Learning about Music with MIR
Group Document

- WIMIR Slides from the morning
    - https://docs.google.com/presentation/d/1kaLuqJqBRLmYuzxMnZNa0Vc_qJ59LlUY-7eNx_gi8LQ/edit#slide=id.p
- Github page
    - https://github.com/jakobabesser/WIMIR_2019
- Workshop slides
    - https://github.com/jakobabesser/WIMIR_2019/blob/master/Learning_about_music_with_MIR_Slides.pdf
- Final presentation Slides
    - https://docs.google.com/presentation/d/1Vb2jTEI3ONEAKl8JkOTYA1v0VGG8OOSxrUOA-2PoUjg/edit?usp=sharing
    - https://docs.google.com/presentation/d/1WYXxChgo8DI_NknyndPdcOuxlhAL_428Olg2fWaVy6U/edit#slide=id.g7097f19dfc_41_0
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What does learning about music (actually) mean?

- Music traditions / styles
- Music performance
- (Subjectivity of) human perception of music
- Multi-modality of music (beyond audio and symbolic analysis)
    - Video
    - Lyrics - Text
    - Embodiment - gestures
    - Cultural/regional context

How can MIR help us learn about music?

- MIR tools can have an educational effect on their users
- Possibilities to analyze larger amounts of data with MIR
- It is not only about optimizing workflows but opening up new research questions
- Having finer control of experiments / hypothesis testing with music
- Break down complex concepts into smaller manageable tasks

How can MIR contribute to “learning about music”?

Random notes

- Include musicians in the process
- Identify challenges / bottlenecks in the process
- Engineers / computer scientists often start with the method / technique -> what can I do with it?
- Own background might determine preferred workflow (starting from method rather than research question)

Bottlenecks

- Analyzing multiple modalities & context (temporal, regional) seems beneficial
    - But also requires additional experience by other experts (e.g. computer vision expertise for video analysis, sociological and language analysis expertise for lyrics)
    - We should be aware that the conclusions drawn from audio-based analysis are limited
- Explaining what we do / how we do it is often hard
    - Developing algorithmic tools = explaining / explicating how we listen to music
    - Lack of common vocabulary between humanities and engineering
- Collecting the data is a crucial part of research
- Including the user into the research might have been underemphasized - who is your user? Who is your audience? How the audience can influence your research?
- Including domain experts in the research from the beginning
- Dataset
    - How much data is “enough”? How to select meaningful subsets of bigger datasets? How to avoid introducing biases?

Some interesting links

- Computational Humanities Research Group: https://cohure.github.io/CoHuRe/
- Taxonomy of Digital Research Activities in the Humanities: https://github.com/dhtaxonomy/TaDiRAH
- “Digital Humanities” conference: https://dh2019.adho.org