



Why is Metadata Important?

Panelists

Niclas Molinder,

CLIP and SessionStudio co-founder - songwriter, producer, music publisher and engineer

Paul Jessop

Global consultant on media identifiers - clients include RIAA, IFPI, CISAC

Niels Rump

Author and Administrator of DDEX Standards - formerly of the Fraunhofer Institute, home of MPEG, Award winning author on DRM issues

Dennis Weinreich – Host and Event Chair
Engineer/Producer, Facility Owner, JAMES Co-Vice Chair.

Peter Filleul – Metadata Activist and Event brainchild
Former APRS Exec Director, Patron of MPG

Why is Metadata Important?

An opportunity for course leaders to respond to brief presentations by a panel of metadata experts in the context of future course content

Examination of current developments in the value of and imperative for efficient information handling in audio and audio visual supply.

DDEX standards body, examining colloquial terminology as mapped against background computer languages

DDEX out-reach initiative throughout music supply chain to engage music / audio education and training providers

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Former APRS Exec Director, Patron of MPG

- **Affiliations** – none – currently Individual DDEX member
- Interest in metadata originally driven by producer \ engineer revenues
Argument to provide accurate metadata as leverage for producer income
 - PPL now recognizes and pays ‘Eligible Producer’ roles
 - **DDEX Metadata Standard body**
- **DDEX RIN (Recording Information Notification) Standard**
 - **Common Glossary of Colloquial terms**
- **Interoperability**
- **Granularity**
- **DDEX Support**

Why is Metadata Important?

Niclas Molinder – CLIP and SessionStudio co-founder - songwriter, producer, music publisher and engineer



Song metadata serves as the backbone of the music industry ecosystem, it's the most **important component** to ensure that everyone involved in a song gets their **credits and is paid fairly**.



Song metadata challenges

- Complex ownership structure
- Who did what, where and when?

Creator support

- Awareness and education
- Tools to simplify the process



Presented by JAMES (Joint Audio Media Education Support)

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Metadata may be our
love-note to the future
- but it's useless if it's
ambiguous

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Jimmie Rogers

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EAN/UPC

ISRC

IPI

ISWC

EIDR

ISNI

GRID

ISAN

IPN

DOI

BOWI

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- Without accurate metadata
 - Consumers can't find and buy music
 - Musicians/engineers won't get paid
- Content metadata is best collected
 - At source
 - At the point of creation
- Content metadata can then be used in the supply/value chain

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- Without accurate metadata
 - Consumers can't find and buy music
 - Musicians/engineers won't get paid
- Content metadata is best collected
 - By musicians/engineers
 - In the studio
- Content metadata can then be used in the supply/value chain

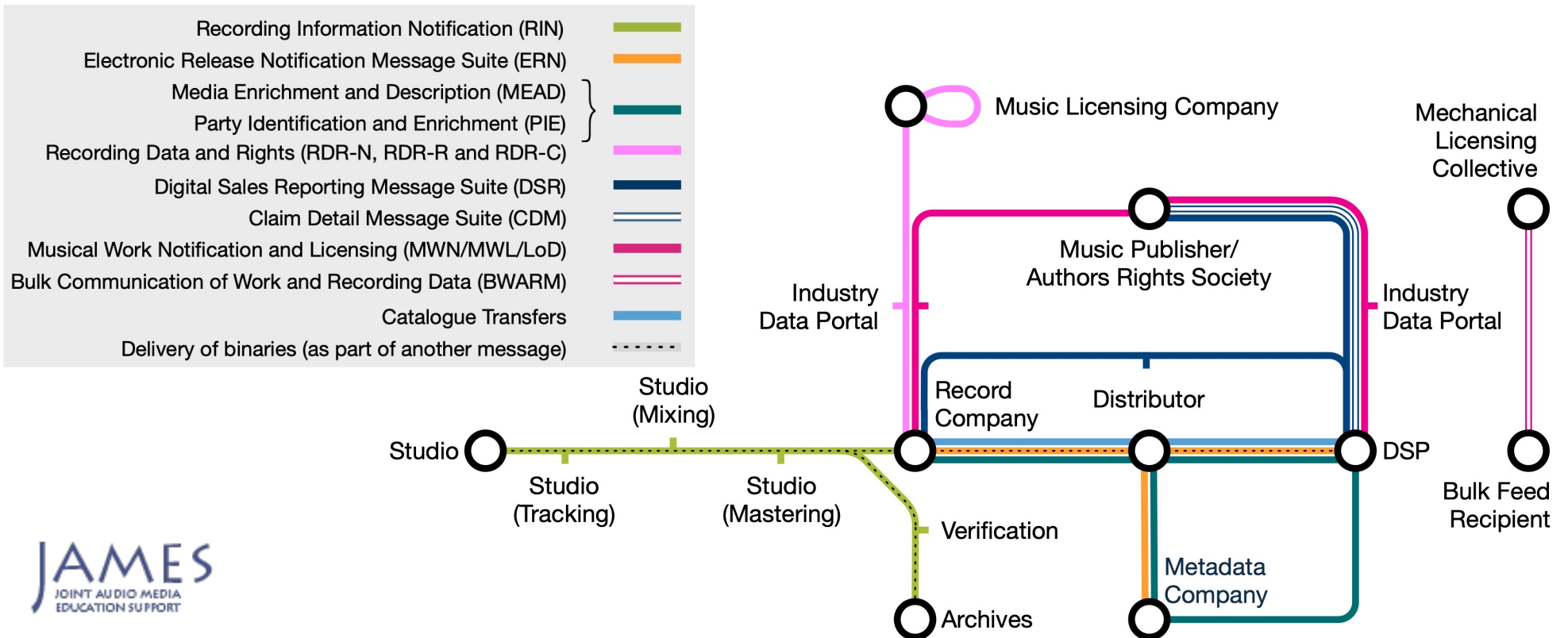
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Connecting studio metadata with the music industry value chain



