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NOTICE!!

Dear Customer:

Purchasing this package constitutes your acceptance of the following conditions of sale: The contents of this manual and the MELODIOUS DICTATOR software are copyrighted materials. This one copy of the software is intended for use on one Apple II computer machine. One copy, and ONLY one copy, of the MELODIOUS DICTATOR disk or cassette may be made as a back up copy for this machine. No other copy may be made from this original. No copy, of the original or any copy you make for your own use, is to be transferred, sold, given away, assigned, or traded to any other person. Use of the program was purchased. Educational Institutions do not have the right to make multiple copies of this program for use on other machines.

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MMI
Micro Music Inc

MELODIOUS DICTATOR™

A Music Ear Training Game

DISK VERSION (48K)
OR
CASSETTE VERSION (32K)
APPLESOFT FIRMWARE BASIC

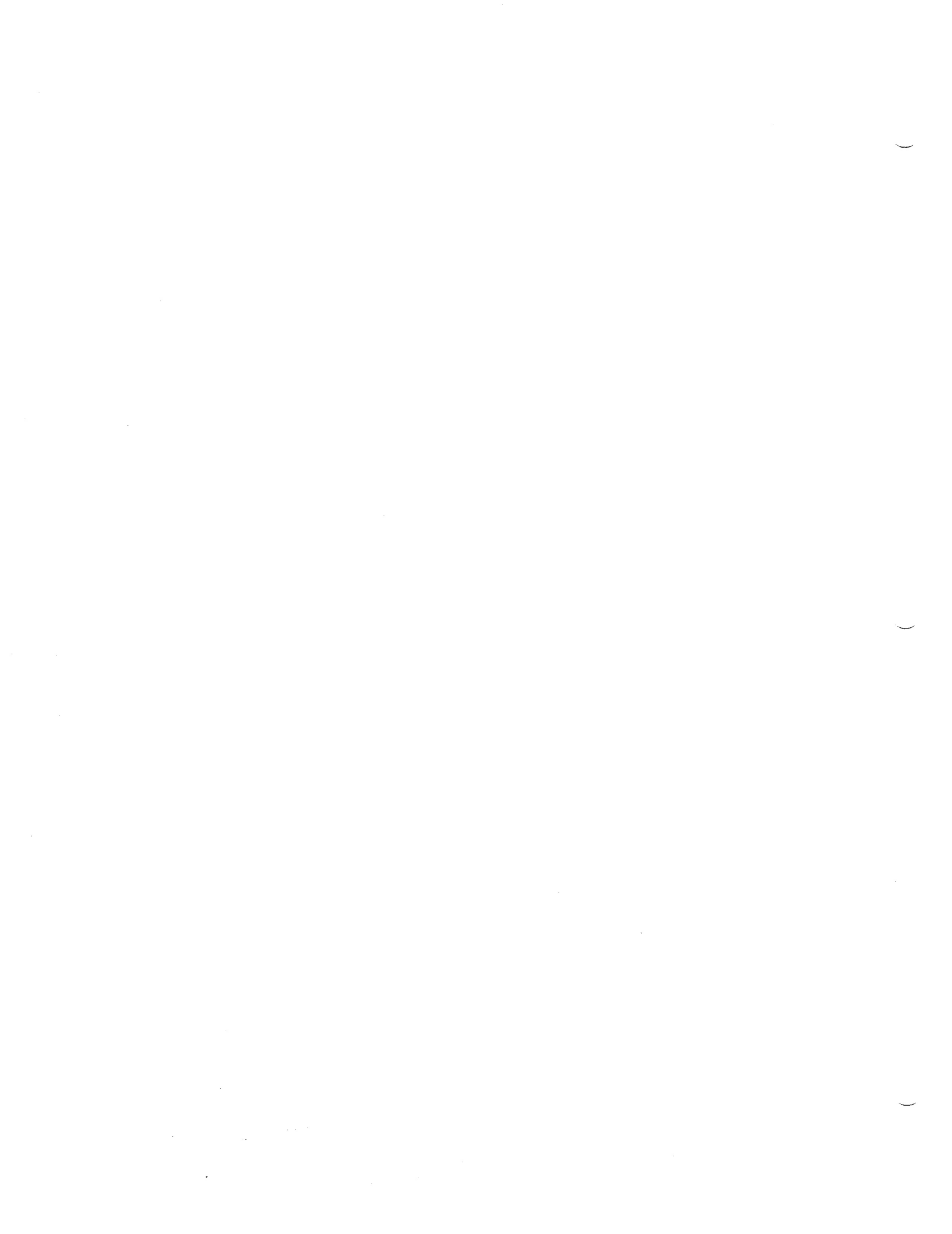MMI SOFTWARE NUMBER: 1002 in cassette version
1003 in disk version

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MELODIOUS DICTATOR™ USER'S GUIDE

VERSION 2.3 (10/79)
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MICRO MUSIC INC.

