

# Music & the Internet

## MUMT301

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# Plan

- Last class: Music APIs (Last.FM, Musicbrainz, Echonest Labs)
- Final project proposal presentation guidelines
- Project proposal draft round
- Web-based sound generation
- Web-based recording and sequencing applications
- Web-based collaborative applications
- Break
- JavaScript libraries for sound generation and processing
- In-class exercise

# Final project proposal presentation guidelines

- Final project proposal (Two pages: abstract, goals, subgoals, and partial bibliography)
- Powerpoint-style or HTML presentation of what you plan to do
- Include
  - Goal, subgoals, and timeline
  - Partial bibliography
  - References to similar projects/code/music
- 10-minute presentation and 5 minutes of questions
- Final project submission
  - Web-based application with description (2- to 4-page report)
  - Music project with description (2- to 4-page report)
  - Research paper (6 to 10 pages)

# Final project proposal

The final project proposal consists on:

1. The submission of a written **project proposal**.

- You will write the abstract of your project, describing the main **goal** of the project, dividing it into **sub-goals**, and arranging them into a **timeline**.
- You must also present **references**. These may be **bibliographical**, **code** examples, **music** examples, **software** applications, or any kind of **creative** or **intellectual work** that you think is relevant for the development your project.
- The report should be 2 pages long, 11 pt, single-spaced.

# Final project proposal presentation guidelines

## 2. The presentation of your project proposal.

- You will present your project in class by means of a powerpoint-style slide show or an HTML webpage.
- You will describe your **goals** and **sub-goals**, and will present the **references** you consider relevant for doing your project.
- The presentation will be **15 minutes** (10-minute presentation, 5-minute round for questions). Rehearse and time your presentation accurately, since no extra time will be given.

The final project proposal presentation will be on Monday, 3 December

The final project submission is due on Tuesday, 18 December

# Final project proposal examples

# SOUNDCLOUD TWO- TRACK MIXER

# IDEA

- A simple two deck audio mixer
- Allow user to search through Soundcloud tracks and play two tracks independently
- Implement an interactive crossfader to switch between them



# TWO DECK MIXER

**"Traktor Kontrol S2"**

# GOALS

- Incorporate two audio player widgets that allow both searching and playing of soundcloud tracks.
- Incorporation of a crossfader
- Incorporation of two volume knobs

# SOUNDCLOUD API

- Extensive API
- Multi language SDKs
- “Search” & “Stream”
- <https://developers.soundcloud.com/>



# SOUNDCLOUD HTML 5 PLAYER



Cyril Hahn

Cyril Hahn - Perfect ...

Share

4:48

▶ 1,117,856

The image shows a SoundCloud player interface for a track by Cyril Hahn. The player includes a play button, the artist's name, the track title, a share button, a progress bar showing the song length (4:48), and a count of plays (1,117,856). The background of the player is white, and it is set against a light green background.

# SOUND MANAGER 2



- Crossplatform API which allows JS to access and utilize Flash media methods
- <http://wheelsofsteel.net/>

# SOUNDMANAGER 2 & CSS



<http://wheelsofsteel.net/>

# JQUERY

- Javascript Library
- Will be used for the interactive slider and knob coding
- <http://jqueryui.com/slider/>
- <http://anthonyterrien.com/knob/>

# PREVIOUS ATTEMPTS

- <https://github.com/AnthonyDry/SoundcloudDj>
  - See: [http://www.music.mcgill.ca/~jackson/final/GITHUB\\_Example/Soundcloud\\_DJ\\_Master/](http://www.music.mcgill.ca/~jackson/final/GITHUB_Example/Soundcloud_DJ_Master/)
- <https://github.com/robclouth/SoundCloud-Mixer>
  - See: [http://www.music.mcgill.ca/~jackson/final/GITHUB\\_Example/SoundCloud-Mixer-master/public/](http://www.music.mcgill.ca/~jackson/final/GITHUB_Example/SoundCloud-Mixer-master/public/)

# FUNCTIONAL ONLINE MIXERS

- <http://wheelsofsteel.net/>
- <http://mix.until.am/>

# TIMELINE

- Sunday November 30<sup>th</sup>: Soundcloud widget with search functionality finished
- Sunday December 7<sup>th</sup>: jQuery aspects (knobs and sliders) coded and linked with widgets
- Sunday December 14<sup>th</sup>: Overall aesthetic and final touches

# WORKS CITED

- Anthony Dry. "SoundcloudDJ." *GitHub*. GitHub, n.d. Web. 27 Nov. 2014. <<https://github.com/AnthonyDry/SoundcloudDj>>.
- The jQuery Foundation. "Slider." *jQuery User Interface*. The jQuery Foundation, n.d. Web. 27 Nov. 2014. <<http://jqueryui.com/slider/#default>>.
- Robclouth. "SoundCloud-Mixer." *GitHub*. GitHub, n.d. Web. 27 Nov. 2014. <<https://github.com/robclouth/SoundCloud-Mixer>>.
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- - - -. "Wheels of Steel." *The Wheels of Steel*. Schillmania, n.d. Web. 27 Nov. 2014. <<http://wheelsofsteel.net/#more>>.
- Soundcloud. "HTTP API Guide." *Soundcloud*. Soundcloud, n.d. Web. 27 Nov. 2014. <<https://developers.soundcloud.com/docs/api/guide>>.
- Until AM. "Until AM." *Until.AM*. Until AM, n.d. Web. 27 Nov. 2014. <<http://mix.until.am/>>.

