Candidate: Mujeser Iljazi

**Overview of children's music gaming Albanian population Pollogu 2011**

**Apstract:**

The decision to create a video collection of children’s music games from the region of Polog is a result of the absence of papers which would treat this matter in the Macedonian musicology, i.e. ethnomusicology. Thus, we may conclude that the opening of this question is the first attempt to research the children’s music game of the children of Albanian ethnic background from the region of Polog in our country. It is possible that this attempt is a first attempt of archiving of the children’s music games in this region. We are referring to a slightly forgotten segment of the cultural heritage not only in our scientific area, but also worldwide. In a more persistent search for papers dedicated to the children’s music game, i.e. the children’s music folklore, one might really come across a dozen of titles, however this quantity is extremely incomparable to the papers dedicated to the music folklore of the adults. Also, these papers lack consistency regarding the discipline which researched them.

**Formulation of the problem**

The decision to create a video collection of children’s music games from the region of Polog is a result of the absence of papers which would treat this matter in the Macedonian musicology, i.e. ethnomusicology. Thus, we may conclude that the opening of this question is the first attempt to research the children’s music game of the children of Albanian ethnic background from the region of Polog in our country. It is possible that this attempt is a first attempt of archiving of the children’s music games in this region. We are referring to a slightly forgotten segment of the cultural heritage not only in our scientific area, but also worldwide. In a more persistent search for papers dedicated to the children’s music game, i.e. the children’s music folklore, one might really come across a dozen of titles, however this quantity is extremely incomparable to the papers dedicated to the music folklore of the adults. Also, these papers lack consistency regarding the discipline which researched them. Thus, these papers are based on most various approaches: ethnographic approach (Harwood 1994, 1998; Tucker 2008), ethnomusicological approach (Brăiloiu 1984), quantitative approach characteristic for researches from the area of the musical education and musical psychology (Marsh 1995; Tarnowski 1999; Dzansi 2004; Campbell 2007; Brodsky & Sulkin 2010), and there are also projects made by amateurs – collectors of children’s music folklore (Newell [1883] 1911; Gomme 1894/1898; http://www.edu-cyberpg.com/NCFRD/). The latter especially refer to the beginnings of the documenting of the children’s music game in the 19 century as well as the present internet projects which are the result of collaborative actions of users from all around the world.

From all this it turns out that the matter of the children’s music game is the object of interest of a number of humanitarian disciplines having into consideration its educational, aesthetic, psychological and social value. The need to research the children’s music game results from the transformation of the children’s world of game and the electronic media. Namely, as shown by the researches (see Jordanoska 2010), nowadays, children do everything by using the electronic media: the computer, television, smart phones, i.e. the internet with all the types of communication and creativeness it enables. The children’s game is not immune to this process and we are noticing that the children express their world, imagination and creativeness through the children’s folklore less and less. Therefore, this paper perhaps will represent a final opportunity to preserve the life and music in a child’s way, i.e. a final opportunity to preserve what remains as a musical – cultural heritage of this sort in our country.

Having into consideration that the children’s music game does not include only the voice, yet it is a syncretic form of text, music and movement, the filming in video format is of crucial importance in the process of its archiving. The present technological development enables digital video technology which has great quality, in a smaller size and financially more accessible, and the adjective digital is inseparable from the present notion about archiving. From here, the research of the children’s music folklore, generally, implies the use of digital technology, from filming the material through cataloguing and making a melograph in a note processor, all the way to the methods of analysis. The suggested topic of our master’s paper complements the research in the paper about the first year, in which we filmed and catalogued a video collection of female wedding songs from the village of Simnica, Gostivar (Iljazi 2011). Namely, this subject topic, also has the digital archiving of the music folklore at its base. We gained our first experience with digital video archiving in the mentioned paper, which covered a less populated area. This paper will cover a larger region in our country with differently populated areas.

