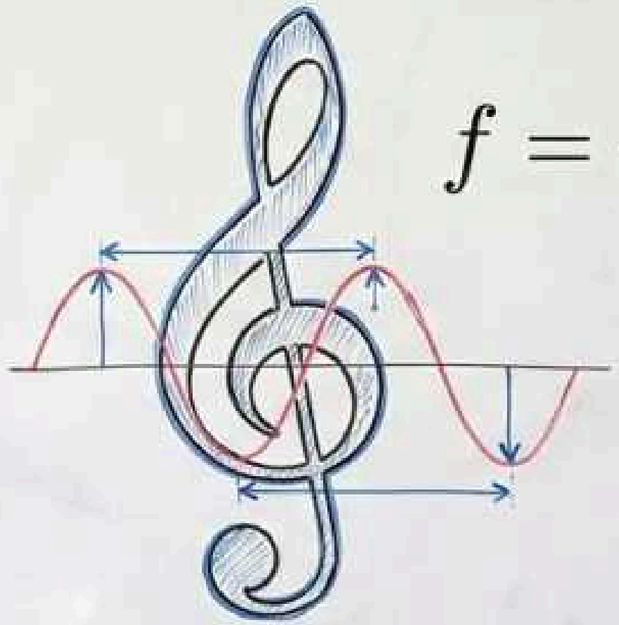
MUS 101 B: Introduction to Music Theory

Lecture 0: Course Overview



$$f = \frac{v}{\lambda}$$

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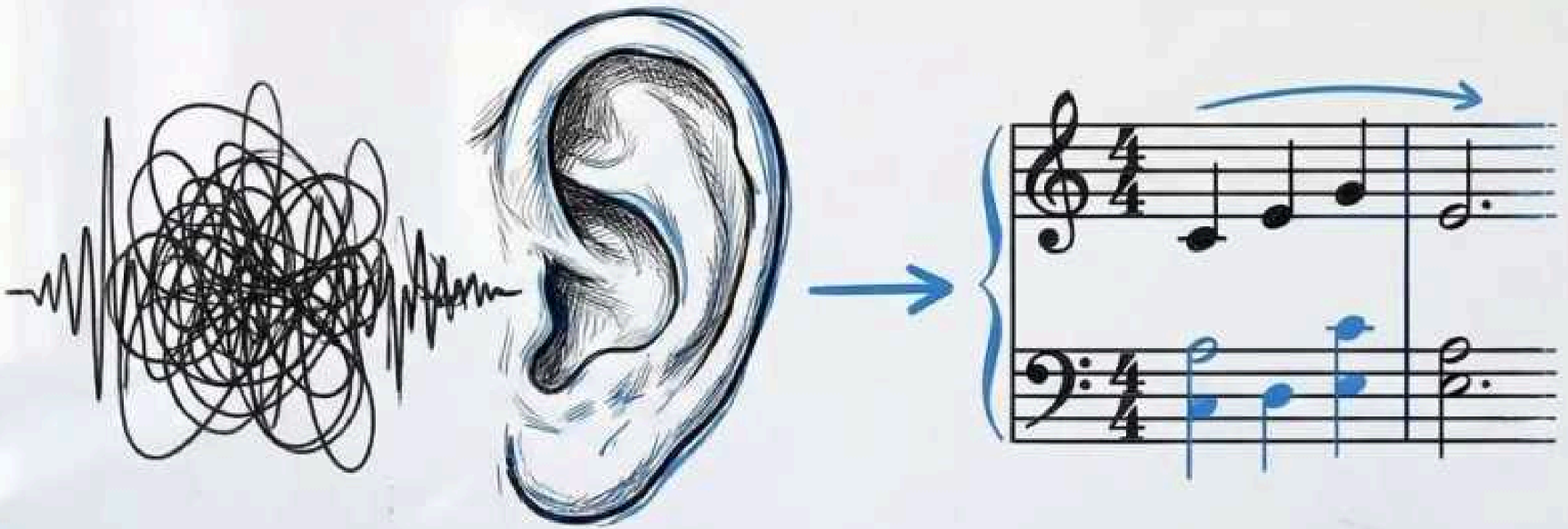
¶ 0.1



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¶0.2

$$Music\ Theory = \sum(Vocabulary + Grammar)$$



Welcome to Anderson Academy: A free library of university-level courses (~1 hour each).