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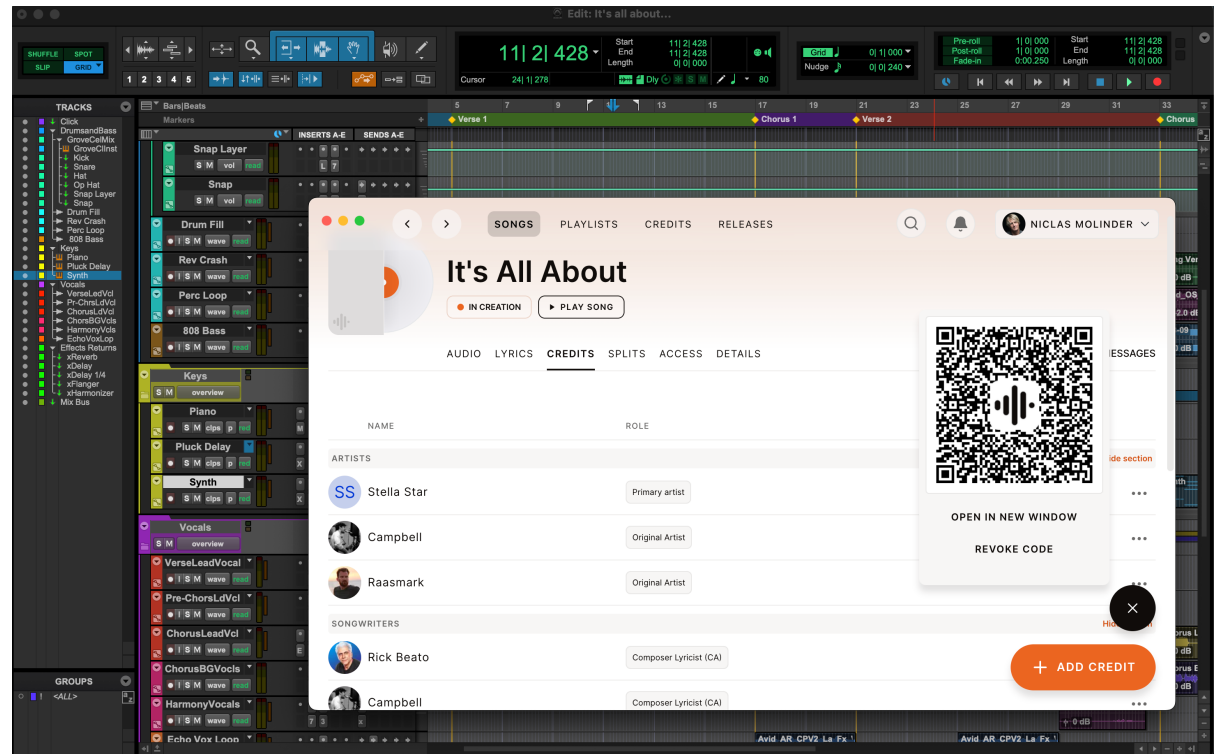
Niclas Molinder – CLIP and SessionStudio co-founder - songwriter, producer, music publisher and engineer



A tool for teachers and students to manage and secure song metadata and audio.

