

Crowdsourcing and the music business

Music, Creativity, Collaboration: Where Next?
lift conference 2010 workshop

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crowd

is dispersed

finds the best stuff

is a network

is full of specialists

has a short attention span

produces mostly crap

community of interests

it's their passion

"real" job

family

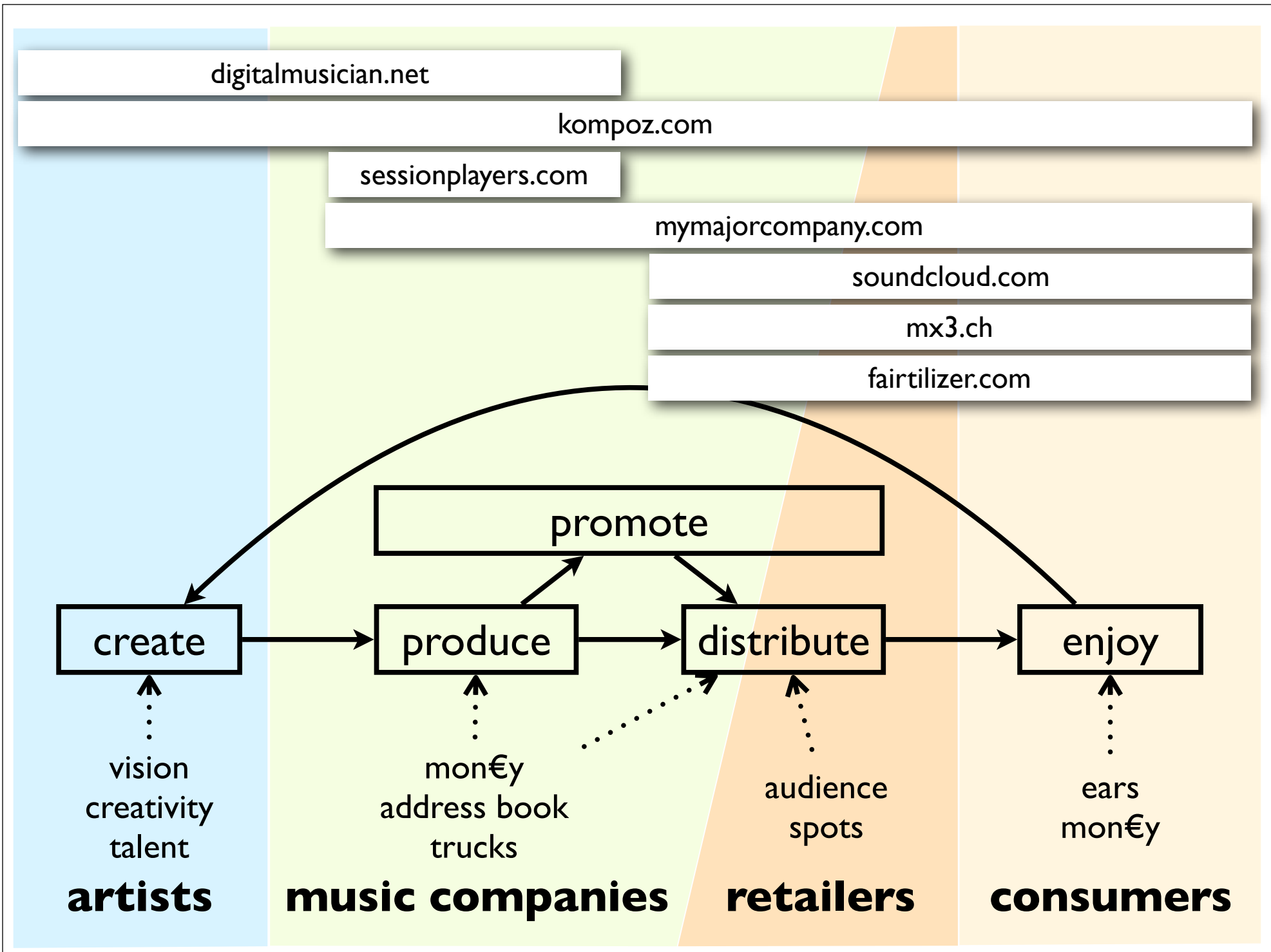
newbies

anonymity
nothing to lose

education
location

culture
demographics

votes
comments
reputation



some links

collaborative music platforms

- <http://bojam.com/> (online multitrack DAW)
- <http://www.digitalmusician.net/> (collaborative DAW, built by the Cubase mothership)
- <http://www.kompoz.com> (musician to customer integrated platform)
- <http://www.sessionplayers.com/> (no crowdsourcing here, but you can hire Francis Rocco Prestia!)
- <http://www.ohmstudio.com> (the next collaborative DAW by an edgy, hi-quality plugin manufacturer)
- <http://fairtilizer.com> (showcase your music online)
- <http://www.soundcloud.com> (showcase your music, timed comments)
- <http://www.mx3.ch> (promote your band and sell your songs)
- <http://www.mymajorcompany.com> (raise funds, get a record deal)
- <http://www.indabamusic.com> (get involved in collaborative projects, remixes, take classes, and more)

crowdsourcing

- <http://www.crowdsourcing.com/cs/> (the guru's blog)
- <http://www.wired.com/wired/archive/14.06/crowds.html> (the first article)
- http://www.iae.univ-lille1.fr/congres/reseauiae2008/actes/LEBRATY_JEAN-FABRICE_et_al.pdf (IS researchers working on the topic)

music business

- <http://irs.princeton.edu/pubs/pdfs/499.pdf> (Rockonomics: the economics of popular music)
- <http://www.gesy.uni-mannheim.de/dipa/32.pdf> (An economist's guide to digital music)

music

- Digital Musician, Andrew Hugill, Routledge, New York, 2007 (THE book about how digital technology changes being musician)
- <http://createdigitalmusic.com/> (a great place to hear about computer enabled musical innovation)