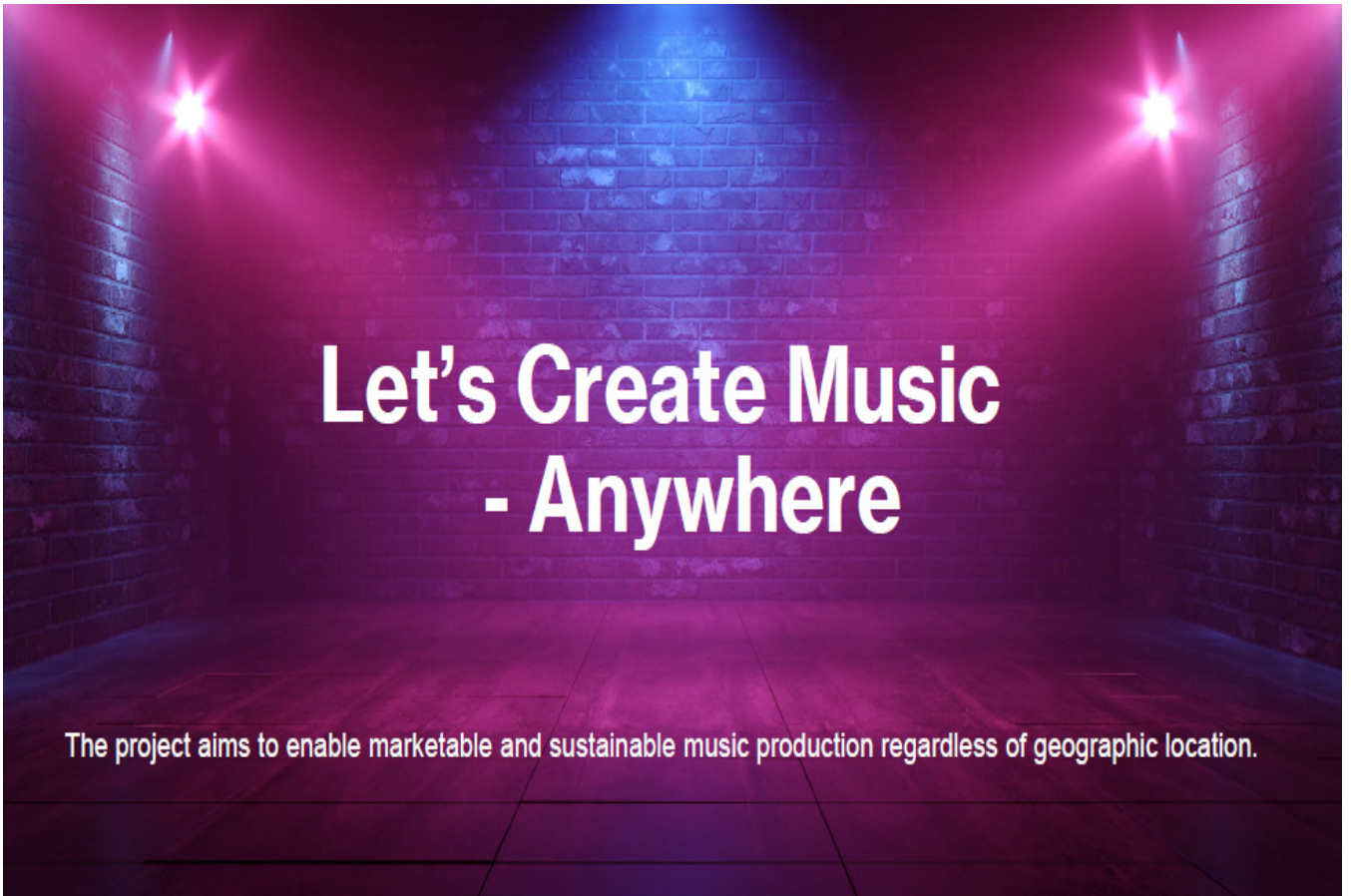


Let's Create Music



**Let's Create Music
- Anywhere**

The project aims to enable marketable and sustainable music production regardless of geographic location.



GOALS:

- Create opportunities for musicians to work and live throughout the region.
- Contribute to an increase in the number of musicians who can support themselves full-time in the region.
- Provide opportunities, reduce obstacles, and minimize delays with 5G.



WHY LULEÅ TECHNICAL UNIVERSITY?