If you want to use **SessionStudio** for **free** and be involved in developing more functions for your educational programs, contact:
christian@session.id

or visit sessionstudio.com



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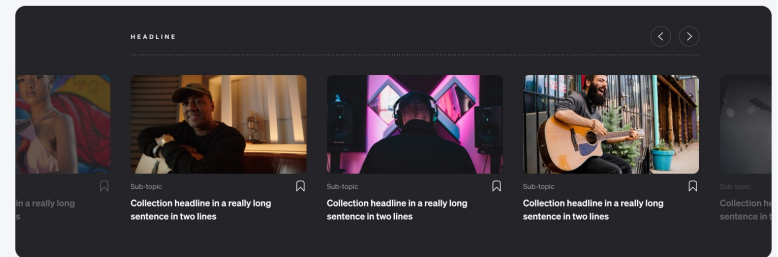
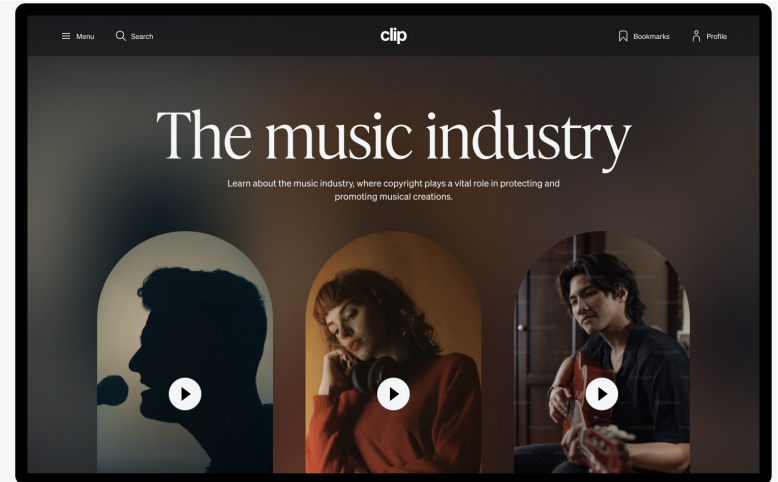
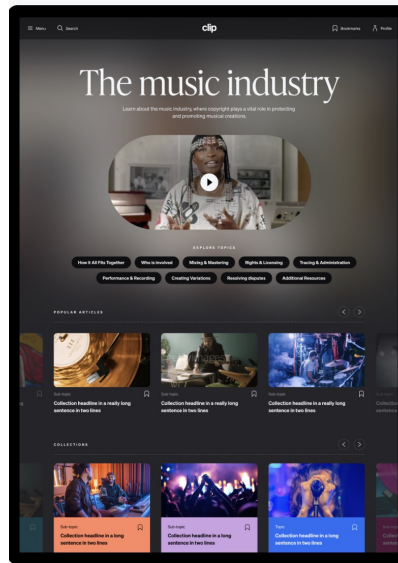
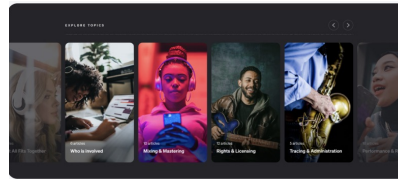
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clip

Clip will give everyone who creates music easy access to basic knowledge regarding music industry structure, metadata and IP rights, so everyone involved in a song can be credited and compensated fairly.

Free and available from early November 2023.



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Contact details

Niclas Molinder – Session niclas@musicrightsawareness.org

Paul Jessop - County Analytics - paul@countyanalytics.com

Niels Rump - DDEX - niels.rump@ddex.net

Dennis Weinreich – JAMES - dennis@jamesonline.org.uk

Peter Filleul – Musicare - peterfilleul@me.com

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**Thanks to our panelists, Phil Harding and all attendees for taking part.
Further contact information included on PPT pdf to be distributed.**