Our suggested topic also directs to the paper “Video collection of children’s music games in Kosovo in 2010” by Arnisa Rexhepi (2011). With this research in IRAM for the first time, the topic of children’s music games was opened and a methodology was established for digital archiving and analysis of filmed material of this sort. With all this being said, it is a fact that we will use the established methodology in this paper in our research. The gathered results of the archiving of the children’s music games in the paper of Rexhepi are in fact an encouragement to realize a larger project about the children’s music games in our country as well. An additional motivation is also the compatibility with Rexhepi’s paper, especially regarding the language, i.e. the ethnic background of the researched subjects, which would enables comparison of our results with the results of her paper.

All this leads to the suggested topic for the master’s paper:

Video collection of children’s music games of the Albanian population from Polog in 2011

**Definition of the subject**

The subject of our paper will consist of the following segments:

1) creating a video collection of children’s music games by filming in a standard definition in video format with audio of 48 kilohertz and cataloguing the filmed material according to the standards for cataloguing of the IRAM digital catalogues of collections from the musical cultural heritage.

2) children’s music games, where we exclusively refer to games which contain musical elements – rhythm and melody which the children sing or pronounce rhythmically; covering games which the children play:

- in live

- individually or as a group

- in interaction with peers, i.e. children of different age, but close to the age of their generation; covering games played among friends and relatives (brothers, sisters, cousins, etc.)

- with or without the use of props (elastic, ball, scarf, etc.) and toys

- in home conditions (in the homes, yards) and in the neighborhoods (in the parks, playgrounds, on the streets).

The age structure of the subjects will refer to children at the age 2 to 14.

3) Albanian population from the cities and villages of Polog in the Republic of Macedonia where the dominant population is of Albanian ethnicity, followed by population of Macedonian, Turkish and Roma ethnicity.

4) 2011, i.e. the time period to which the research refers, also taking into consideration the social – economic, technological and musical – cultural accomplishments. The indicators used for the analysis of the children’s music games will be organized according to the secondary and tertiary data which are standard for the digital archiving. The secondary data will refer to general information about the game, collected during field work, and the tertiary data will result from our analysis. The key variable in the base of our research is a variable of a type of a music game with the categories melodic game and rhythmic game depending on the plan of the music work which is predominant. This variable will be treated as a dependent variable.

**Definition of the method**

In accordance with the researches in IRAM conducted thus far, which include digital archiving of the musical cultural heritage, this paper will contain a separate unit regarding the methodology of filming, storing and annotation of the video material, and another unit regarding the methodology of analysis of the filmed material, in this case an analysis of the children’s music games. Considering that the research will also include a melograph of the game by registering the way of playing, a separate unit will be dedicated to the methodology of this type of digital archiving of the filmed material. In the research we will use a quantitative method with the basic statistical methods of analysis of the catalogued material: techniques of descriptive statistics and frequency distributions. In order to determine the relations among the specific variables we will use contingency tables for calculating the chi-square coefficient. Taking into consideration the researches conducted thus far in IRAM related to digital archiving (Mitevska 2005; Krueziu 2006, 2008; Ilievski 2007; Rexhepi 2010; Iljazi 2011) and especially the paper of Rexhepi (2011) which also treats the same matter, we expect dominance of the nominal variables.

For the needs of our research a sample of 80 children’s music games will be made, half of which will be melody games, and the rest rhythmic games. We are making this division in order to meet the criterion of representation and proportionality of our sample. Apart from this basic criterion, while choosing the sample, we will also follow the criteria of representing different populated areas, rendering the division according to the type of populated areas which are characteristic of the region of Polog, and the categories are: city, plane village, upland village and mountain village. The sample will cover respondents exclusively from Albanian ethnicity, of different age and gender. Apart from this, a criterion for forming the sample will be that the games may not repeat, i.e. there will be 80 different games which may not overlap in all of the characteristics, i.e. secondary and tertiary data.

The choice of the games based on the mentioned criteria, according to the basic rule of sampling will be random.

The basic instrument of our research will be a questionnaire filled out by the researcher. The secondary data will be registered in fieldwork during the conversation with the respondents, and the tertiary data will be inserted while making the melograph of the recorded material.

Two catalogues will be created from the recorded material: one for the children’s music games and another for the respondents.

