

MiNee Me: Exploring Music Composition Through Robotics

Abstract

Music generation through artificial intelligence has gained a significant amount of attention recently, causing serious worry for many people. In this project, I attempt to create my own music generator, to examine whether or not its compositions can rival those of a human. There are many different ways to create a model trained on music, but I chose to implement a next note predictor, which predicts the most likely note to come after a given sequence of notes. To train the model, I used Mario and Pokemon music from the Japanese studio, Nintendo, to try and expose people to Asian culture. Due to limited time and resources, however, the model does not perform nearly as well as a human would, but it is still important to understand where the training went wrong and where it could be improved in the future.