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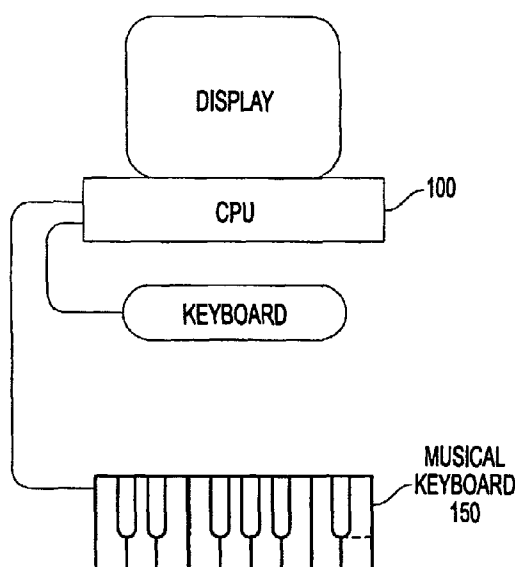
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(54) Title: AN INTERACTIVE GAME PROVIDING INSTRUCTION IN MUSICAL NOTATION AND IN LEARNING AN INSTRUMENT



(57) Abstract: A musical keyboard (150) is connected to a computer (100). The computer (100) implements a graphical user interface (350) for teaching users to play the musical instrument (150). A computer readable music file, such as a MIDI file (400), is used to drive the creation of game objects that travel from a point of origination along a path (210i) toward a key of a virtual keyboard (200i). In one form, when a user presses a key of the musical keyboard (150) within a certain time window of arrival of the game object at the corresponding key of the virtual keyboard (200i), the user is awarded with an audio presentation, a visual presentation and/or with game points. In a more structured learning mode, the game can be played with selectable, progressively more difficult challenges that the user masters on the road to proficiency.



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