

For SATB and Keyboard, with optional Double Bass and Vibraphone

Words by Esther Dyson

Music by Nigel Morgan

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About the Music

Esther Dyson's 12 Design Rules is a part of Schizophonia - a 50 minute work for three 'remote' ensembles and electroacoustic media composed for the 10th anniversary of Norway's ILIOS Festival. It acts as a kind of 'cabaret' interlude between a series of choral and instrumental movements. Schizophonia uses ISDN communications technology to bring together three simultaneous live performances in different locations, creating a fourth virtual performance on the Internet. Coordinated by a continuo group of three soloists and performed by wind, string and choral ensembles the music addresses fundamental conflicts in the spread of digital communications alongside issues of acoustic ecology. The score makes reference to R. Murray Schafer's The New Soundscape, and sets words from Walt Whitman's Leaves of Grass, Sean Cubitt's Digital Aesthetics and Esther Dyson's Release 2.0.

In *Schizophonia* the choral forces are reduced for the *12 Design Rules* to four solo singers with accompaniment from the continuo trio of vibraphone, electric piano and bass. It may be performed live or be pre-recorded and presented as a kind of music video.

The score presented here is for a stand-alone performance by a chamber choir and keyboard accompanyiment with optional parts for bass and vibraphone.

About Esther Dyson

Known variously as The Clean Up Queen or The Guru of the Internet Esther Dyson is one of the most remarkable and inspirational figures in commercial business today. Through her newsletter Release 1.0 and her annual PC Forum she continues to provide valued insight and common-sense advice to all those working with the Internet and e-commerce. *The Design Rules* form a reflective after-word to her book, *Release 2.0*. In this book she charts a personal journey to make sense of the Internet and inspire good practice in the business use of e-communications. Her journey has taken her from being an analyst on Wall Street to a freelance adviser to the former Iron Curtain countries where on her own initiative she set out to facilitate the growth of a vibrant and responsible Internet community.

A Guide to Performance

This is a piece to have fun with, but it does carry a serious message. Enterprising performers should be alive to the theatrical possibilities suggested by the score. The soloists from Det Norsk Solistkor who gave the first performance took it in turn to introduce each Design Rule and used a variety of different accents, characters and theatrical gestures to colour their performance. The role of the electric piano is an important one and it should not be replaced by an acoustic instrument.

Text freely adapted by Nigel Morgan from Release 2.0 by Esther Dyson

Introduction

We're the same people with the same emotions, motivations. feel the power shifting from the centre fluid, changing, friction-free not description: but prescription it's what you 'can' do Go beyond choosing and start creating; exactly what you do with all this is up to you.

Design Rules for Living

I - USE YOUR OWN JUDGEMENT

Don't be tempted to defer to others. Defer to their knowledge, yes, but (you can still) make up your mind for yourself

II -DISCLOSE YOURSELF

Let people know who you are, what you stand for.
Let people know (politely) if you disagree (with them); they may just have the best answer.

III - TRUST BUT VERIFY

Know you 'can' trust those you deal with. Be honest when people want to know more about you;

IV - CONTRIBUTE TO THE COMMUNITIES YOU LOVE OR BUILD YOUR OWN

Creating a community in collaboration (there's nothing more satisfying).

V - ASSERT YOUR RIGHTS AND RESPECT THOSE OF OTHERS

Do unto others as you would have them do unto you;

VI - DON'T GET INTO FIGHTS

flame wars get embarrassing. It's easier to walk away from conflicts

VII - ASK QUESTIONS

There's no other good way to learn. You have to be humble, be willing to appear stupid

VIII - BE A PRODUCER

You can do without the overheads; "you have the choice of everything on offer, and the choice to make and offer your own".

IX - BE GENEROUS

Be generous. Give your time. Give your attention. It's the only thing you have to give that's uniquely yours.

X - HAVE A SENSE OF HUMOUR

"In Cyberspace no one knows you're a dog"
"Don't take life too seriously;
a perfect world would be boring;
an imperfect world offers
opportunities to laugh out loud".