# **MUMT 301**

# **Final Project Proposal**

# Project Goals

- Create a website where music playlists generated from Facebook groups/pages can be continuously streamed
- The user will be able to log into Facebook within the webpage and access music posted in their private groups and on the “walls” of people in their network
- Postings of links to different sites can be aggregated and listened to in a continuous stream, users can search through posts using filters like date posted, number of likes, and person posting, and generate further information about the artist within the website
- The site will display playlists made in public Facebook groups and pages that can be accessed without a login prompt as examples, as a way to include people who do not use Facebook, or for the inclusion of Facebook users who are not members of music-sharing groups
- Hopefully this will also encourage people to create music-sharing groups on Facebook with their friends as a form of music recommendation, discovery, and collective curation

# Facebook music-sharing and discovery group examples

**Let's Share Some Sonic Waves**

**Emily Hanson**  
November 7 at 2:19pm · Montreal  
<https://www.youtube.com/watch?v=G4yiFSTaWIU>



EVY JANE - Laurel... sometimes live a cappella

**Derek DeBoer**  
September 4 · Ithaca, NY, United States  
for the soul  
<https://www.youtube.com/watch?v=mwztoqWeu54>



Aloe Blacc - Bente Ordinaria (2006)

**Sébastien Alexander**  
November 6 at 1:38pm  
<http://youtu.be/ZYcU-bUweL0>



Alien City - Dirty Heaven

Last track from the 1979 self titled album from Jon Turnbow, Some info from the fantastic swanfungus site.... Originally released in a limited pressing of 50...

**Erica Jewell**  
August 4 · Edinburgh, United Kingdom  
<http://sahelsounds.bandcamp.com/.../music-from-saharan-cellph...>



MUSIC FROM SAHARAN CELLPHONES

Music from Saharan Cellphones, by sahelsounds

9 track album

SAHELSONGS.BANDCAMP.COM

Save

Like · Comment · Share

✓ Seen by 44

Write a comment...

Like · Comment · Share

✓ Seen by 18

Write a comment...

# Similar Application: Solayo

Solayo is “a Web app that aggregates content from YouTube, Dailymotion and SoundCloud, letting you search for and play music and videos from just a single site” – Kaylene Hong, The Next Web, 30 October 2013

The screenshot shows the Solayo beta application interface. On the left, there's a sidebar with links for Media Search, Radio, Login, Sign Up, Leave feedback, and Tour. The main area has a search bar with 'coldplay' typed in, a guest profile icon, and a search button. Below the search bar, there are tabs for All, Youtube, SoundCloud, and Dailymotion. The search results list several items:

- dual\_bign - Coldplay - Paradise (SoundCloud, 4:15)
- COLDPLAY BEST SONGS (Youtube, 1:28:55)
- Coldplay - Hurts Like Heaven (Dailymotion, 3:30)
- heleyders® - Coldplay - The Scientist (SoundCloud, 5:09)
- Coldplay - The Scientist - Official Music Video [HD] - On Itunes and Spotify (Youtube, 5:13)
- Coldplay - Paradise (Dailymotion, 4:21)

To the right, a large video player window displays a Coldplay music video titled "Physical Therapy". The video player includes controls for volume, playback, and sharing. Below the video player, it says "Guest's playlist". To the far right, there's a sidebar for "Up Next" with a list of videos from various sources like YouTube and SoundCloud.

<http://solayo.com/landing>

<http://thenextweb.com/media/2013/10/30/spotify-like-solayo-plays-music-and-videos-from-youtube-dailymotion-and-soundcloud-in-one-place/>

# **Sub-goal No. 1**

## **27 November – 2 December**

- Create webpage
- Acquire Facebook API key, write JavaScript code to gain access to group data and user posts
- Find the format in which these posts appear in the returned JSON/XML file (probably in the form of the posted URL to the group page, or in the form of an embedded player)

# Facebook's Graph API method for getting “the feed of posts [...] published to this group”

The screenshot shows the Facebook Developers documentation interface. The top navigation bar includes links for Developers, Apps, Products, Docs (which is the active tab), Tools, Support, and Blog. A search bar is also present. On the left, there's a sidebar with sections for App Links, Games, Payments, Ads, Audience Network, Insights, and App Development. Below that is another section for SDKs, listing iOS, Android, JavaScript, PHP, and Unity.

The main content area is titled `/group-id/feed`. It describes the endpoint as "The feed of posts (including status updates) and links published to this group." Below this, under the "Reading" section, are links for HTTP, PHP SDK, JavaScript SDK, iOS SDK, Android SDK, and Graph Explorer.

A code block shows the API call: `GET /v2.2/{group-id}/feed` using `HTTP/1.1` and the host `graph.facebook.com`.

