

A new model for delivery and active experience of music

Users - from professionals (eg recording labels) to prosumers - can upload songs, modify, share and experience them actively, individually as well as in groups.

Active experience is made possible by rich music content coding and original software.

Rich media coding of music content for active music listening experience

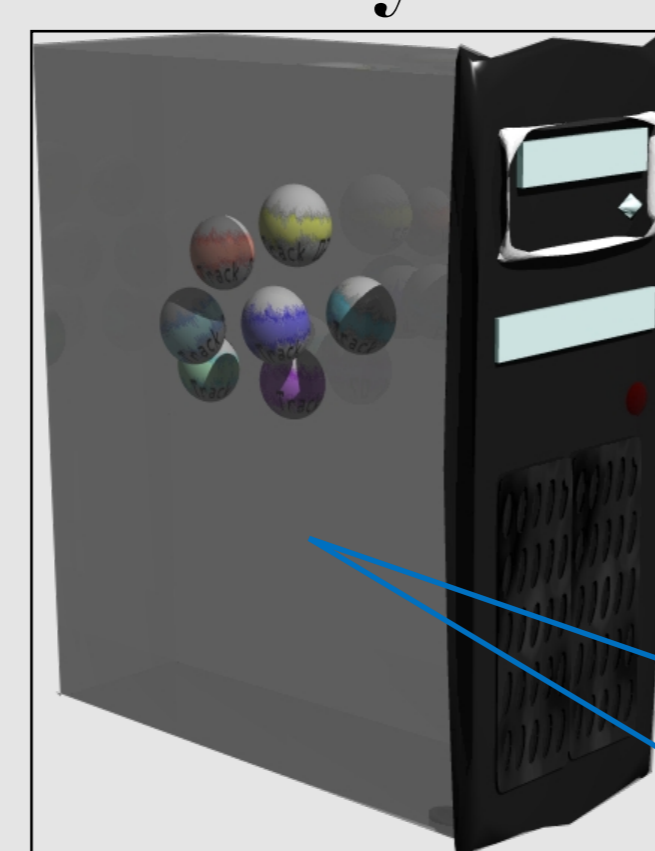
Each song is stored in a server in different formats, each allowing different interaction modalities and degrees of freedom for active experience:

1. **Mp3** : traditional listening (lowest level)
2. **High-quality audio**: stereo, surround for home theatre etc.
3. **Multitrack with metadata**: used to create custom versions by users-prosumers. Metadata include possible (artistic) limitations on the allowed actions to user personalizations of music content: e.g., limitations on the allowed actions on the multitrack version of a commercial song.

Multitrack with metadata coding includes:

- a. associations of music sections to space regions and users' gesture (captured by the smartphone): how to activate and mould each section and the whole piece (embodiment);
- b. the allowed real-time audio processing for each music section and to the whole listening result (e.g., delays, filters, voice morphing);
- c. the rules defining how to process context and social signals (shared active experience).

Server: Core or EyesWeb



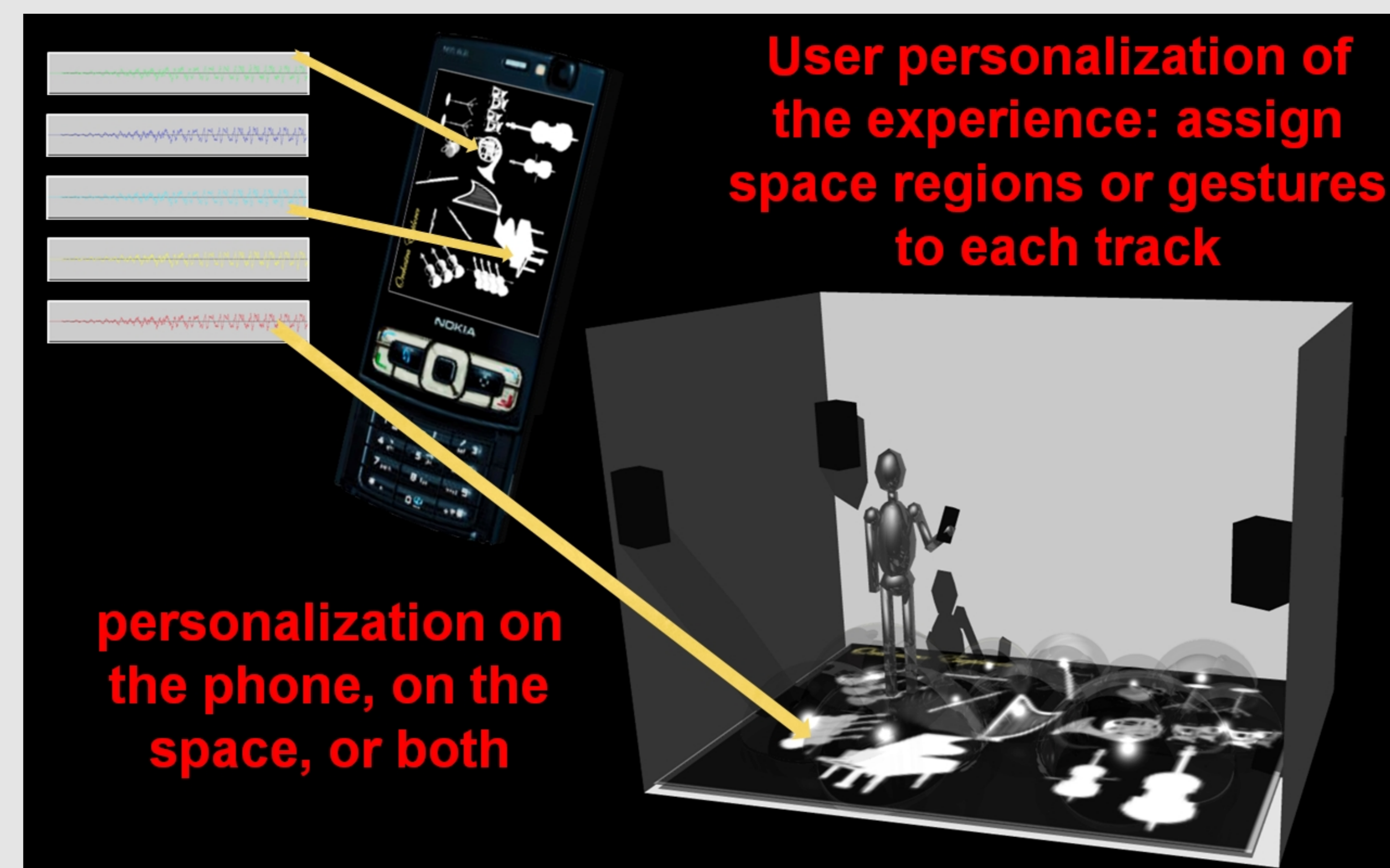
Select a song from the multitrack and metadata playlist, then ...