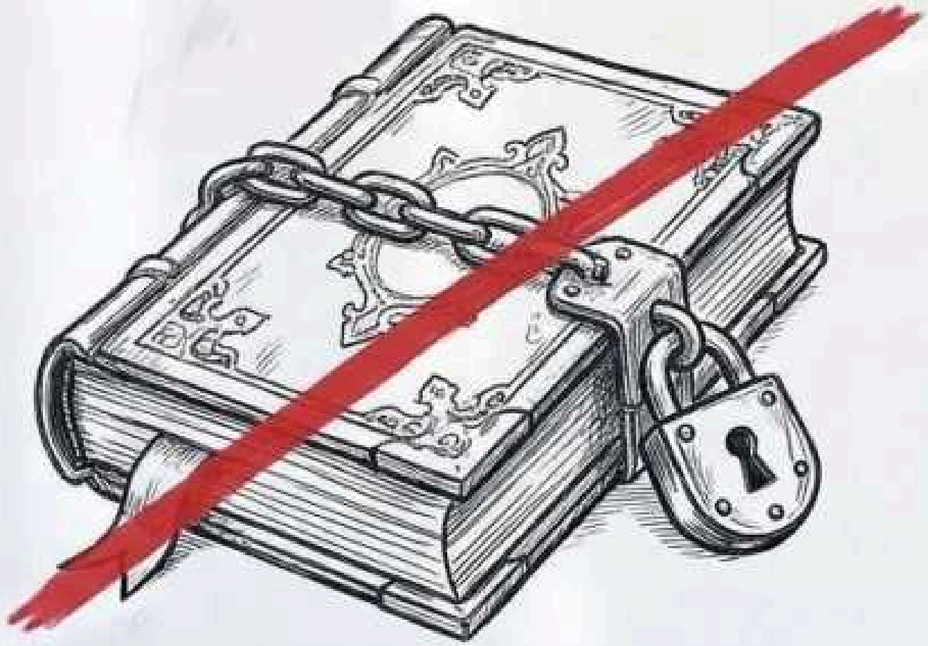
Theory gives names to the sounds you already know.

Read, write, discuss, and create new music.

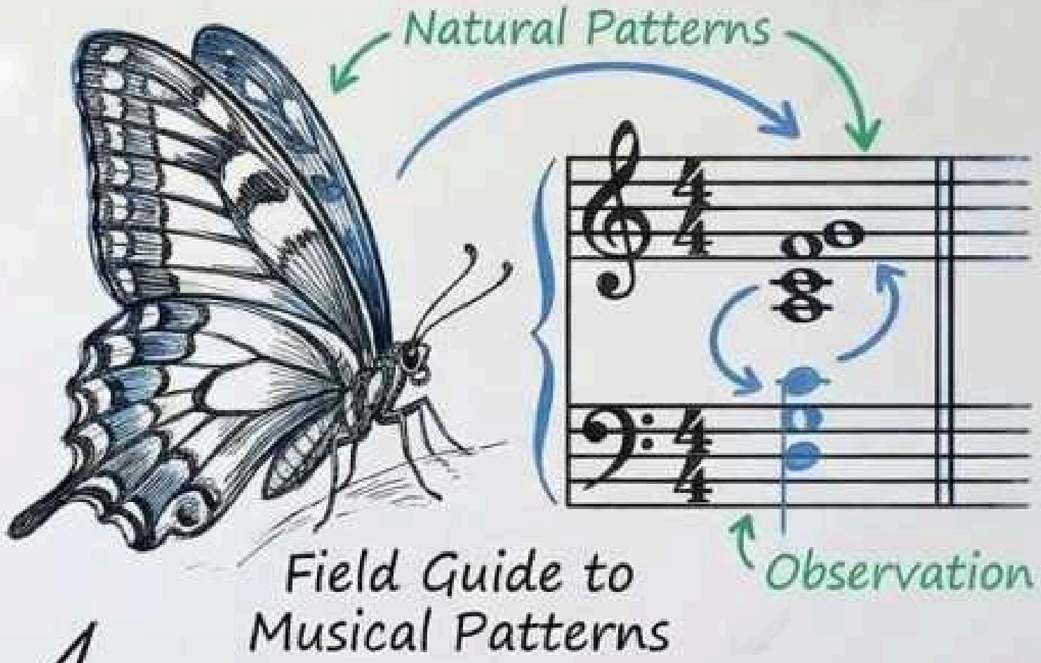
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¶0.3

