

# MOBILE APPLICATION CRANNY

## How to Choose Apps

### Examine and assess the following:

- Client preference
  - Do you want to use it because it has potential to be therapeutically beneficial or just because its novelty?
  - Does the app carry possibilities with music that align with client's experiences of music? *For example, if client(s) preferred music experiences include receptive (listening), does the app allow for playback of whatever you just recorded with them.*
  - If client(s) aren't already tech inclined, is there an openness within them to learn with your support?
  - Test the app together during session to see if it is something they would enjoy.
  
- Accessibility
  - Is this app suitable for client(s) developmental level, motor skills, and cognitive ability?
  - How much does it cost? Do you want the client(s) use it for themselves beyond their time with you?
  - If necessary, can you adapt the interface (screen size or how its touched) for client(s) use?
  
- Personal Comfort/Proficiency
  - Choose a couple of apps you want to learn and become proficient in
  - Have you used the app in your own time and know the music experiences it could afford?
  - What are possible questions the client could ask about the app and do you know the answers?

**Then, determine what type of app would be best suited for your practice and/or advocacy:**

- Virtual Instruments: For emulating traditional non-tech instruments
  - Ex: The Piano, RealGuitar, REAL DRUM
- Receptive: For music listening/watching
  - Ex: Spotify, AppleMusic, YouTube
- Creative: For making sounds
  - Ex: Launchpad, Kaossilator, Figure
- Recording: For recording sounds
  - Ex: GarageBand, Koala, Soundtrap
- Games: For musical play
  - Ex: Sounddrop, Circadia, Bloom, Nodebeat
- Notation/Charts: For finding and storing notation
  - Ex: Ultimate Guitar, Guitar Tabs, OnSong
- Documentation: For collecting and storing notes/data
  - Ex: TheraNote, SimplePractice, Evernote
- Organization/Communication: For administrative and marketing needs
  - Ex: Slack, Padlet, Canva

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Need more help? You can always consult the authors directly for 1:1 tutorials, lessons, etc.