Under the "Permissions" section, it lists requirements: "A user access token, for a member of the group, with `user_groups` permission is required." and "An app access token can read posts it published in app and game groups that belong to it."

The "Fields" section states that the response is "An array of Post objects."

<https://developers.facebook.com/docs/graph-api/reference/v2.2/group/feed>

## **Sub-goal No. 2**

### **3 – 6 December**

- Write JavaScript code that uses the data acquired through Facebook to access APIs for YouTube, SoundCloud, Vimeo, Spotify, Grooveshark, Bandcamp, etc.
- It seems that Bandcamp no longer provides API keys

## Widget API

In order to access the JavaScript object which provides the SoundCloud Widget API, add [this script](#) to your html page.

This script exposes the `SC.Widget(*iframeElement|iframeElementID*)` function to the global scope. It allows you to control the widget from the parent page (the page the widget is inserted into). `SC.Widget` accepts the reference to the iframe element or its id.

```
var iframeElement = document.querySelector('iframe');
var iframeElementID = iframeElement.id;
var widget1 = SC.Widget(iframeElement);
var widget2 = SC.Widget(iframeElementID);
// widget1 === widget2
```

If you're looking for documentation on the Flash Widget visit [this page](#).

## Playground

[Widget API Playground](#) is a special page where you can view examples and see the results live on your screen.

## Methods

When you get the widget object with the help of the `SC.Widget` method, you'll have

## Bandcamp API

Sorry, the API is no longer supported and we're not granting any new developer keys.

[https://developers.google.com/youtube/js\\_api\\_reference](https://developers.google.com/youtube/js_api_reference)  
<http://developer.vimeo.com/player/js-api>  
<https://developers.soundcloud.com/docs/api/html5-widget>  
<https://bandcamp.com/developer>

# YouTube JavaScript Player API Reference

This document provides reference information for the YouTube JavaScript player API.

## Contents

# API Methods

- [Overview](#)
- [Requirements](#)
- [Getting Started](#)
- [Operations](#)
- [Functions](#)
  - [Queueing functions](#)
  - [Playback controls and player settings](#)
  - [Playback status](#)
  - [Playback quality](#)
  - [Retrieving video information](#)
  - [Retrieving playlist information](#)
  - [Adding or removing an event listener](#)
- [Events](#)
- [Event Handlers](#)
- [Examples](#)
  - [Embedding the SWF](#)
  - [Getting the SWF Reference Object](#)
  - [Issuing Calls](#)

vimeo developer();

[API](#) [Player](#) [Guidelines](#) [My Apps](#) [Help](#)

## Player / JavaScript API

How to control the Vimeo embedded player with JavaScript.

[Getting Started](#)  
[Universal Embed Code](#)  
[Calling the API with Froogaloop](#)  
[Calling the API Manually](#)  
[More Examples](#)

[Flash Embed Code](#)  
[API Reference](#)  
[Universal Embed Method](#)  
[Specification](#)  
[Methods](#)  
[Universal Embed Event](#)  
[Specification](#)  
[Events](#)

[Compatibility](#)  
[Functions](#)  
[Events](#)

### Getting Started

You'll need to be running on a web server instead of opening the file directly in your browser. Flash and JS security restrictions will prevent the API from working when run locally.

The JavaScript API works in different ways depending on how the player is embedded. Check out each section below for the details of the differences between embedding codes. For more information on how to embed our player, see [the embedding page](#).

### Universal Embed Code

## **Sub-goal No. 3**

### **6 – 10 December**

- Write code to continuously stream from player to player
- If this is not possible, find a way to gather the information from posts and access recordings to continuously stream from a single site i.e. Spotify
- Display public playlists from public groups on site

# Solayo

S beta

Media Playlists People

Floating Points Nuits Sonores

All Youtube SoundCloud

Nuits Sonores by floating points 11:56 SoundCloud

Floating Points - Nuits Sonores by 10minsDeep 11:59 Youtube

Floating Points - Nuits Sonores by Nick Ottrando 11:57 Youtube

Floating Points - Nuits Sonores by Housin' Berg 11:57 Youtube

NUITS SONORES 3 - FLOATING POINTS by Stéphane BOUCLO 7:02 Youtube

Leave feedback



0:00

Queue 0

0 1 2 3 4 5 6 7 8 9

<http://solayo.com/mediasearch>

# SCM Player



## SCM Music Player

seamless music for your website



SCM Music Player is a free and open source web music player, that brings a seamless music experience to your website. Support Tumblr, Blogger, Weebly, Tistory and more.

**Continous Playback Cross Pages** - Seamless playback throughout your website.

**Full Featured Control** - Play, pause, next, previous, seek, shuffle, repeat mode, volume and more.

**Custom Skins** - Match your look and feel. Choose or design your own skin with CSS.

**Dynamic Playlist** - Music from various sources: **MP3, SoundCloud, Youtube, RSS** in **HTML5 or Flash**.

**Flexible UI** - Dockable player on top or bottom. Playlist can be toggled.

**Setup Wizard** - Create your SCM Music Player without any pain.

**Custom Skins**

**Setup**

**Addons**

**About**

## Setup Wizard

Go through each tab to **Choose Skin**, **Edit Playlist**, and **Configure Settings**. Select **Done** to proceed.

