# **In-service Music Teachers' Flow Experiences Between Teaching Music and Performing Music**

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# The Purpose of This Study

The purpose of this study was to compare in-service music teachers' flow experiences between teaching music and performing music.

# **Performing Music vs. Teaching Music**

Two pillars of music teachers' role identity:



McClellan, E. (2018). Communities of Practice that Contribute to Undergraduate Identity Construction: A Case Study. Action, Criticism & Theory for Music Education, 17(3).

While these roles often compete, they can at times complement and enhance each other (Conway, Eros, Pellegrino, & West, 2010; Pellegrino, 2009).



- Individuals' optimal experience of concentration and deep enjoyment
- "The holistic sensation that people feel when they act with total involvement" (p. 36).

#### Csikszentmihalyi (1990)

\* The more a teacher experiences flow in their professional lives, the more their jobs and lives will have positive impact on themselves and others.

# Flow Model (Buil, Catalan, & Martinez, 2018)



## **Research Questions**

1) Is there a difference in music teachers' flow experiences between performing vs. teaching music?

2) Is there a difference in pre-conditions to music teachers' flow between performing vs. teaching music?

## Method

#### 1. Participants (N = 194)

- Recruited from 32 states over 50 states in U.S.
- Age  $-22 \sim 80$  years old (M = 42.2, SD = 12.3)
- Years of Teaching Experience  $-1 \sim 48$  years (M) = 18.0, SD = 11.5)



#### 2. Procedure

- Music teachers completed The FEMTP scale (Flow Experience in Music Teaching and Performing), modified from Buil, Catalan, and Martinez (2017).
  - ✓ 7 sub-sections: challenge, Skills, Goal Clarity, Feedback, Absorption, Enjoyment, and Motivation.
  - $\checkmark$  Preconditions to arouse one's flow: Challenge, Skills, Goal Clarity, and Feedback.
  - ✓ Flow states: Absorption, Motivation, and Enjoyment.





feedback) were predictors of flow. • Derforming Music Proconditions.

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Variable	Beta	r	R	R2	R2 Change
Goal Clarity	.938	.592	.592	.350	.350
Skill	.819	.583	.649	.421	.071
Challenge	.366	•377	.677	.458	.037
Feedback	•577	.522	.693	.480	.022
<b>Feaching</b>	Music Pr	econditi	ons:		
Variable	Beta	r	R	<b>R</b> 2	R2 Change
Goal Clarity	1.265	.510	.510	.260	.260
Skill	.790	.496	.545	.297	.037