DISK OR CASSETTE BASED VERSION
APPLESOFT FIRMWARE BASIC

MELODIOUS DICTATOR: a music ear training game
PROGRAM LANGUAGE: Applesoft firmware basic
MINIMUM MEMORY SIZE: 32K (cassette) and 48K (disk)
HARDWARE REQUIREMENTS: Micro Music Dac card (installed in slot 2), game paddles

DESCRIPTION: Melodious Dictator will teach you (or students) to hear music tunes (melodies) and notate each note on a music staff—a skill musicians call melodic dictation. MMI has designed the program with all the flavor of a TV game. You can enjoy the fun of playing Melodious Dictator with its visual displays, game paddles, phaser guns, and other sound effects while you're learning to improve your music ear. Here's how to play: Each time, the computer displays a music staff and a piano keyboard. You'll hear a music tune played twice. Use the game paddle to locate the correct note on the piano keyboard by placing the arrow over the key and pressing the game paddle button. (If you don't know the names of the keys on the piano or the lines and spaces of the music staff, you can turn on the letter names to help you out.) When you push the paddle button, you will see and hear if your note is correct. If you're correct a phaser gun will fire and the note will pop up on the music staff; if you're wrong, listen to the computer groan! Then, try again. That's all there is to it! When you first play the game there is a self-instruction guide to teach you to play. The program automatically adjusts to your ability—from very simple (if you've never done this before) to super challenging if you're a melodic dictation wiz! Before starting, refer to the specific instructions for loading and running the Melodious Dictator.

PROGRAM OBJECTIVES: to teach you the basic skill of melodic dictation with melodies composed of tones of equal duration and selected from diatonic scales within the range of d^3 to g^4. When you achieve the highest difficulty level, you will be able to notate diatonic melodies with skips as large as an octave.

TARGET POPULATION: Fourth grade to adults.

PREREQUISITES: You might want some familiarity with the piano keyboard, key signatures, and the names of the lines and spaces of the music staff. However, a special command is included which will display the names of the lines and spaces and the names of the piano keys (just type 'N' during any notation sequence to display the Names). With this feature, we've found that people learn to do the melodic dictation task and learn the names of the piano keys and the music staff as well.

MMI FORM NO. 3028

COMPOSITION OF MELODIES: All melodies are generated by the computer program using a routine which selects tones from a diatonic scale within either a major or a minor key. With this procedure, each run of the program produces a new and unique set of melodies for your practice. This feature means you can work with the game for many hours of practice and always have new melodies. Melodies are composed in the major keys of C to Eb major, and to A major, and their relative minors. All tunes begin on either the tonic or dominant scale position. Three different synthesized timbres are selected at random to vary the tone color of each tune.

ORDER OF DIFFICULTY: The game is designed to self-adjust the difficulty of the tunes to match your individual dictation ability. Two factors are used in adjusting the difficulty of the tunes: (1) the length of the melody—2 to 7 tones in length, and (2) the size of the skips used in composing the melody—minor seconds to octaves. The simplest tune is a 2-note unison; the most difficult melody is a melody with skips from a minor second all the way up to an octave. At the beginning of the program, you'll be asked to indicate how good you think you are: "(1) tone-deaf to (5) super-ear." This number is used by the game to determine your initial level. By keeping track of this number you can best judge the correct difficulty level for you to begin with each time you practice with the program. However, once the program begins, it will self-adjust the difficulty based on how well you're doing. So, if you should pick a level too hard or too easy the game will adjust within a few tries to your true level. If a melody is so difficult that you can't complete the tune, type the '0' key and the program will jump out of that melody item and let you try another (easier) one. The critical point is 70% accuracy: below this the game composes easier and easier melodies until you're performing at 70%: above this the game composes harder and harder melodies to try and improve your skill.

EVALUATION: When a Melodious Dictator session is finished the following data are printed on the screen for record keeping:

STARTING DIFFICULTY LEVEL =
ENDING DIFFICULTY LEVEL =
MELODY LENGTH SUCCESSFULLY COMPLETED =
TOTAL NOTES NOTATED =
TOTAL NOTES CORRECT =
OVERALL COMPETENCY =

Attached is a sample data sheet you might want to use to record your own or students' progress.

