**Project Year**

2002

**Project Team**

Faculty: Susan Weiss, Conservatory Instruction, Peabody Institute  
Fellow: Kristina Lobenhofer, Musicology, Peabody Institute

**Project Title**

History of Music I

**Audience**

Students enrolled in the *History of Music I* course. There exists a potential for more widespread distribution to other educational institutions, including some at the secondary level.

**Pedagogical Issue**

The instruction of early music (prior to the 1600s) is made considerably more difficult by the inadequate quality and number of teaching materials, including some of the most important texts, anthologies, and accompanying recordings. Teaching this class at Peabody also poses additional challenges in that the repertoire is not customarily performed by Conservatory students, who are schooled in the music of the 18th-20th centuries.

**Solution**

This project will provide students consolidated access through a WebCT course shell to numerous source materials (both text and music) for the *History of Music I* course. These sources will include not only links to music web sites, but also links to a large number of history and art sites, many of which incorporate the sounds of the music from the period covered by the course. In addition, students will be able to access practice tests and quizzes, musical and score examples, and a regularly updated page providing answers to questions submitted via email. There will be writing samples and models for class projects, as well as online assignment submission. Finally, video clips of live performances and demonstrations by members of the Peabody Renaissance Ensemble will be accessible from the web site. These performances and the online guides will afford the students the opportunity of seeing and hearing music as it might have been performed at the time it was written. Through this project, it is to be hoped that our undergraduates enrolled in this required course will gain a respect for the music of this period and learn that early music history is not by necessity either antiquated or limited by materials.

**Technologies Used**

WebCT, Streaming Audio/Video