

WHAT'S NEW ON THE WIKI KNOWLEDGE BASE?

(See *The Knowledge Base Going Wiki* for background to this note.) – **The general content hasn't changed – yet!** But with the ease of access for potential contributors there is a great chance that it will morph into a lively, more comprehensive format, towards a complete set of “mapping” articles, SWOT analyses and papers discussing key issues facing particular genres and music sector activities.

A NOTE ON THE STRUCTURE

The second category level in the wiki has the actual music sector at the centre, with its central category of *creation* (composition, songwriting, live and recorded (mediated) performance).

The top category to the left is *about* how we can all use and contribute to the knowledge base (it includes *Guidelines to Contributors*). The second main category puts the music sector into

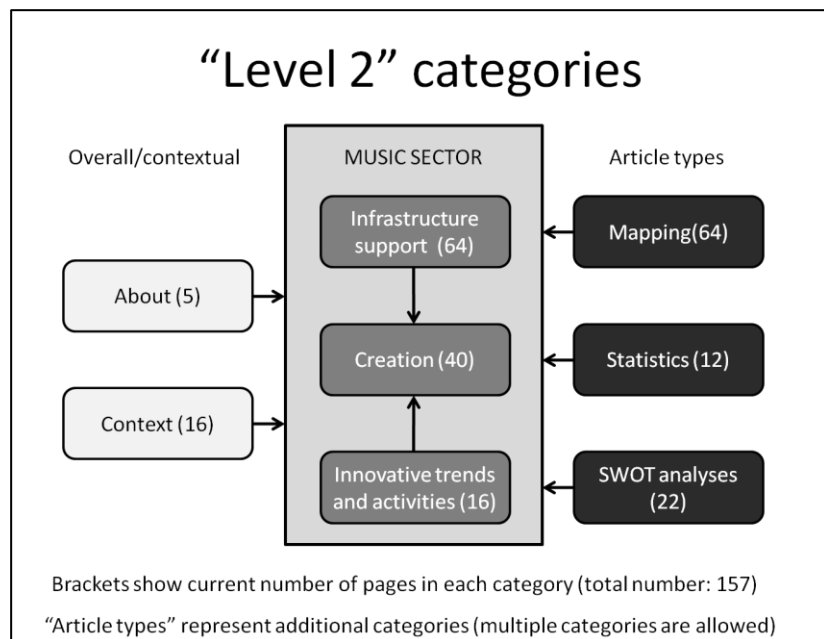
context with statistical and verbal articles under the heading of “sector overview”, and on creative industries and cultural economics. A new article on the nature of technology is included because technology is central to music sector development. Maybe someone will be inspired to write *The Nature of Music Sector Technology* in the context of the new article! Initiatives to take up new relevant topics are especially welcome.)

Within the music sector proper, *Creation* currently contains 40 articles in 16 categories ranging from classical, operatic, chamber and new music, to a range of contemporary music genres including hip-hop, jazz, and folk music, and to mediated music through film, broadcasting and the recording industry. *There is room for a host of other topics!*

Infrastructure Support has the largest current number of articles (64), ranging from education and training through manufacture, trade and consumption of music product (including venues and audiences) to other support including public funding, intellectual property, and music publishing.

There are currently 16 articles in the *Innovative Trends and Activities* category. They include *Music Sector Technology* topics such as auditory space and structure, digital distribution, and the implications of Web 2.0. Other innovative trends and activities include music criticism, libraries, museums, and research – all geared towards encouraging change in the music sector. Finally, the category includes relatively new music uses under the general heading of health-related purposes.

The right-hand side of the chart shows three “Level 2” categories that overlap the others: 64 articles *mapping* particular genres and activities, plus 22 *SWOT* analyses and finally 12 articles dealing with *statistics* – now as ever a top priority in our development program.



Handwritten signature