LOADING THE PROGRAM:

=== DISK === The disk version loads just like any other Apple disk. The program automatically runs after the disk is booted. Follow these steps:

1. With your thumb on the label, put the disk in the disk drive. Close the door on the drive.

2. Type this sequence to get into BASIC: (RESET) (CTRL) B (RETURN) (hold both the CTRL and B keys down together). When the] appears, type PR#7 (RETURN) to start the disk. Substitute a different number for 7 if your disk drive is in a different slot.

3. The disk will now boot and automatically RUN the program. The program is set in an auto-run mode. If you stop the program, any key or command will re-run the program. This protective measure insures that students will not tamper with the program, and if they should accidentally stop the program, it will start again with RUN or most anything.

=== CASSETTE === For the cassette version, put the tape in the cassette player and rewind the tape. Apple cassettes load better if you locate the starting, high pitch tone before loading the tape into the computer. MMI has a special cueing device which lights up when the tone is found—check with MMI or your local dealer about the MMI Cassette Tape Cue.

1. Load and rewind tape.

2. Then type (RESET) to get an * to appear. With the AUTO-ROM machines you have to type CALL-151.

3. Then type: 300.4000R (RETURN)

4. Then immediately put the tape in play mode.

5. The tape takes a while to load, almost 2 minutes. When the machine beeps, and the * re-appears the tape is loaded. You should see understandable instructions on the screen. If the screen is scrambled, then reload the cassette.

6. To run the program:

    . Hold the CTRL and Y key down together
    . Release them both
    . Press the (RETURN) key

And the program will now RUN.

MICRO MUSIC DAC SLOT: The program is set for the DAC to be in Slot No. 2. To change the DAC

to Slot No. 4 do the following:

```
] BLOAD X(CTRL)E(CTRL)F
] CALL-151
* 406E: CO (RETURN)
* 49A7: CO (RETURN)
* 49B4: CO (RETURN)
* 49BC: CO (RETURN)
* (CTRL) (RETURN) (this gets you back to BASIC)
] BSAVE X(CTRL)E(CTRL)F,A$4000,L$1FFF(RETURN)
] PR#7(RETURN) (run the program)
```

MELODIOUS DICTATOR DATA SHEET

NAME _____
         Last   First

SOCIAL SECURITY NUMBER _____

REFERRED FROM _____
                   Course Number, Course Title

_____

      Please respond to these items each time you complete a session with this program. The data will appear on the screen just as shown here when you are finished with the program.

DATE _____   DATE _____
STARTING LEVEL _____   STARTING LEVEL _____
ENDING LEVEL _____   ENDING LEVEL _____
MELODY LENGTH _____   MELODY LENGTH _____
TOTAL NOTES NOTATED _____   TOTAL NOTES NOTATED _____
TOTAL CORRECT SCORE _____   TOTAL CORRECT SCORE _____
OVERALL COMPETENCY _____   OVERALL COMPETENCY _____

DATE _____   DATE _____
STARTING LEVEL _____   STARTING LEVEL _____
ENDING LEVEL _____   ENDING LEVEL _____
MELODY LENGTH _____   MELODY LENGTH _____
TOTAL NOTES NOTATED _____   TOTAL NOTES NOTATED _____
TOTAL CORRECT SCORE _____   TOTAL CORRECT SCORE _____
OVERALL COMPETENCY _____   OVERALL COMPETENCY _____

DATE _____   DATE _____
STARTING LEVEL _____   STARTING LEVEL _____
ENDING LEVEL _____   ENDING LEVEL _____
MELODY LENGTH _____   MELODY LENGTH _____
TOTAL NOTES NOTATED _____   TOTAL NOTES NOTATED _____
TOTAL CORRECT SCORE _____   TOTAL CORRECT SCORE _____
OVERALL COMPETENCY _____   OVERALL COMPETENCY _____

DATE _____   DATE _____
STARTING LEVEL _____   STARTING LEVEL _____
ENDING LEVEL _____   ENDING LEVEL _____
MELODY LENGTH _____   MELODY LENGTH _____
TOTAL NOTES NOTATED _____   TOTAL NOTES NOTATED _____
TOTAL CORRECT SCORE _____   TOTAL CORRECT SCORE _____
OVERALL COMPETENCY _____   OVERALL COMPETENCY _____

DATE _____   DATE _____
STARTING LEVEL _____   STARTING LEVEL _____
ENDING LEVEL _____   ENDING LEVEL _____
MELODY LENGTH _____   MELODY LENGTH _____
TOTAL NOTES NOTATED _____   TOTAL NOTES NOTATED _____
TOTAL CORRECT SCORE _____   TOTAL CORRECT SCORE _____
OVERALL COMPETENCY _____   OVERALL COMPETENCY _____

Problems, Suggestions, Reactions: