



The **Arcana Strum** is an adaptive guitar-based instrument where chords are formed using buttons on the left hand (or with adaptive foot pads/switches) and the instrument is strummed using the joystick on the right, which has several different handles to make it as easy as possible to display. Designed by guitarists, the chords can be amended to add variations like 4th, 6th, Maj7th, 9th, etc. Connects via an iPad to speaker.



**Swipe**, by Digit Music, is an iPad or phone app that comes with its own form of music notation called Arrow Music. The unique user-friendly layout simplifies the music-making process and transforms any touchscreen device into an intuitive musical instrument.

Users can easily play notes or chords from a chosen scale by swiping, tapping, or blinking. Intelligently adapts to any screen size, from smartphones to tablets, giving optimal use across devices, and the Arrow Notes music system provides lots of resources and ideas for using the device.



**CMPSR**, by Digit Music, is a MIDI device that comes with its own form of music notation called Arrow Music. The buttons allow you to change from melody to chord mode, add sustain, and add variation, and the joystick produces the notes/chords in sequence when moved in different directions.

This device is amazing as a way of turning music tech into a game for new learners, and it can connect to a DAW like Garage Band on the iPad to use any number of instrument voices. The device can be mounted via a bracket onto a mobility aid and has been designed to replicate the controls of an electric wheelchair, but it is equally applicable in mainstream settings as a music tech device.



The **Cosmo** has 6 switches (known as Cosmooids) that are a brilliantly interactive and playful way of teaching music. The multi-sensory switches light up in different colours and can be used on a table/floor or mounted to walls/mobility aids.

Cosmo comes with its own iPad app which allows you to make music independently or to choose from dozens of games to learn about cause and effect, pitch, musical patterns etc. Really engaging and great for learners who will enjoy a playful and creative way of learning.



**Soundbeam 6** has been with us at BMT for a while and now, with 4 bluetooth switches alongside the beam and touch screen console, it is highly versatile and interactive. The device connects to a TV screen/display so that videos and images are triggered with the sound, making it multi-sensory and extra fun! The beam can be adjusted from just a few millimetres for those with very limited mobility, up to a few metres for wheelchair users or those whose movements are likely to be much bigger. The switches allow for different instruments, chords, patterns and ways of engaging and it comes pre-loaded with lots of musical options that can be customised.



Moog's **Theramini** is a smaller, reimagined version of one of the oldest digital musical instruments, the theramin. Highly engaging and immediately effective, the player simply controls the sound with gestural movements, changing pitch and volume with your body. The instrument features a range of performance enhancing features to assist the user including assistive pitch correction, allowing you to play every note in a selected scale perfectly. The Theremini has a built-in speaker and features 32 sound presets, each providing a distinctly different tonality or timbre.

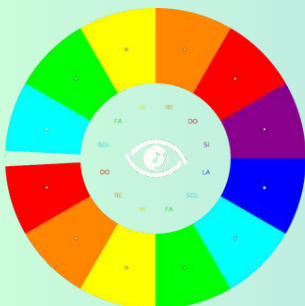


**Yamaha's FGDP-30 Finger Drum Pad** is an amazing way of playing the drums by using only your fingers. Highly adaptable and less than the size of a laptop keyboard, it has voice menus so that all options are available for Visually Impaired users.

There are masses of variability on this device including kit, style, timbre, resonance, sensitivity etc and it is a great tool for people to learn about rhythmic structure and beat as well as making drumming fully accessible for people with mobility difficulties and disabilities.



The **Smooth Talker** is an amazing single/sequential message communication device that can be easily adapted for taking part in musical games and exploration. It has 8 minutes of recording time, superior digital sound quality from twin speakers and a low switch profile angled towards the user for easy activation. With multiple playback modes and integrated memory management, Smooth Talker features Sequential, Random, Random (no repeats), Choice, Choice Progression, Converse, Auditory Prompt, and Question/Answer playback modes, making it suitable for a range of interactive activities.



**EyeHarp** is the first musical instrument that allows people with disabilities to learn and play music with gaze or with head movements. Using specialist software downloaded to a PC, and an eye tracker device, the EyeHarp allows people with severely limited mobility to play music with independence, choice and autonomy. EyeHarp users can play on their own or in groups and orchestras, meaning that it is a truly inclusive music-making experience. Playing any melody is possible, from a few simple notes to more complex pieces, and the voice of the instrument can be changed to suit what the player wants.

**To request more information about any of our Inclusive Musical Instrument Library, please complete the form at <https://forms.office.com/e/BBaqE67tjW>**