Myth: A strict set of rules musicians must obey.



Reality: A description of patterns that sound good.



Outcome: Makes music easier to remember, share, and build upon—without losing the magic.

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¶0.4



No instrument.
No reading required.

Lecture Series

- Read a tune
- Count rhythm
- Name key
- Build chords
- Understand “feel”

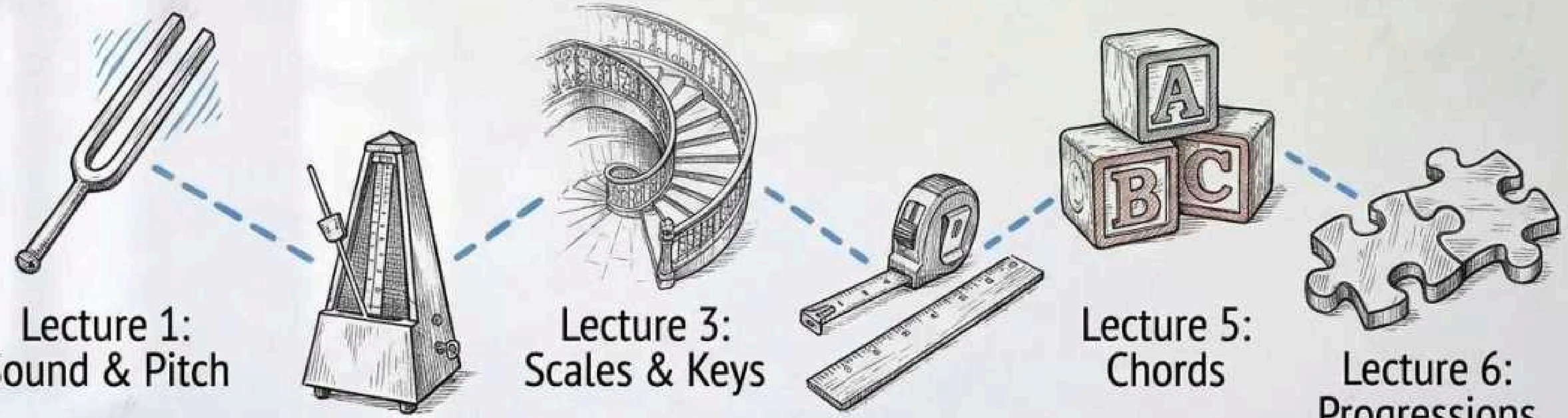
We begin with what sound is
and how notes are named.

By the end, you will master
five core competencies.

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¶ 0.5

The Map: Six lectures to structural fluency.



