# Digital Bagpipe Chanter - Transcript

*Opening title slide - “Digital Bagpipe Chanter, Accessible Instruments Challenge” on a blue background with a small, white, line drawing of a set of bagpipes.*

Sean Tracey begins speaking to the camera:

“Hopefully, people will pick up this thing which may feel like it's out of reach and otherworldly, but in fact it's more accessible than ever.”

“We’re working on making bagpipes more accessible to people who don’t have the full movement of their hands. And we’re doing it with this little thingy here.”

*Sean picks up and shows a thin printed circuit board to the camera*

“This is a little PCB which allows you to play bigpie music when inside a chanter. What's wonderful about this device opposed to traditional woodwing bagpipes is that you can have different configurations of fingering to allow you to play different notes with different combinations of hand movements.”

*Footage of one handed chanter being played heard and shown on screen*

Duncan Menzies continues:

“I originally developed the PBROC digital bagpipe system as part of my PHD at Queen Mary University of London and since then I’ve been working with The One Handed Musical Instrument Trust, OHMI, to improve the accessibility of the bagpipes for people with use of only one hand.”

Sean Tracey:

“So, instead of using two hands to get the appropriate sounds like you would normally do so, you would instead use one hand and give you the full range of notes and sounds that you can make with a traditional set of bagpipes but with all the fun of wearing headphones if you want to practice for example or having tutorage through an application which is another thing we are working on.”

*Video footage shows chanter connecting to laptop and on screen software*

Duncan continues speaking as a voice over:

“When connected to a computer the chanter forms part of a complete digital system to help piping instructors and their students. The PBROC software allows performances recorded using the digital chanter to be displayed, exampined , compared and played back at any point at any speed. The ornament recognition algorithm also allows automatic performance scoring in a game environment, giving younger players a fun and engaging way to practice and measure their progress.”

Jacob Harrison then speaks to the camera:

“It’s really exciting to be part of the team working on the digital bagpipe chanter. I think Duncan has developed a really great piece of technology and it's amazing that it’s already been opening up access to bagpipe playing for musicians with upper limb disabilities.”

Courtney Reed concludes:

“We’re working right now on improvements on the chanter application and its user interface which I hope will give more of you and potentially myself in the future sometimes the opportunity to work with this incredible and just totally crazy and super important instrument.”

*End slides read: “The Team: Jacob Harrison, Duncan Menzies, Courtney Reed, Sean M. Tracey”*

*Followed by a slide featuring the partner’s logos; The OHMI Trust, Creative United, UCL, Arts Council England, Hobs 3d, Plexal.*

*www.accessibleinstruments.com*