Example question 1: *Basic representation of musical content in digitized music files*

a. Please name and give a 1-phrase description of the two different basic representations of digitized musical content.

b. For each representation describe one context in sound and music technology in which it is usually employed. Briefly describe one concrete application scenario for each.

Example question 2: *Computational modeling of music similarity*

In the context of music classification in Music Information Retrieval (MIR), the computational modeling of *music similarity* plays a crucial role.

a. Name three different types of similarity information extracted from digitized music files in MIR for computing similarity between musical pieces. Give a short description on how this information is used for computing similarity (2 sentences per type of information).

b. Name and briefly describe 2 different challenges of modeling similarity in music.

c. Choose one accepted method for computing similarity named in 2 a) and describe the steps involved. Typically we expect 4-6 different steps.

Example question 3: *Segmentation in Music*

a. Name and shortly describe three different musical cues that listeners use to segment music. (One sentence per musical cue.)

b. In the course you have learned about different computational models for melodic segmentation (e.g. Gestalt-based models, repetition-based models, expectation-based models) for predicting segment boundaries. Give a short and concise description for one of these segmentation models, explaining what information is used to predict segment boundaries. What are the steps involved in determining the boundaries?