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Movement Mapping and Sound Synchronization Technologies – The Use of Digital Technologies in Teaching

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Abstract

In this own research author undertook various human body movement mapping technologies combined with the playback of previously recorded musical phrases and pieces. The biggest problem that appears in this case is the time synchronization of played sound and live processed video. The author gave his own solutions that can be used in professional musical education on different levels. The purpose of using modern digital technologies that university and music school students already have, is to avoid any additional costs of using these technologies in education, as well as to allow various musical classes to be conducted without skipping any parts – remotely.

keywords: Digital technology, musicians, education, teaching