

Panel Sessions

Tuesday, November 7, 2006

Panel Session 1

Dixon Recital Hall

3:30 PM

Research and Development of Computer
Music: The Industry Perspective
*Sayli Benadikar, Tom Erbe, Tim Place,
Bruce Pennycook (chair)*

The aim of this panel is to discuss the relationship between computer music researchers/practitioners and the music industry, including issues relating to the development of marketable products, open source, and matching musical needs to technology/industry constraints. How does innovative research presented at conferences such as the ICMC find its way to commercial applications? Does work/training supported by academic institutions meet the needs of the music industry? How well does the industry respond to user concerns? How do great ideas for new tools find their way into the marketplace or to the users?

Panel Session 6**Dixon Recital Hall**

3:30 PM

The "Communities" of Computer Music
Jon Appleton, Marc Battier, Kris Burns,
Pauline Oliveros, Greg Taylor,
James Harley (chair)

In the pioneering years of computer music, right through the first years of the ICMC and the Computer Music Journal, there appears to have been a strong sense of community, in the sense of shared purpose, access to facilities/technology, and even aesthetics. With the improvement and affordability of technology, both hardware and software, the necessity for sharing resources and expertise seems to have dwindled, or at least to have splintered into communities centered around specific platforms, software, musical interests, gender, nationality, and social relationships. Where there used to be one conference focused on computer music, there are now many, ranging from specific research concerns such as music information retrieval or new musical interfaces to commercial gatherings promoting new products. It is difficult these days to determine which associations are most important to belong to, which conferences one ought to attend (or can afford to attend). The sense of shared purpose is often difficult to discover, particularly for those working independently of academia. This panel will discuss the notion of community, or communities, in computer music, with the aim of presenting, and encouraging, a range of perspectives.