# Max/MSP/Jitter for Music: A Practical Guide to Developing Interactive Music Systems for Education and More

*By V. J. Manzo*

**Max/MSP/Jitter for Music: A Practical Guide to Developing Interactive Music Systems for Education and More** By V. J. Manzo

In *Max/MSP/Jitter for Music*, expert author and music technologist V. J. Manzo provides a user-friendly introduction to a powerful programming language that can be used to write custom software for musical interaction. Through clear, step-by-step instructions illustrated with numerous examples of working systems, the book equips readers with everything they need to know in order to design and complete meaningful music projects. The book also discusses ways to interact with software beyond the mouse and keyboard through use of camera tracking, pitch tracking, video game controllers, sensors, mobile devices, and more. The book does not require any prerequisite programming skills, but rather walks readers through a series of small projects through which they will immediately begin to develop software applications for practical musical projects. As the book progresses, and as the individual's knowledge of the language grows, the projects become more sophisticated.

This new and expanded second edition brings the book fully up-to-date including additional applications in integrating Max with Ableton Live. It also includes a variety of additional projects as part of the final three project chapters.

The book is of special value both to software programmers working in Max/MSP/Jitter and to music educators looking to supplement their lessons with interactive instructional tools, develop adaptive instruments to aid in student composition and performance activities, and create measurement tools with which to conduct music education research.

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## Editorial Review

Review
Praise for the First Edition: "A groundbreaking, step-by-step approach to empowering the creativity of music educators and music students through interactive computer software design."

--from the Foreword by David Elliott, Professor of Music and Music Education, New York University

"Max has become a major player in the world of music making and VJ Manzo's book is perfect for those who want to become fluent with the language. And, for the growing legions of music makers who are using clusters of applications for diverse projects, Manzo's clear categorization of Max functionality may well make this book an ongoing standard reference for building specific Max/MSP patches within each cluster."

--Morton Subotnick, Composer and Educator

"This book is a lucid and systematic introduction for beginners or intermediate users to all three components of the popular multimedia software Max/MSP/Jitter, covering MIDI, basic programming concepts, real-time audio/video manipulation, camera tracking, and alternate controllers. VJ Manzo does an excellent job of clearly explaining how to use the software. Music educators, students, music technologists, sound designers, game developers, composers, and multimedia artists interested in learning Max in order to develop their own software applications will find this to be a highly useful text."

--Cort Lippe, Director, The Lejaren Hiller Computer Music Studios, University of Buffalo

"There are very few comprehensive resources out there for educators in music technology to get their students engaged in the creative act of writing software, as opposed to simply relying on commercial applications. This book, start to finish, provides a thorough curriculum for using Max in a music education setting, nicely complementing the company's own documentation by showing how to build more complex projects that integrate interactivity and sound. Manzo's book is a great read, not only for educators and students but for electronic musicians looking to expand their arsenal of expressive tools."

--R. Luke DuBois, Brooklyn Experimental Media Center, Polytechnic Institute of NYU

About the Author

V.J. Manzo is Assistant Professor of Music Technology and Cognition at Worcester Polytechnic Institute (WPI). He is a composer and guitarist with research interests in theory and composition, artificial intelligence, interactive music systems, and music learning. V.J. is the author of the books *MAX/MSP/Jitter for Music, Foundations of Music Technology*, and co-author of the books *Interactive Composition* and *Environmental Sound Artists: in their own words*, all published by Oxford University Press. For more information visit vjmanzo.com.

## Users Review

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**Paul Howard:**

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**Stephanie Dillard:**

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**Clyde Okane:**

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**Jerry Schooler:**

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