# Kickstart Meeting Phase 2
# *OpenSource Research*

## The Sound of AI

November 28th 2020

# Meeting guidelines

- Meeting will be recorded

- Please keep mic muted

- Write questions / comments in the chat

- Q&A sessions at the end

# Overview

1. Phase 1 tasks review

2. Project Managers / Coordinators

3. Phase 2: Goals and timeline

4. How to identify a strong research topic for OSR

5. Review sample research topics

6. Tasks for Phase 2 (Week 1)

# 1- Phase 1 tasks review

# What was Phase 1 about?

## Preparation

# What was Phase 1 about?

- Get familiar with resources in AI Music Creativity

- Find PMs / Coordinators + decide responsibilities

- Initial research topic suggestion

COMPLETED ALL TASKS IN PHASE 1

WE'RE ON FIRE!

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# 2- Project Managers / Coordinators

# Project managers

- Fernando

- Wassim

# Project managers responsibilities

- Coordinate contributors

- Coordinate activities

- Plan workflows, goals, and schedule for different project phases

- Moderate conversations on the #open-source-research channel

# Project managers responsibilities

- Fernando -> organise / coordinate meetings

- Wassim -> tech stack

- Valerio -> point of reference for contributors

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- Learn more about [PMs responsibilities](#)

# Candidate coordinators

- 8 Research Coordinators

- 9 Co-Coordinators (CoCos)

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- Define Research Groups + Coordinators in Phase 3

# 3- Phase 2: Goals & Timeline

# Phase 2
# AKA
# Topic Selection

# Phase 2 goals

- Identify research topic to work on

- Get to know each other!

# Phase 2 schedule

- 2 weeks

- Sat 28th of Nov 2020 - Sat 12th of Dec 2020

# Phase 2 timeline

1. Sat 28th - kick-start meeting

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5. Sat 5th - mid-term meeting

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7. 1 week (Fri 11th) - voting + discussions (contributors)

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5.  Sat 5th - mid-term meeting

6.  Sun 6th - parallel topic presentation (Discord)

7.  1 week (Fri 11th) - voting + discussions (contributors)

8.  Sat 12th - Sign-off meeting, topic communication

# Phase 2 timeline

[Learn more](#)
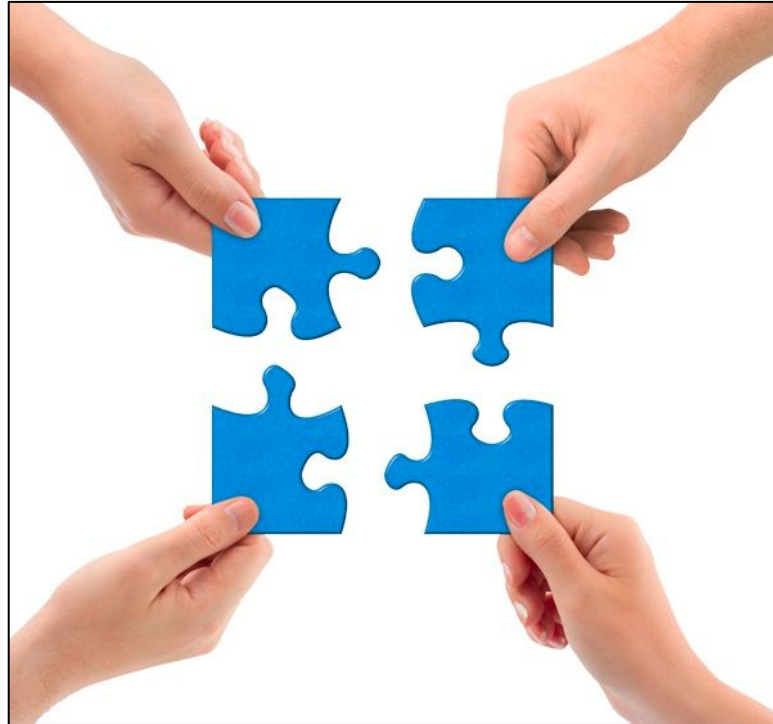
# 4- How to identify a strong research topic for OSR

# Initial steps

1. Watch Valerio's video *How to Select a Research Topic for your Paper*

2. Become familiar with the 2021 Conference on AI Music Creativity themes

3. Dig deeper into AI Music Creativity research, tools, and datasets (read this doc!)
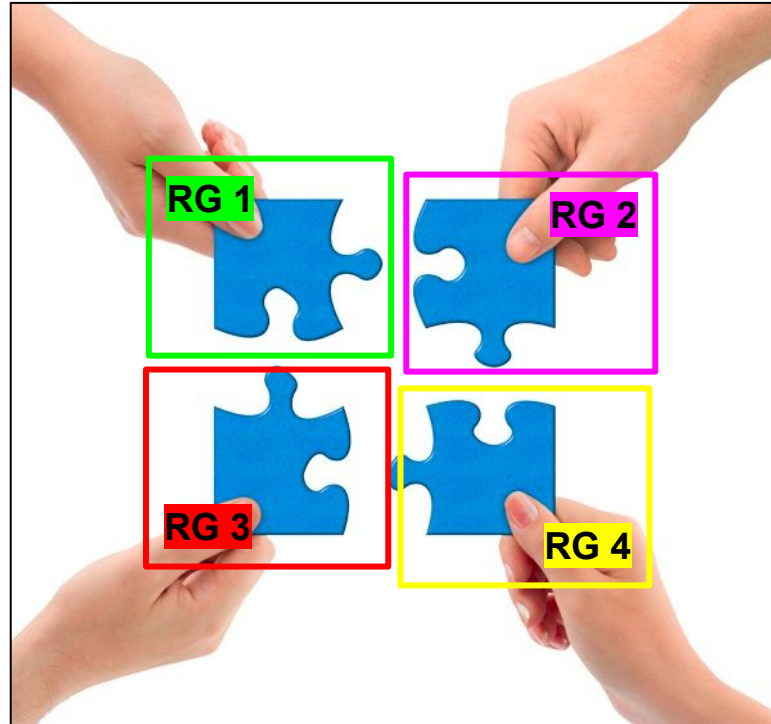
# Selection criteria for 1st topic selection

- Modular

- Novel

- Viable for AI Music Creativity Conference

- Feasible

# Pick a *modular* topic

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# Sample *modular* topics proposed

- Text-based music generator (@yasser)

- Reverse air guitar (@wassim)

- Picture-based music generation (@Tarun)

# Pick a *feasible* topic

**Can we successfully work on this topic given time / resource constraints?**

# Pick a topic within the conference themes

Pick a topic within the [conference themes](#)

# Perform with the machine

# Let's not reinvent the wheel

# But we can improve it!

# 5- Review sample research topics

# 2020 AI Music Creativity Conf: Sample topics

- [Machine learning assistant for the real-time performance / mixing of Dub music](#)

- [Generation of short musical phrases in the style of Bach using probabilistic approaches](#)

- [Generation of drum sounds validated using drum classifiers](#)

# Let's check the proposed topics

# 5- Tasks for Phase 2 (week 1)

# Tasks

- Watch Valerio's video *How to Select a Research Topic for your Paper*

- Dig deeper into AI Music Creativity research, tools, and datasets (read this doc!)

- Identify / refine research topic adding it to Suggested Project Topics

# What's next?

## Speed Dating!

Sunday 28th @ 2pm CET