**Returning user?** Select **Import Profile**, to load up and edit your current script.

The screenshot shows the 'Choose Skin' tab selected in the top navigation bar. Below it, a section titled 'DEFAULT SKINS' displays seven different color-coded skins for the SCM Music Player. Each skin is represented by a horizontal bar with control icons (play, pause, stop) and a volume slider. The skins are colored in grey, blue, pink, orange, red, purple, and green. At the bottom right of this section, there is a callout box containing the text '4000+ Custom Skins'.

<http://scmplayer.net/>

# Streamus

[Home](#)[Getting Started](#)[About](#)[Donate](#)

## Simple, streaming music.

**The convenience of YouTube.  
The beauty of Chrome technology.**

Streamus turns YouTube into the music player you always wanted. It's a Google Chrome extension that makes streaming YouTube refreshingly easy.

[Install extension now](#)

### Forget the bookmarks

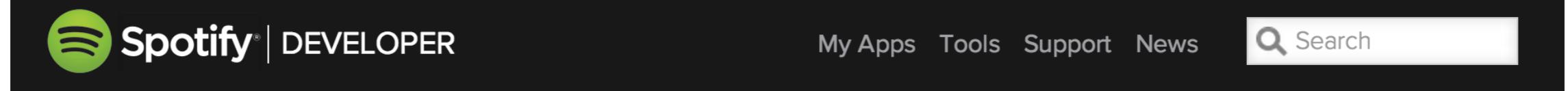
Adding videos to Streamus makes bookmarking YouTube obsolete! Your video collections are accessible from any PC.

### No need for tabs

Ever accidentally close a song you were listening to? Yeah, us too. Streamus runs behind the scenes so you can enjoy a seamless, tab-free experience.

<https://streamus.com/>

# Spotify API

[Home](#)[News](#)[Showcase](#)[My Applications](#)[Web API](#)[User Guide](#)[Beginner's Tutorial](#)[API Endpoint Reference](#)[Albums](#)[Artists](#)[Browse](#)[Library](#)[Playlists](#)[Profiles](#)[Search](#)[Tracks](#)[API Console](#)[My Apps](#) [Tools](#) [Support](#) [News](#)

Search

## Web API Endpoint Reference

Our Web API endpoints give external applications access to Spotify catalog and user data.

Web API Base URL: <https://api.spotify.com>[User Guide](#) | [Tutorial](#) | [Code Examples](#)Search: 

Method	Endpoint	Usage	Returns
GET	/v1/albums/{id}	Get an album	album
GET	/v1/albums?ids={ids}	Get several albums	albums
GET	/v1/albums/{id}/tracks	Get an album's tracks	tracks*
GET	/v1/artists/{id}	Get an artist	artist
GET	/v1/artists?ids={ids}	Get several artists	artists
GET	/v1/artists/{id}/albums	Get an artist's albums	albums*
GET	/v1/artists/{id}/top-tracks	Get an artist's top tracks	tracks
GET	/v1/artists/{id}/related-artists	Get an artist's related artists	artists

<https://developer.spotify.com/web-api/endpoint-reference/>

# Public group example

ABOUT

1,645 members

## Public Group

This group is loosely related to a group I set up on MSN in the early 2K's called "Ambient Techno World. It was partly providing a link to a genre of obscure post-club electronic music that I'd picked up listening to the Chill Out Zone on Kiss FM during the 90's before the show was taken off air in 2000.

I still really enjoyed this new raw Electronica. Some fantastic artist created their best works in my opinion. I am hoping to regain the same kind of situation as was on MSN where people with an interest in Electronica networked before Malware links took hold. I intend to post up some of the great tunes if I can locate them on Youtube etc.

Music over two decades old has stood the test of time for its everlasting freshness. It was a renaissance where Electronica had moved on from its novelty beginnings and artists the world over were more adept at playing with new sounds, using new musical tools and essentially creating a genre of ambient techno. The music has remained largely underground but for a variety of radio broadcasts like the one on Kiss - The Chill out Zone with Paul Thomas.

2000 heralded the end of the Kiss Chill Out Zone, when corporate bosses of EMAP withdrew its budget for selective music. That was when the broadcast died but became the advent of a new commercial coining of the term 'Chill Out' and such sub genres as Lounge and chill out classical began misrepresenting the original genre.

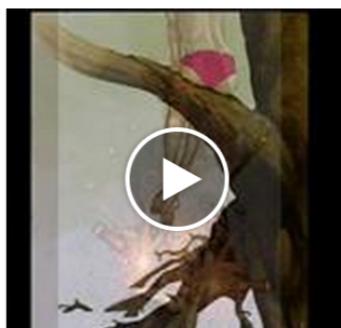
**Ambient Techno World 1990s**

**Edward Edward**  
Yesterday at 9:38am  
<https://www.youtube.com/watch?v=IGSCLNGn2Qc>



**Ballet Mechanique - Embody**  
1996, Eevo Lute Muzique  
<http://www.discogs.com/Ballet-Mechanique-Embody-EP/master/78328>

**Vagelis Pontikis**  
November 23 at 8:32pm  
ghost#dogs



**The Black Dog - Clan (Mongol Hordes)**  
I.A.O. - "Clan (Mongol Hordes)". Black Dog Productions. Bytes. Warp Records. 1993. Art: Dream a Little Dream of Me by Frazer Irving. Adele by Frazer Irving. ...