XI - ALWAYS MAKE NEW MISTAKES

Don't avoid mistakes . . The Challenge is . . Don't avoid mistakes but learn from them The Challenge is . . Always make new mistakes

XII - NOW DESIGN YOUR OWN





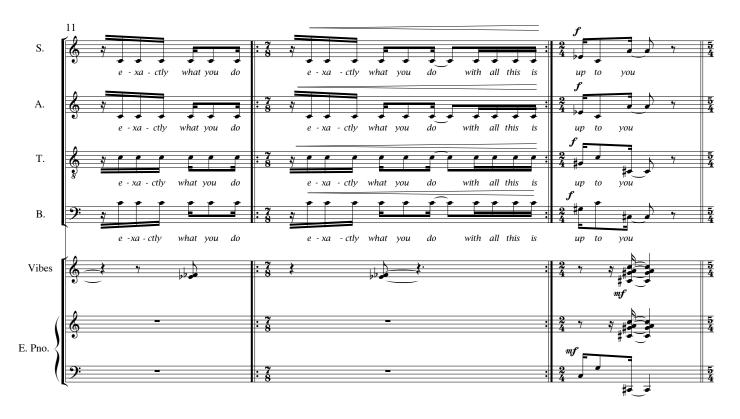










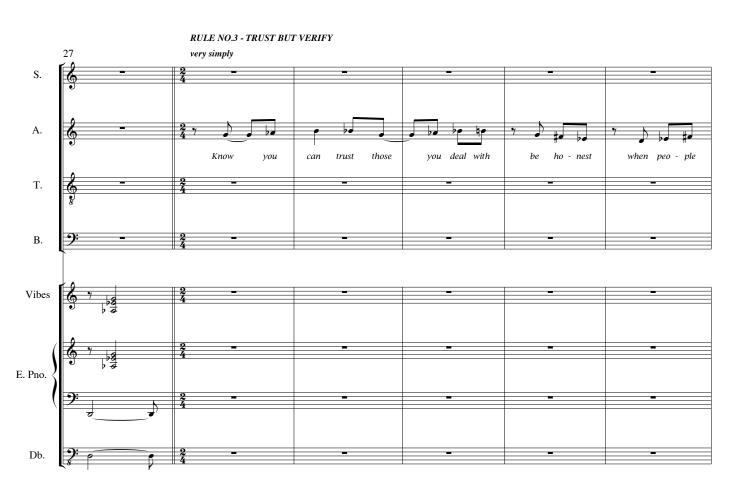


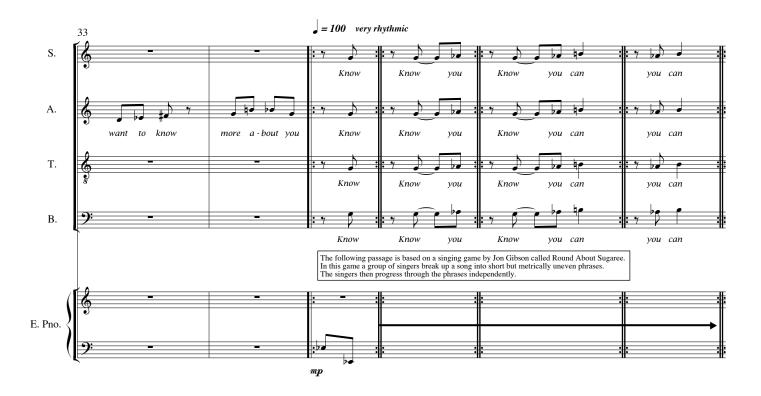




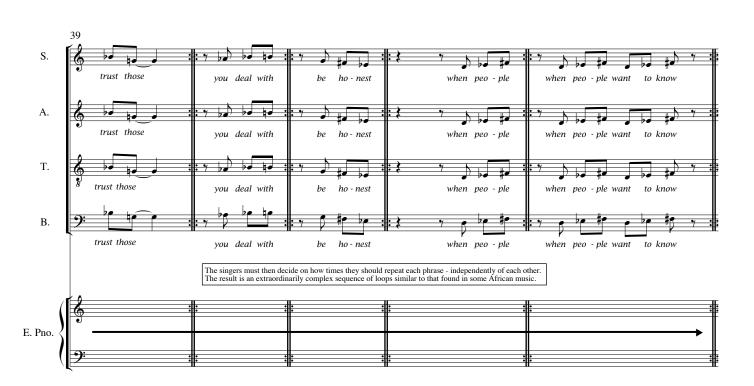






































RULE NO.11 - ALWAYS MAKE NEW MISTAKES





