Name of Principle Investigator: J. Tomás Henriques
Project Title: LOOP: A Project in Creative Instruction for Music Technology [Learn-Operate-Outreach-Perform]

1. Please consider the original timeline and deliverable targets. How is your project progressing compared with the original estimates?

The LOOP project is an initiative in innovative instruction in music technology that depends on the availability and readiness of a newly configured lab facility - the new LOOP LAB - that has been funded to sustain the project.

Not until now, early January of 2014,, the new lab is being configured with all the gear that was purchased being set up. The Lab will be up and running and ready to be used by Jan 27th 2014, when classes for the Spring of 2014 start!

My initial expectation that the new gear could have been purchased by the beginning of August of 2013 was too optimistic. This was due to normal delays in the availability of the IITG funds for the project, and, when those funds became available, the process of purchasing a very large amount of new hardware proved to be a rather lengthy process. Not until late October the purchase process was finished. Because music classes take place in the Lab we had to wait till the Winter break to configure the new hardware.

Training of faculty and staff to learn how to operate the new gear has stayed on course. But the completion of Milestone 1 had to be pushed to the end of the Fall of 2013 because of the lab readiness.

Therefore, Milestones 1 and 2 will be combined and the Sprig of 2014 will become the first semester that will produce visible results using the new LOOP-LAB. Specifically, the class "Real Time Interactive Computer Music" that will be taught this Spring (as part of the minor in Digital Music Production) has been redesigned to take advantage of the new Lab. Furthermore, at the end of the Spring semester, students taking that class, will perform a concert using the unique ISO, Interactive Synthesizer Orchestra. The Interactive Synthesizer Orchestra is one of the deliverables of the project. It consists of an orchestra of 15 workstations meant for the performance of real-time interactive electronic music.

2. How is spending progressing when compared with the original budget estimates?

The LOOP project was designed to spend/have access to basically all of its funding at once. This is because that funding was meant to equip a new lab facility so that the project can be materialized.

We have accomplished this.

3. Please provide feedback regarding your experience with the project execution. In particular, any issues or roadblocks you've encountered that may have been unexpected.

As I mentioned earlier (Question1), my initial expectation that all the hardware needed for the Lab could have been purchased by the beginning of August of 2013 was too optimistic. I had to deal with some delays in the availability of the IITG funds project and a lengthy purchasing process. This process encompassed getting quotes, choosing the most competitive vendor and then the actual purchase and delivery of the hardware. I also experienced some unexpected long delays from the Vendor to deliver one key component for the new Lab.

4. What are your positive observations or pleasant surprises about your team's interaction or project process that might would be helpful to other PI's?

There is a great deal of excitement that both faculty and staff involved in the project share.

This will be even greater when the LOOP Lab and its Orchestra of Synthesizers is configured to send its musical performances, remotely, to a unique 52.1 surround system located in the Ciminelli Hall.

5. Please describe any challenges you've encountered working with your project team that you've found solutions for that might be helpful to other PI's.

Nothing to report at this time.