LEVEL 2

UNIT 3

TECHNOLOGICAL DEVICES

Reading 3

SENSTROKE OR HOW TO PLAY THE DRUMS WITHOUT ANY DRUM SET

Just imagine you're at home (probably alone) listening to some epic rock song and air drumming like a boring student in their calculus class. Wouldn't it be more fun if your agile arms could actually be put to some use and lay down some heavy beats?

If you don't have space for a full drumkit (or the money to buy it), the Senstroke virtual drumkit is a set of Bluetooth sensors that clip onto a pair of drumsticks and strap to your feet. Then, through the app or compatible recording software, it allows you to start playing a beat wherever you can find somewhere to tap it out on. This could be the kitchen table, some pillows, pots and pans, or something more sensible like a practice pad. The Senstroke application is free and compatible with smartphones, tablets under IOS and Android, and Windows computers.

Skills:

- Details
- Author's attitude
- Associate information
- Vocabulary in context

Getting started

Apart from a traditional musical instrument, do you use any app, software, or device to play music?

LIVEWORKSHEETS

Once you have calibrated the sensors in the app, they detect where you are in relation to the virtual kit (your pillows, pots or pans) and plays the appropriate cymbal or snare. Using the impact of the drumsticks and feet positioning, the sensors can help reproduce the real play of a drummer. It'll also work out how you hit it depending on the angle, so there is plenty of dynamics you can take into account while playing. The sensors need to be charged, and it takes about 3 hours to fully charge them. Each full charge lasts about 12 hours.

Senstroke's unique technology precisely reproduces the impact of the drumsticks for a realistic feeling. You can progress at your own speed and whenever you want, thanks to the learning mode built into the application. Thus, users can follow fun and intuitive lessons directly in the Senstroke application. Although it may take a week or so to get used to, once you get the idea, you'll be able to follow those songs you have always loved or create your own beats.

Needless to say, you'll need a set of drumsticks ($14), and a speaker or headphones, preferably wired, to amplify the sound of your "drumkit", otherwise you'll just hear the sound of your fluffy pillows. All in all, even though it is a little bit costly ($200), this is definitely a great option for people who want to start getting into the basics of playing the drums or for people who don't have where to practice.

**Adapted from https://www.sciencefocus.com/future-technology/cool-gadgets/*

LIVEWORKSHEETS

Answer the following questions:

1. How does the author seem to feel about the Senstroke technology?

a. He/she believes it is an inexpensive device.
b. He/she doesn't feel this new item can be easily used.
c. He/she thinks is a good choice although it has a high price.
d. He/she doesn't feel this device can replace a real drum set.

2. The word agile in paragraph 1 is closest in meaning to

a. active
b. ready
c. clever
d. athletic

3. Where should the sensors go?

a. They must be placed on the pillows or pots the drummer uses.
b. They should be attached to the drumsticks and the person's shoes.
c. They must be wrapped around the drummer's hands and feet.
d. They have to be paired to a smartphone through a Bluetooth connection.

4. How much do you have to pay for the Senstroke application?

a. $12
b. $14
c. $200
d. Nothing

LIVEWORKSHEETS

5. According to paragraph 3, which is a part of a real drum set?

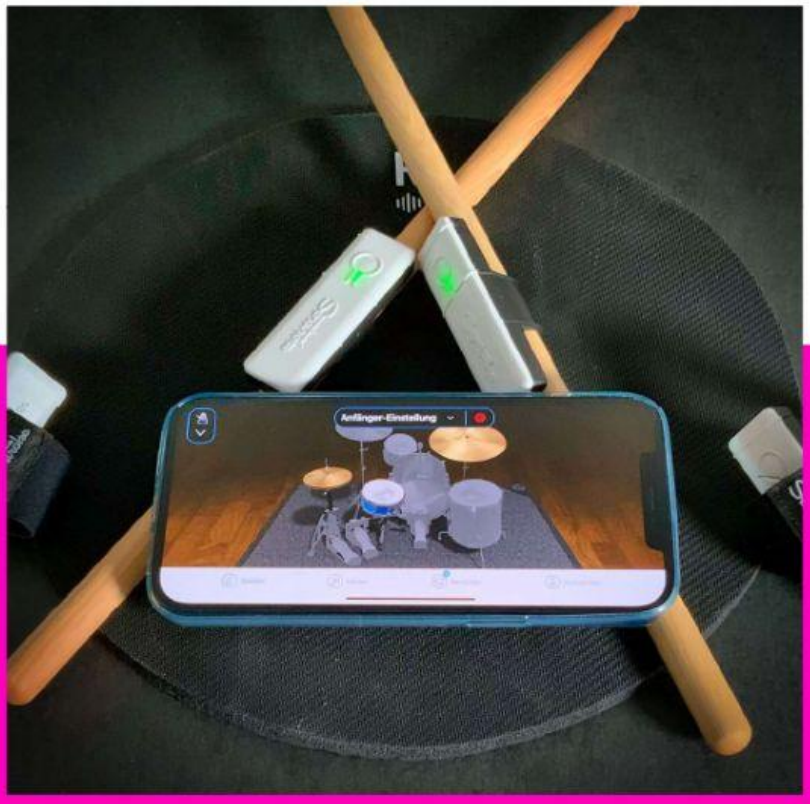
a. A kit
b. A pot
c. A cymbal
d. A sensor

6. What is the function of the sensors?

a. To perceive what virtual part of the drum set you're hitting.
b. To charge the drumsticks.
c. To amplify the sound of the drumkit.
d. To teach you how to become a great drummer.

7. How long can you use a sensor before it runs out of charge?

a. Half a day
b. 3 hours
c. 1 day
d. A week



What do you think?

Can virtual devices replace the real ones? Do you have examples?

LIVEWORKSHEETS