Lecture 1:
Sound & Pitch

Lecture 2:
Rhythm & Meter

Lecture 3:
Scales & Keys

Lecture 4:
Intervals

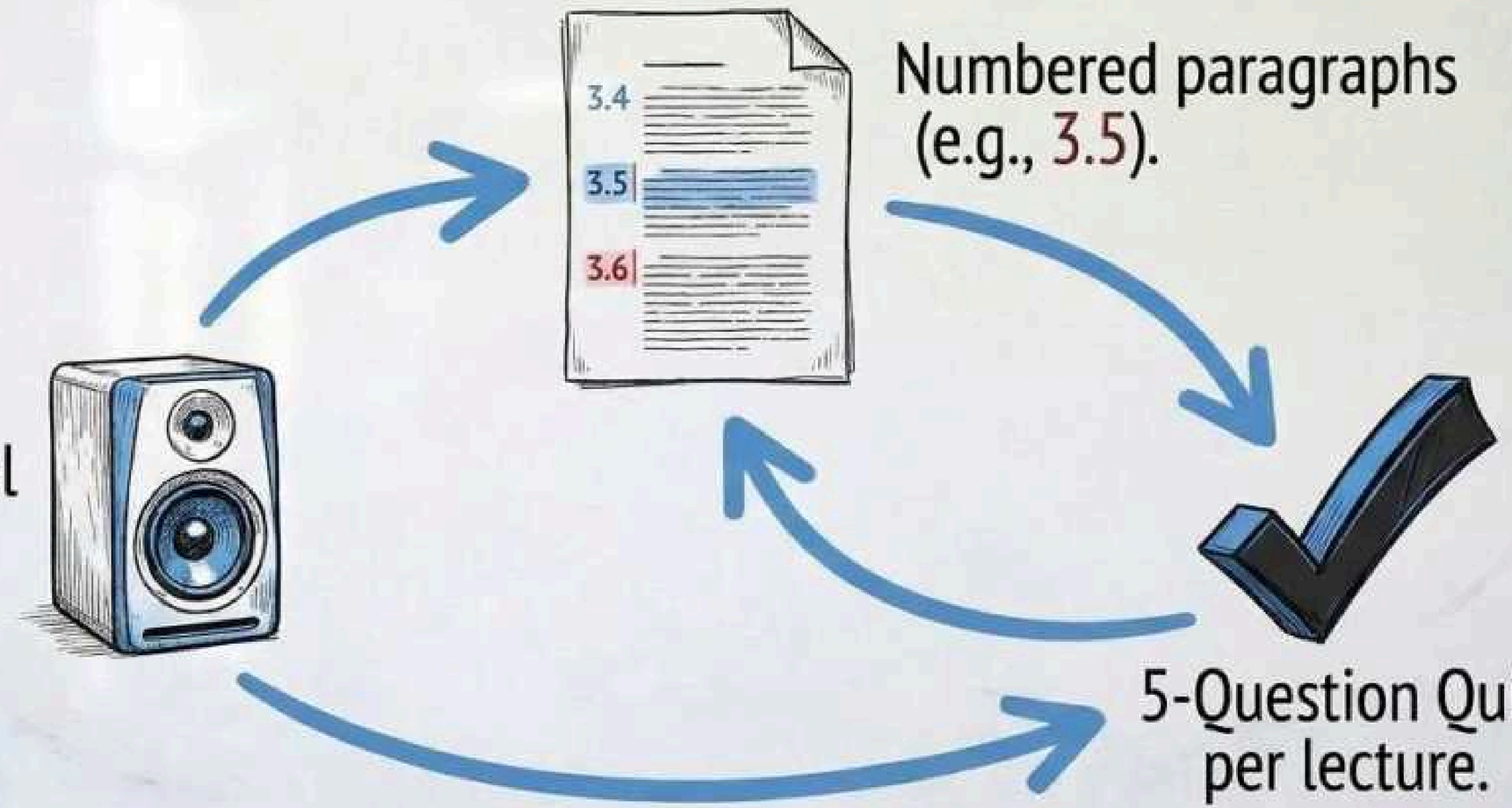
Lecture 5:
Chords

Lecture 6:
Progressions
& Form

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¶0.6

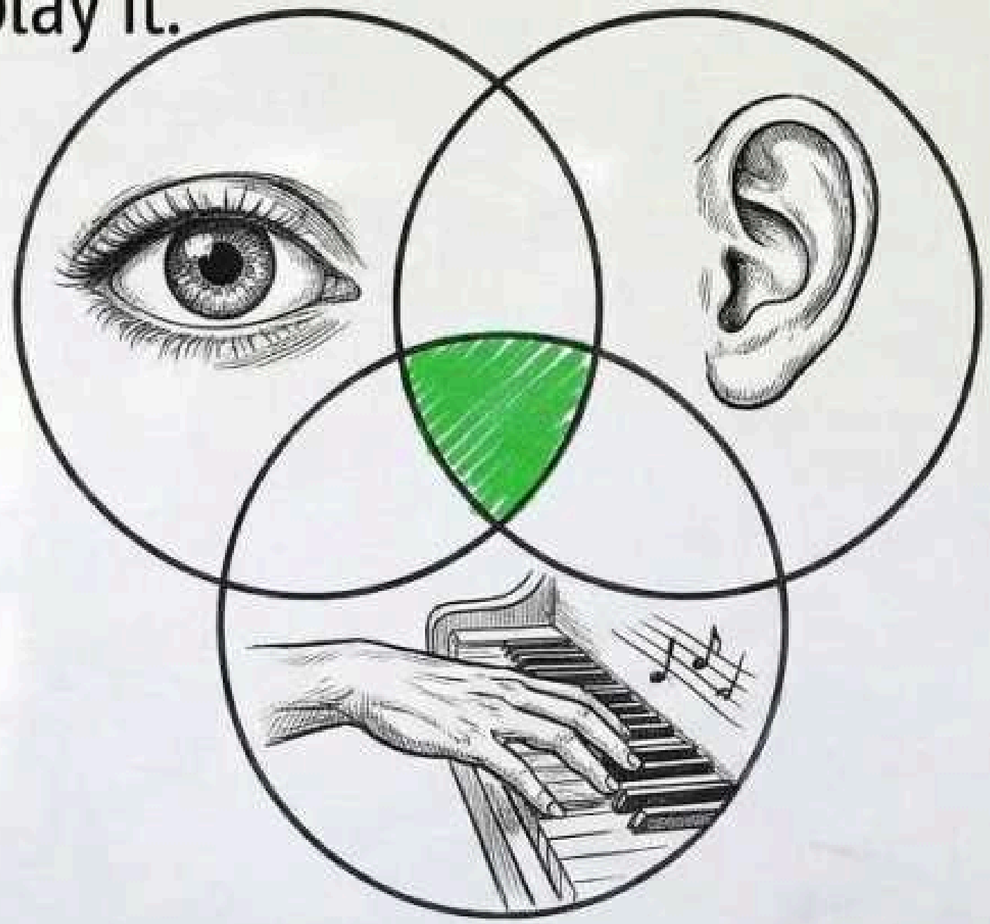