<https://www.facebook.com/groups/AmbientTechnoWorld/>

## **Sub-goal No. 4**

### **10 – 13 December**

- Add search filters such as date posted, number of likes, person posting, et cetera.
- Add links for further information about artists [as in Assignment 8]

# Extracting info for filters

Facebook Developers | Apps | Products | Docs | Tools | Support | Blog | Search in docs

App Links  
Games  
Payments  
Ads  
Audience Network  
Insights  
App Development  
**SDKs**  
iOS  
Android  
JavaScript  
PHP  
Unity  
Third-Party  
APIs

## `/{object-id}/likes`

This reference describes the `/likes` edge that is common to multiple Graph API nodes. The structure and operations are the same for each node.

### Reading

[HTTP](#) [PHP SDK](#) [JavaScript SDK](#) [iOS SDK](#) [Android SDK](#) [Graph Explorer ▾](#)

```
GET /v2.2/{object-id}/likes HTTP/1.1
Host: graph.facebook.com
```

### Permissions

- The same permissions required to view the parent object are required to view likes on that object.

### Fields

An array of User objects representing each of the people who liked the object, in addition to the following field:

Property Name	Description	Type
<code>total_count</code>	Total number of people who liked. This is only returned when the flag <code>summary=true</code> is set.	<code>int32</code>

<https://developers.facebook.com/docs/graph-api/reference/v2.2/object/likes>

```

function querySimilar()
{
    $("#newname").empty();
    $("#bio").empty();
    $("#photo").empty();
    $("#further").empty();
    var selected = event.target.innerHTML;
    var url = 'http://ws.audioscrobbler.com/2.0/';
    var args =
    {
        method: 'artist.getinfo',
        artist: selected,
        api_key: lastfmKey,
        format: 'json',
    };
    $.getJSON(url, args, function(data)
    {
        name = data.artist.name;
        biography = data.artist.bio.content;
        photosource = data.artist.image[04]["#text"];
        photo = "</img>";
        $("#newname").append(name);
        $("#bio").append(biography);
        $("#photo").append(photo);
    });

    var urlurl = 'http://developer.echonest.com/api/v4/artist/urls';
    var urlargs =
    {
        api_key: echoKey,
        name: selected,
        format: 'json',
    };
    $.getJSON(urlurl, urlargs, function(urldata)
    {
        $("#further").append('further info: <br>');
        links = urldata.response.urls;
        for (i = 0; i < 3; i++)
        {
            $("#further").append('<a href="' + links[Object.keys(links)[i]] + '" target="_blank">' +
links[Object.keys(links)[i]] + '</a><br>');
        };
    });
}

```

# <script> for further information about artists

## **Sub-goal No. 5**

### **14 – 16 December**

- Make sure the site is easily navigable and create a clean and good-looking CSS style
- If there is extra time, repeat the process but accessing data posted to Twitter

# Bibliography

(n.d.). Ambient Techno World. *Facebook*. Retrieved 27 November, 2014. From <https://www.facebook.com/groups/AmbientTechnoWorld/>

(n.d.). Bandcamp API. *Bandcamp*. Retrieved 27 November, 2014. From <https://bandcamp.com/developer>

(n.d.). Solayo. Retrieved 27 November, 2014. From <http://solayo.com/mediasearch>

Hong, K. (30 October 2013). Solayo Plays Music and Videos In One Place, For Free. *The Next Web*. Retrieved 27 November, 2014. From <http://thenextweb.com/media/2013/10/30/spotify-like-solayo-plays-music-and-videos-from-youtube-dailymotion-and-soundcloud-in-one-place/>

(n.d.). Web API Endpoint Reference. *Spotify Developer*. Retrieved 27 November, 2014. From <https://developer.spotify.com/web-api/endpoint-reference/>

(n.d.). *Music Recommendation Machine*. Retrieved 27 November, 2014. From <http://www.music.mcgill.ca/~erica/recommendation.html>

TOURING, TICKET SCALPERS AND WHAT  
THE INDUSTRY IS DOING ABOUT IT  
Written Proposal

# TOURING, TICKET SCALPERS AND WHAT THE INDUSTRY IS DOING ABOUT IT

A close-up of a silver and black microphone on a stand, positioned in the foreground. The background is a blurred, warm-toned scene of a concert or event, with numerous small lights from phones and cameras creating a bokeh effect.

