

“Anne Young’s Musical Games (1801): Music Theory, Gender, and Game Design”

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This file includes the abstract, and extensive keyword list, acknowledgements, and bibliography for the video essay, “Anne Young’s Musical Games (1801): Music Theory, Gender, and Game Design” by Carmel Raz, *SMT-V* 4.2 (2018). This essay may be found at <https://vimeo.com/societymusictheory/videocast4-2raz> .

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Abstract for “Anne Young’s Musical Games (1801): Music Theory, Gender, and Game Design” by Carmel Raz, *SMT-V* 4.2

In 1801, the Scottish music theorist Anne Young (1756-1827) created an elaborate board game set designed to teach musical fundamentals. This video offers some thoughts on the creation and reception of her works, contextualizing their creation and reception within the history of education in late eighteenth century Britain.

Extensive Keyword List

Construction, historical context, and reception, pedagogical music theory games, music theory pedagogy, female music theorist, 1803, Anne Young, Anne Gunn, cellist John Gunn, An Introduction to Music, musical fundamentals, theoretical concepts, musical board games, Scottish music theory, oblong square box, dice, pins, counters, “render familiar and impress upon the memory the fundamental principles of music,” British patent ever granted for a board game, praised in literary magazines, history of music pedagogy, educational games, women in music theory, reducing complex concepts to easily graspable rules, speculative music theory, Edinburgh, 1756, David Young, Walter Young, musical and poetic meter, Transactions of the Royal Society of Edinburgh, Elements of Music and of Fingering the Harpsichord, pieces by female, Scottish aristocrat, Lady Semphill, Sempill composer, jig composed by seven-year-old girl, rulebook, circle of fifths, grand staff, slots for clefs, Rule of the Octave, roll, scale degree, thorough-bass cyphers, educational writings of philosopher John Locke, Some Thoughts Concerning Education, Abbé Gaultier, novelist Maria Edgeworth, Practical Education, 1798, juvenile pedagogy, mothers, governesses, and schoolteachers, didactic toys and inventions, educational reforms, "A Grammatical Game in Rhyme, By a Lady." Elizabeth Rowse 1802, Greek Mythology, astronomy-themed board game, natural philosopher Margaret Bryan, Alicia Catherine Mant, 1814, Sir Walter Scott, Waverley, “history of England is now reduced to a game at cards,” “the doctrines of arithmetic may, we are assured, be sufficiently acquired by spending a few hours a-week,” at a new and complicated edition of the Royal Game of the Goose,” “the Creed and Ten Commandments may be taught in the same manner,” female teachers in the Workforce, David Ghery and Fred Amram, schematic diagram, a blank musical stave, a representation of a six-octave gamut, Wallis’s Musical Dominos, Drummond’s Musical Game for Children, Jamie Kassler, Thomas Hamly Butler, “two Totums and sixteen Counters, that Young Ladies may play them without any other assistance,” pedagogical and speculative dimensions, An Introduction to Music (1803)

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