Course Mechanics: Every quiz answer points directly back to a numbered paragraph in the transcript.



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¶ 0.7

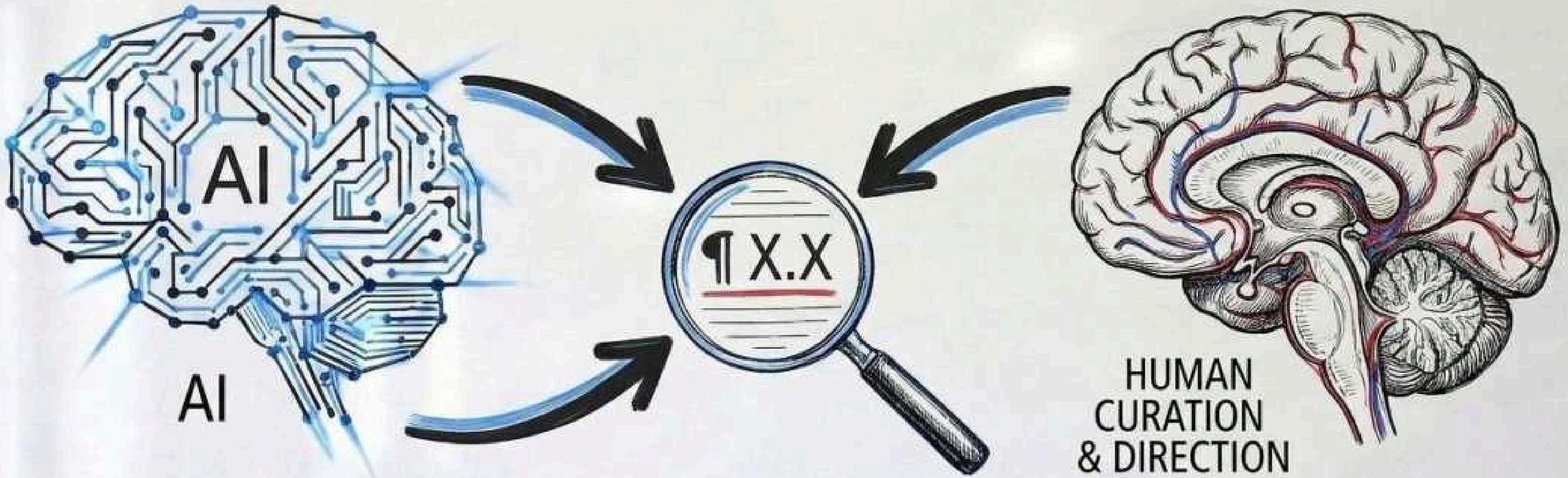
Tri-Modal Learning: Use your ears, hands, and eyes.
Keep an instrument or a free phone app nearby. When a pattern is named, find it and play it.