MUMT FINAL PROJECT

# THESIS STATEMENT

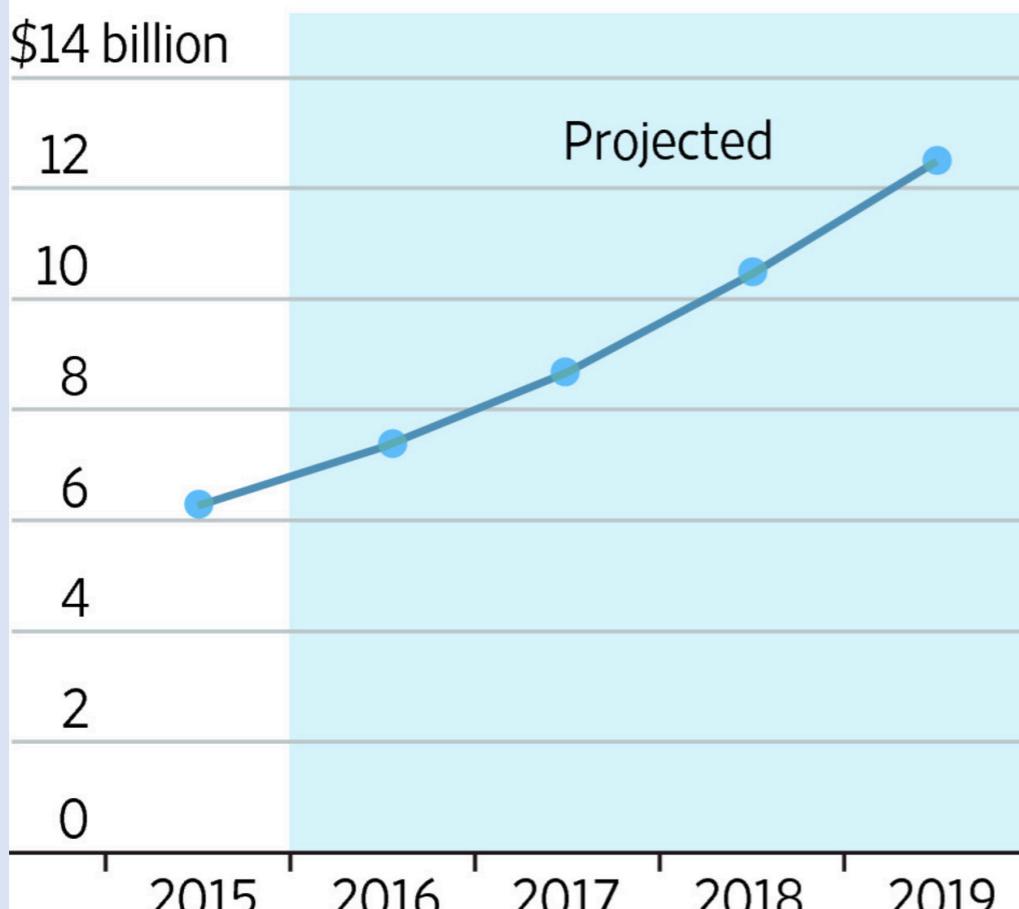
With the increase in relevance of touring comes the increase of ticket scalpers preying on ticket sales. To counter this growing problem, artists and ticket companies are starting to collaborate to create new strategies to protect their sales, while consistently devising ways to increase revenue from their shows. This paper will discuss some of the existing strategies specifically those used by U2, Jay-Z and Taylor Swift to attempt a prediction on what direction these strategies will take ticket sales in the coming years.

# CONTEXT

- Touring is increasingly becoming the most reliable source of income.
- Artists have really strenuous tour schedules to stay relevant and keep money flowing
- People are more willing to pay for a live experience rather than to own music
- Ticket prices are steadily rising at the risk of dissuading customers
- To maximize revenue, pricing needs to be strategic, dynamic and tiered