Playlist



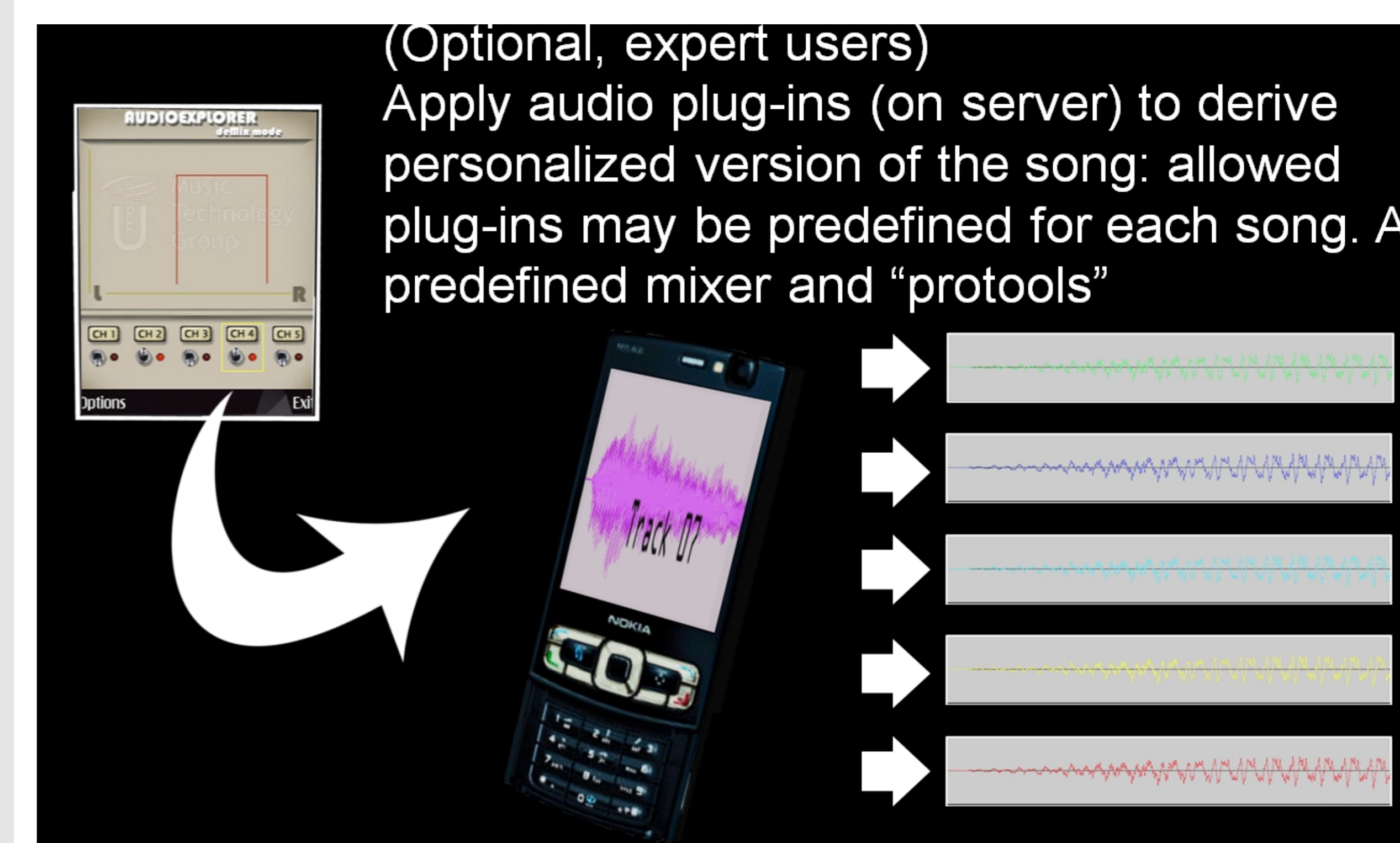
internet

... start active listening of the song



Perspectives

- Groups of users in music social networks, sharing personalized versions of songs, e.g., of their preferred artists or created by themselves (prosumers).
- Towards **embodied social networks** for active experience of music:
- to upload user's songs to share and actively experience them with other friends;
 - to upload, share, and experience personalized versions of existing commercial music content.
- Generalization towards novel applications for the **active experience of audiovisual content**, including cultural content, novel models for active experience of live networked theatre performances, "entertherapy", elderly care and social inclusion.



The SAME Project is funded by the European Commission, 7th Framework Programme, ICT, DG INFSO Networked Media Unit.