Hearing Scale > 10 × Reading Scale

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¶0.8



Developed by AI under the direction of a human teacher.

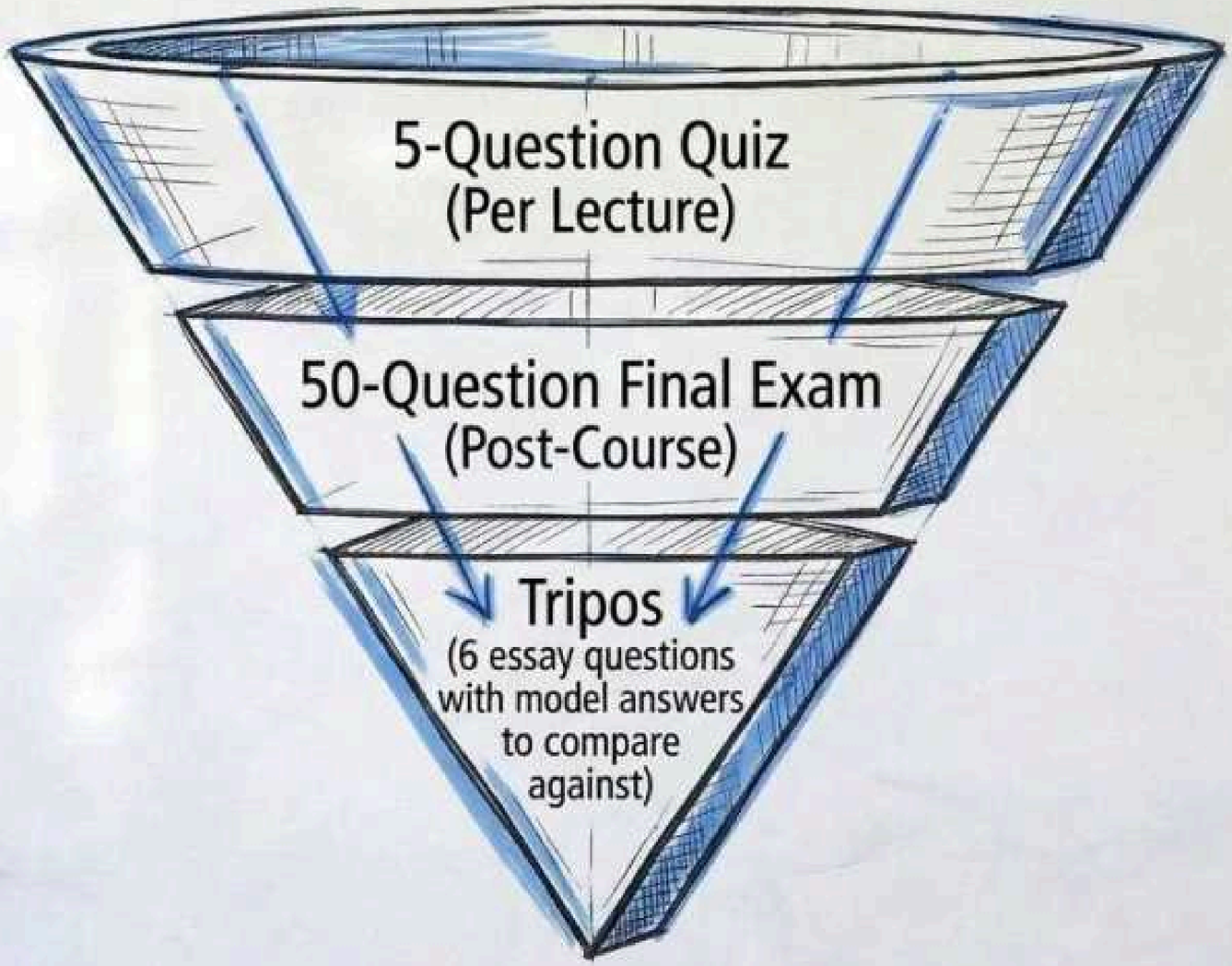
Carefully checked, but if you find a mistake, report it using the specific paragraph number.