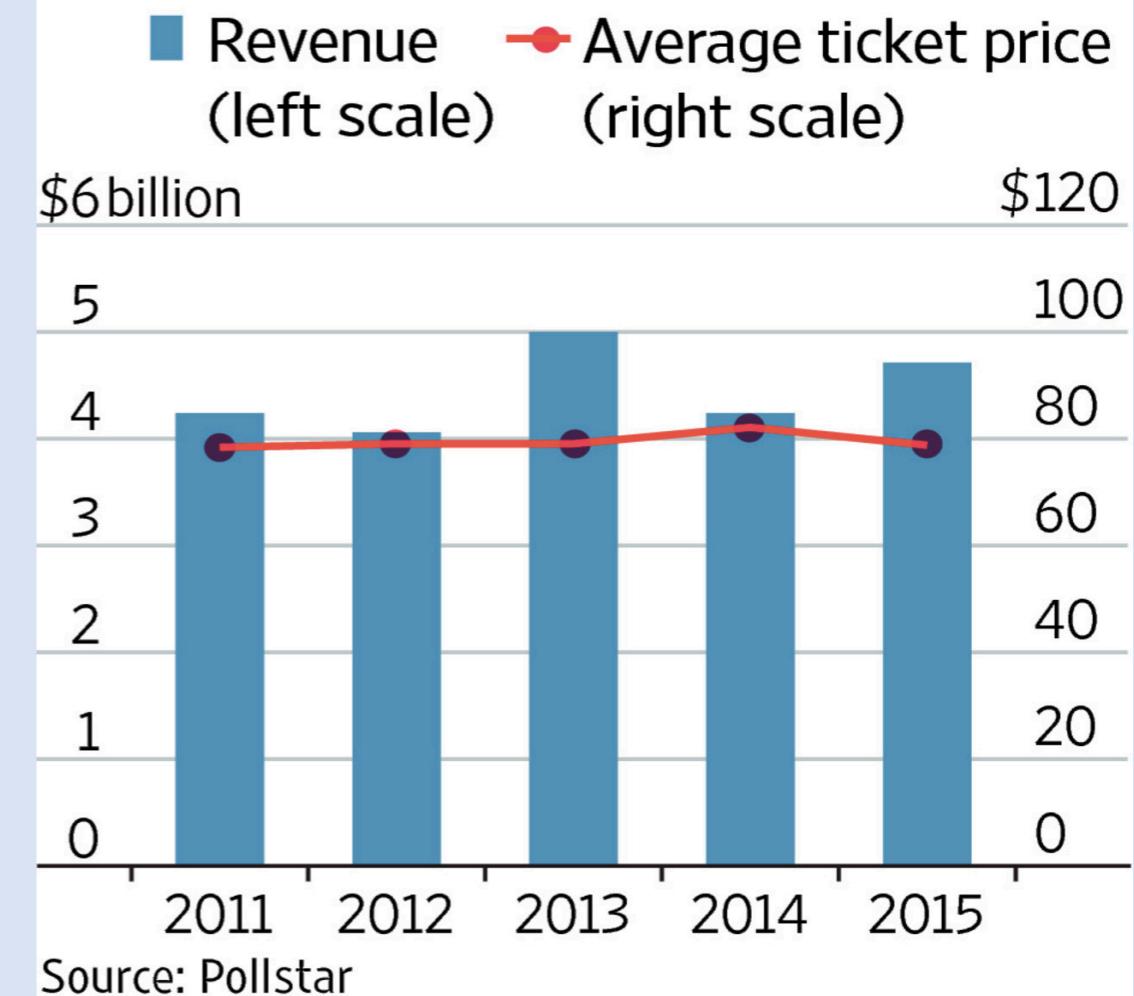
# Chart about increasing relevance of touring

Includes sports and music



Source: Technavio

Top 100 world tours  
(plus average ticket prices, in dollars)



Source: Pollstar

# SCALPERS AND TOUTS

- The secondary market for ticket sales is essential
- Its primary purpose is to provide an outlet for an individual to resell the ticket due to a change of plans
- However, scalpers and ticket touts are usually the majority of sales on these websites
- They exist to exploit arbitrage opportunities
- They breed if tickets are sold in a buying frenzy or if the tickets are valued lower than they are worth
- Dynamic pricing is a good way to thwart this

# MAIN GOAL

To attempt a prediction of the future of ticket pricing and sale strategies in the music industry.



# SUB GOALS

- 1) Discuss and elaborate upon the increasing relevance of touring to music industry revenue
- 2) Describe motives for ticket-resale and the corresponding outlets
- 3) Evaluate the interaction between the primary and secondary ticket-sale markets
- 4) Examine the ticket pricing strategies used by U2, Jay-Z and Taylor Swift in partnership with Live Nation.
- 5) Interview three individuals who have interacted with the Taylor Swift Tix program to gage the customer response
- 6) Draw a conclusion that considers for the successes and failures of these initiatives
- 7) Suggest improvements and use the cumulative date to predict the possible future strategy of ticket pricing.

# TIMELINE

- Goals 1, 2, 3, 4, 6 and 7 will be represented as different sections of the paper. This paper will be written between the 15<sup>th</sup> and 19<sup>th</sup> of December.
- Taylor Swift tickets go on sale December 14<sup>th</sup>, I will interview people on December 16<sup>th</sup> to get an idea of their full experience.
- I will study the ticket pricing for some upcoming shows such as Sam Smith, Harry Styles, DanandPhil tour to draw a stronger conclusion about which pricing method is carrying forward.

# Sources

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RNDM  
Music Composition with web-based tools  
Written proposal

Music!

