How Can We Enrich Music Experiences by Music Technologies?

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Abstract

Music technologies will open the future up to new ways of enjoying music both in terms of music creation and music appreciation. In this lecture, I will discuss how we can enrich music experiences by music technologies, such as singing synthesis technologies, music understanding technologies, and music interfaces, by showing some practical research examples. From the viewpoint of music creation, for example, I will introduce the world's first culture in which people actively enjoy songs with synthesized singing voices as the main vocals: singing synthesis breaks down the long-cherished view that listening to a non-human singing voice is worthless. As for music appreciation, I will introduce our challenge of deploying research-level music interfaces as web services that augment people's understanding of music, enable music-synchronized control of computer-graphics animation and robots, and provide various bird's-eye views on a large music collection. Further advances in music signal processing, machine learning, and human-computer interaction will make interaction between people and music more active and enriching.

Biography

Masataka Goto received the Doctor of Engineering degree from Waseda University in 1998. He is currently a Prime Senior Researcher at the National Institute of Advanced Industrial Science and Technology (AIST). In 1992 he was one of the first to start working on automatic music understanding and has since been at the forefront of research in music technologies and music interfaces based on those technologies. Over the past 27 years he has published more than 270 papers in refereed journals and international conferences and has received 47 awards, including several best paper awards, best presentation awards, the Tenth Japan Academy Medal, and the Tenth JSPS PRIZE.

He has served as a committee member of over 110 scientific societies and conferences, including the General Chair of the 10th and 15th International Society for Music Information Retrieval Conferences (ISMIR 2009 and 2014). In 2016, as the Research Director he began a 5-year research project (OngaACCEL Project) on music technologies, a project funded by the Japan Science and Technology Agency (ACCEL, JST).