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¶0.9

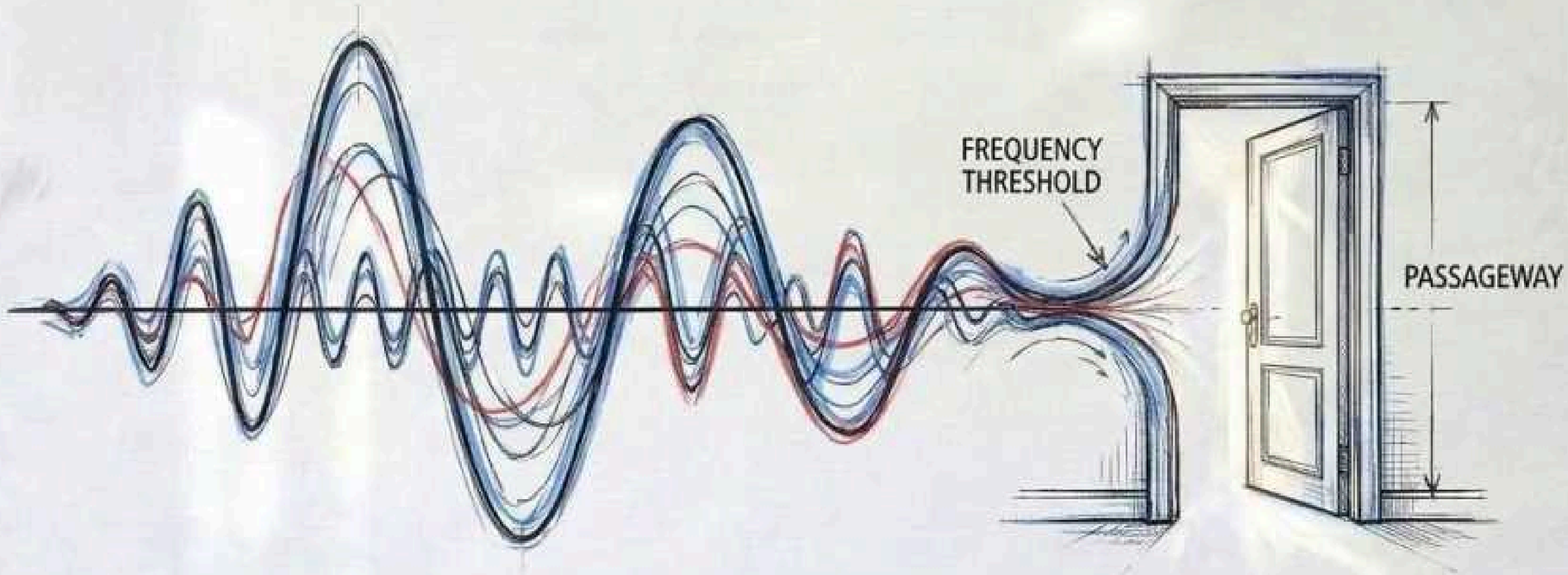
The Assessment Funnel.

All assessments are formative: built to help you learn, not to grade you.



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¶0.10



Now let us begin, in lecture one,
with sound itself.

Contact:
garyanderson@mail.grokbot.com | X: @garyanderson

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