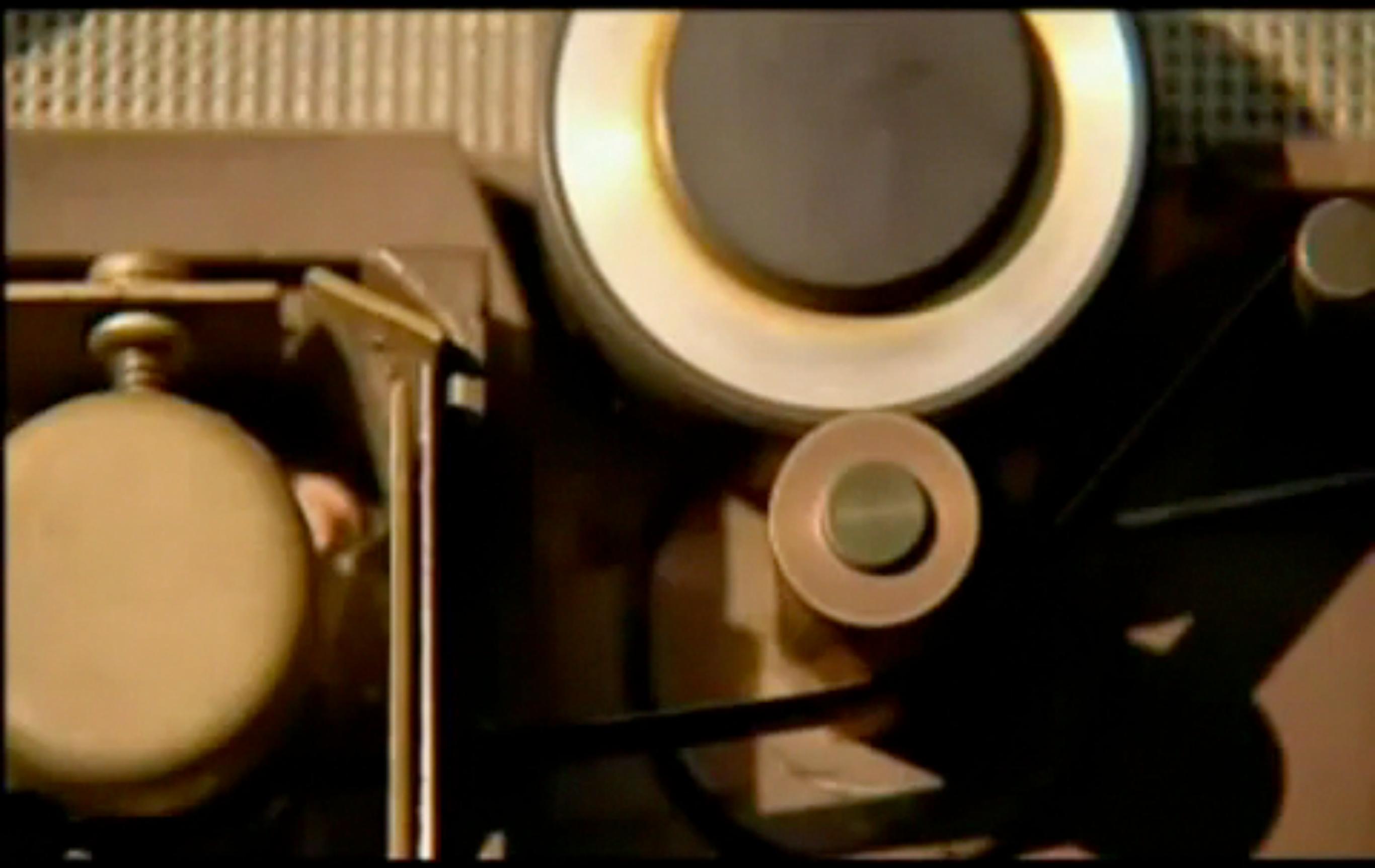
# Final Project Proposal draft round

# Web-based procedural instrument

During the first half of the 60s, the American composer Steve Reich developed the idea of repeating short patterns of sound as a compositional technique by experimenting with tape.

By using the same piece of audio in two different recording machines, he started both loops in unison, and gradually delayed one of the machines in order to obtain complex and canonic rhythmic, melodic, and harmonic patterns starting from simple material.

You can create a web-based emulation of the analog process that Reich explored 45 years ago.



# Web-based systems for music making

- Synths
- Sequencers
- DAW
- Drums
- Samples

# Synths

- [www.tony-b.org](http://www.tony-b.org) (use Safari)
- <http://www.gurchet-rai.net/apps/sequencer/>
- <http://www.angryoctopus.co.nz/?cat=5> (IE only!)
- <http://websynths.com/>
- <https://www.g200kg.com/docs/webmodular/>
- <https://www.modulargrid.net/e/racks/synth/54459/2824>
- <https://musiclab.chromeexperiments.com>

# Web-based music sequencers and DAWs

- [AudioSauna](#)
- [Soundation](#)
- [AudioTool](#)
- [AmpedStudio](#)
- and many others ....
  - [UJAM](#)
  - [Bandlab](#)
  - [Soundtrap](#)

# Collaborative music production

- <https://www.looplabs.com/beta>
- <https://www.ohmstudio.com/> (web-based collab + client)
- <https://blend.io/>
- <http://www.cockos.com/ninjam/> (distance jamming and collab!)

# Web-based post production

- Mastering:
  - Cloudbounce
  - Masteringbox
  - Landr (Montréal-based!)
- Post-production:
  - <https://auphonic.com/>

# Free sounds

- <http://www.downloadfreesound.com/>
- <http://www.freesfx.co.uk/>
- <http://freesound.org>
  - crowd-source
  - most comprehensive one

# Coding environment and Javascript libraries for sound generation and processing

- Pizzicato.js
- timbre.js
- Tone.js (more demos)
- <http://jazz.computer/> (Awesome!)
-

# BREAK

# JavaScript

- [mumt301.github.io](https://mumt301.github.io)