The researching method will consist the following phases:

- informing the families and the educational staff about the purpose of the research and the ethnic principles which the researcher will respect during the research

- acquiring permission for filming from the families and the educational staff

- filming the video collection

- storing the video collection

- cataloguing

- making a melograph.

**Expected results**

Our paper aim primarily aims towards the digital archiving of the children’s music games, i.e. the work during the filming of the collection, storing, annotation, making a melograph and cataloguing. However, the digital catalogues offer simplified ways for analysis of the material and with the cataloguing of the material there will be an opportunity to establish the basic characteristics of the children’s music games from the region of Polog in 2011.

With this research, we expect to get scientific findings about the children’s music games in the region in question, which will shed light on the children’s music culture and which will be applicable to all the humanitarian disciplines which come in contact with the phenomenon of the children’s music game.

**LITERATURE**

1. Alimi, Lejla. 2011. “Structure of the concert life in Tetovo in the first decade of XIX century”. Master’s paper, University “Sts. Cyril and Methodius“– Skopje, Faculty of Music Art

2. Alimi, Teuta. 2009. ”Application of the Gordon-test for assessment of the music abilities of the students in the first grade of the primary schools in Tetovo – Albanian teaching language”, Paper for first year of Master’s studies, University “Sts. Cyril and Methodius“ –Skopje, Faculty of Music Art

3. Buzarovski, Dimitrije. 1995. Introduction in the analysis of the music work. Skopje:

Faculty of Music Art http://mmc.edu.mk/IRAMbooks/books/AnalizaKniga.pdf

4. Buzarovski, Dimitrije (choice and editing). 2000. From natural to computer sounds and tones. Skopje: Faculty of Music Art

5. Buzarovski, Dimitrije. 2002. Basics of the digital archiving of sound. Skopje: IRAM

6. Gjurkovik-Pantelik, Milena. 2011. “The effects of the music activities of the preschool population in Sabac, Serbia in the school year 2008/09”, PhD dissertation, University “Sts. Cyril and Methodius”– Skopje, Faculty of Music Art

http://mmc.edu.mk/IRAMbooks/thesis/MDjurkovicDD.pdf

7. Ђурковић-Пантелић, Милена. 1998. Методика музичког васпитања деце

предшколског узраста. Шабац: Виша школа за образовање васпитача у Шапцу/Арт

студио Шабац

8. Iljazi, Mujeser. 2011. “Video collection of female wedding songs from the village of Simnica, Gostivar in 2010” Paper for first year Master’s studies, University “Sts. Cyril and Methodius”– Skopje, Faculty of Music Art

http://mmc.edu.mk/IRAMbooks/thesis/MyjeserIljaziMr1.pdf

9. Ilievski, Darko. 2007. “ Reconstruction of the ethnomusicological work of Mile Brzanov through the digitalization of his legacy”. Master’s paper, University “Sts. Cyril and Methodius”– Skopje, Faculty of Music Art

10. Jordanoska, Trena. 2010. “The digital media and stratification of the music culture of the teenage population in Skopje, the capital city of the Republic of Macedonia, in 2009 “, PhD dissertation, University “Sts. Cyril and Methodius”– Skopje, Faculty of Music Art http://mmc.edu.mk/IRAMbooks/thesis/TJordanoskaDD.pdf

11. Golarovska-Gmirja, Viktorija. 2008. “Determinants of the music culture of the students in the first grade in the primary schools in Skopje“, PhD dissertation, University “Sts. Cyril and Methodius”– Skopje, Faculty of Music Art

12. Круезиу, Валон. 2006. “The music program on the Albanian language televisions in the city of Skopje“, Paper for first year of Maser’s studies, University “Sts. Cyril and Methodius”– Skopje, Faculty of Music Art

13. Krueziu, Valon. 2008. ”Cataloging and digitalization of the beginnings of the studio recording of vocal – instrumental Albanian folk music in Macedonia”, Master’s paper, University “Sts. Cyril and Methodius”– Skopje, Faculty of Music Art

14. Mitevska, Irena. 2005. „Problems of digitalization of melograms“,

Master’s paper, University “Sts. Cyril and Methodius”– Skopje, Faculty of Music Art http://mmc.edu.mk/IRAMbooks/thesis/IrenaMitevskaMr2.pdf

