practice sound identification artificial piano mobile rocket system