## LIVING IN AN ERA OF AI AS A TRADITIONAL MUSICIAN

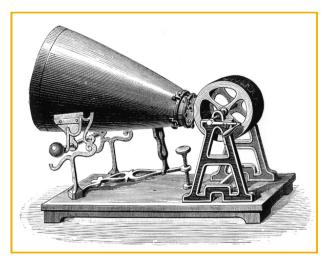
Jeonghyo Joo Seoul Institute of the Arts South Korea

**Abstract:** What would living in an age of AI mean for musicians who play traditional music? Looking back at moments in history when transitions from analog to digital and from live concerts to recorded music occurred and how they largely affected musicians, Dr. Joo shares how AI is (would be) affecting music-making, listening, and sharing processes from the perspective of a classically-trained contemporary musician.

1 Impact of New Technology Why History Matters?



1897, Telharmonium (200 t)



Phonautograph (c. 1857), apparatus for studying sound vibrations graphically, invented by (Edouard) Leon Scott de Martinville. Vibrations produced in cone traced on lamp blacked cylinder. Universal History Archive/Getty Images





What recording technology made possible:



MANIPULATION (of sound)

REPETITION

Jeonghyo Joo, Seoul Institute of the Arts, South Korea

## 2 The Case of *Sanjo*

Literally means "scattered melodies."

Highly improvisatory music, orally transmitted, and has different styles.

Compositional and performance flexibility.









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## The Technology...

Accelerated learning process, but weakened improvisation abilities.

Let sanjo change its practice from improvisation to fixed melodies.

Contributed to the ossification and fixation of music.

Turned the concept of sanjo "a piece of historical work" rather than a living tradition.





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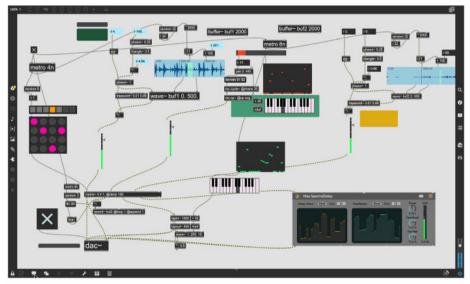


Image courtesy of Cycling '74.

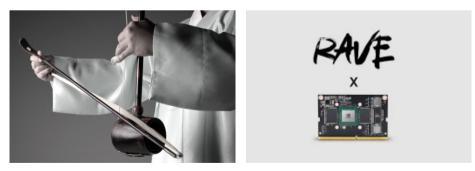


Image courtesy of The Korea Herald.

Image courtesy of IRCAM.

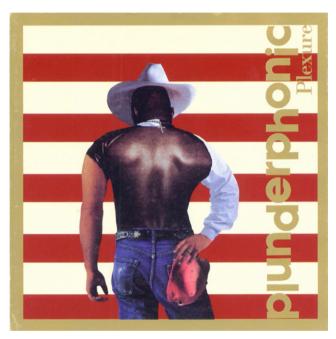


www.youtube.com/watch?v=UO6JQ9wC5eE

## Al program developed by Ui-Kyung Lee and Brandon Snyder; audio file courtesy of Ui-Kyung Lee.



4 Discussion on Ethical Issues via Plunderphonics



"Urge" by John Oswald

Music is constructed (almost solely) by sampling recognizable musical works, especially prominent parts of them.

Introduced by John Oswald in 1985.

Copyright infringement? Or new form of art?

Piracy? Or sound collage?

How do we encourage experimentation without stealing others' work to train A.I. models?