15. Rexhepi, Arnisa. 2010. “Video collection of the music tradition in the mountain area of Kardak”, Paper for first year of Master’s studies, University “Sts. Cyril and Methodius”– Skopje, Faculty of Music Art

http://mmc.edu.mk/IRAMbooks/thesis/ArnisaRexhepiMr1.pdf

16. Rexhepi, Arnisa. 2011. “Video collection of children’s music games in Kosovo in 2010 “, Master’s paper, University “Sts. Cyril and Methodius”– Skopje, Faculty of Music Art

17. Constantin Brăiloiu. 1984. “Children’s rhythm” in: Problems of ethnomusicology, pp.

206 – 38. Cambridge University Press

18. Barbash, Ilisa, and Lucien Taylor. 1997. Cross-Cultural Filmmaking: A Handbook

for Making Documentary and Ethnographic Films and Videos. Berkeley: University of

California Press

19. Barnouw, Eric. 1993. Documentary: A History of the Non-Fiction Film. Oxford

University Press

20. Brodsky, Warren & Idit Sulkin. 2010. “Handclapping songs: a spontaneous platform

for child development among 5–10-year-old children” in: Early Child Development and

Care, pp. 1 – 26

21. Campbell, Patricia Stehan. 2007. “Musical Meaning in Children’s Cultures” in:

International Handbook of Research in Arts Education (Ed.Liora Bresler), pp. 881-894.

Springer

22. Dzansi, Mary. 2004. “Playground Music Pedagogy Of Ghanaian Children” in:

Research Studies in Music Education, no. 22: 83 - 92

23. Gomme, Alice Bertha. 1894/1898. The traditional games of England, Scotland and

Ireland: with tunes, singing rhymes and methods of playing according to the variants

extant and recorded in different parts of the Kingdom, Vol.1, Vol.2. London: David Nutt,

270-72 Strand

24. Harwood, Eve. 1994. “Miss Lucy meets Dr. Pepper: Mass media and children’s

traditional playground song and chant” in: Musical connections: Tradition and Change,

Proceedings of the 21st World Conference of the International Society for Music

Education (Ed. Heath Lees), pp. 187–194. Florida: Tampa

25. Harwood, Eve. 1998. “Go on girl! Improvisation in African-American girls’singing

games” in: In the Course of Performance: Studies in the world of musical improvisation

(Ed. Bruno Nettl & Melinda Russell), pp. 113–125. Chicago, IL: University of Chicago

Press

26. Heider, Karl. 2006. Ethnographic Film. University of Texas Press

27. Jakovljević, Tijana. 2009. “Dečje igre kao model folklorne komunikacije” u:

Etnološka istraživanja 14, str. 31 – 50. Zagreb: Etnografski muzej

http://www.emz.hr/ei14/ei14-02-jakovljevic.pdf

28. Kryeziu, Valon. 2005. “Children's Music Festivals of the Albanian Community in

Macedonia”, Contemporary Trends in Musicology and Ethnomusicology, X IRAM

Conference. Skopje

http://mmc.edu.mk/IRAM/Conferences/ContemporarytrendsIV/VKryeziu.pdf

29. Kryeziu, Valon. 2006a. “Music Programs of the Albanian Language TV Channels in

Skopje Area”, Cultural Policy and Music Education, XI IRAM International Conference.

Skopje

http://mmc.edu.mk/IRAM/Conferences/XIConf/VKryeziuXI.pdf

30. Marsh, Kathryn. 1995. “Children's Singing Games: Composition in the Playground?”

in: Research Studies in Music Education, no. 4, pp. 2 – 11

31. McGuire, Kenneth M. 2002. “The Relationship between the Availability of a

Children's Television Program and Song Recognition” in: Journal of Research in Music

Education, Vol. 50, No. 3 (Autumn, 2002), pp. 227-244. MENC

32. Newell, William Wells. [1883] 1911. Games and Songs of American Children. New

York/London: Harper & Brothers Publishers