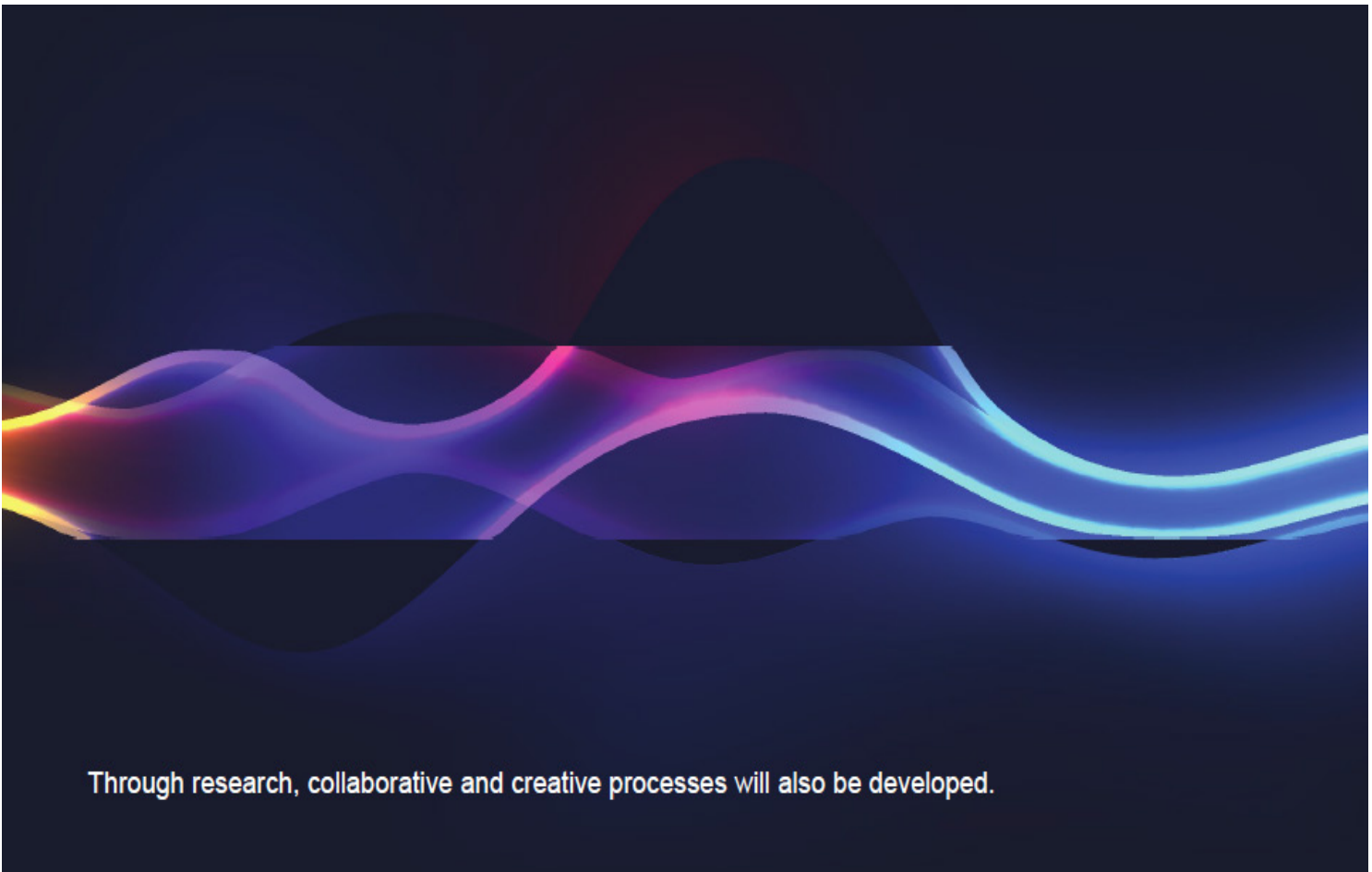


5G TEST ENVIRONMENT

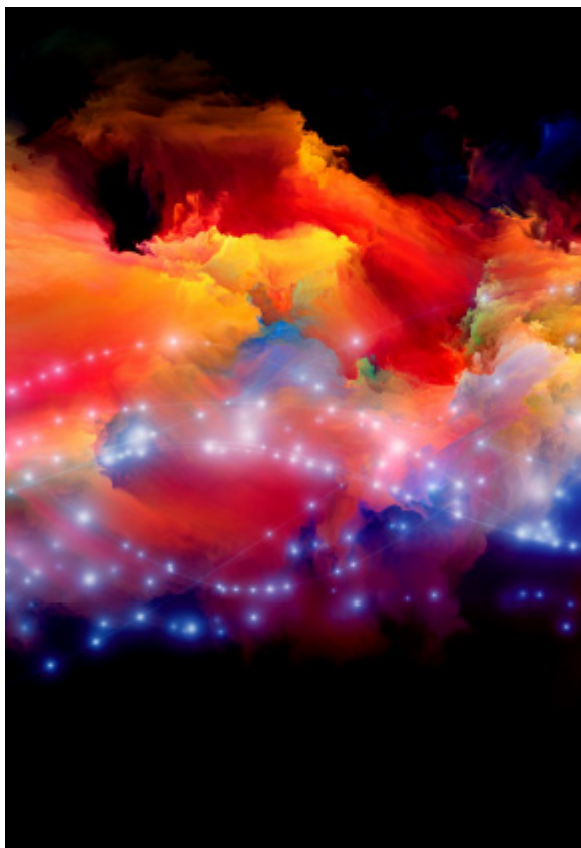
An important part of the project is the 5G test environment in collaboration with Telia. There, companies can easily perform different types of tests and experiments to validate new products and services.

We contribute with:

- Support, advice and validation when developing new offers
- Research collaboration



Through research, collaborative and creative processes will also be developed.



The work will take place cross-border and location-independent between the music/gaming industry, academia, and business developers.

Innovation development at the intersection of music and game development, the tech industry, and academia.



Activities include, among others:

- 5 Camps
- 5 Masterclasses
- 5 Technology tests
- 4 Iterations of the visual studio



Participants can create music where they are their "most creative self" and establish new contacts locally, nationally, and internationally.

A virtual music studio will be created. Within a 5G testbed, the project will work on reducing obstacles such as latency.





TESTS

- Locally
- Nationally
- Internationally

Last week the 1st Christmas song was produced over the 5G network at LTU

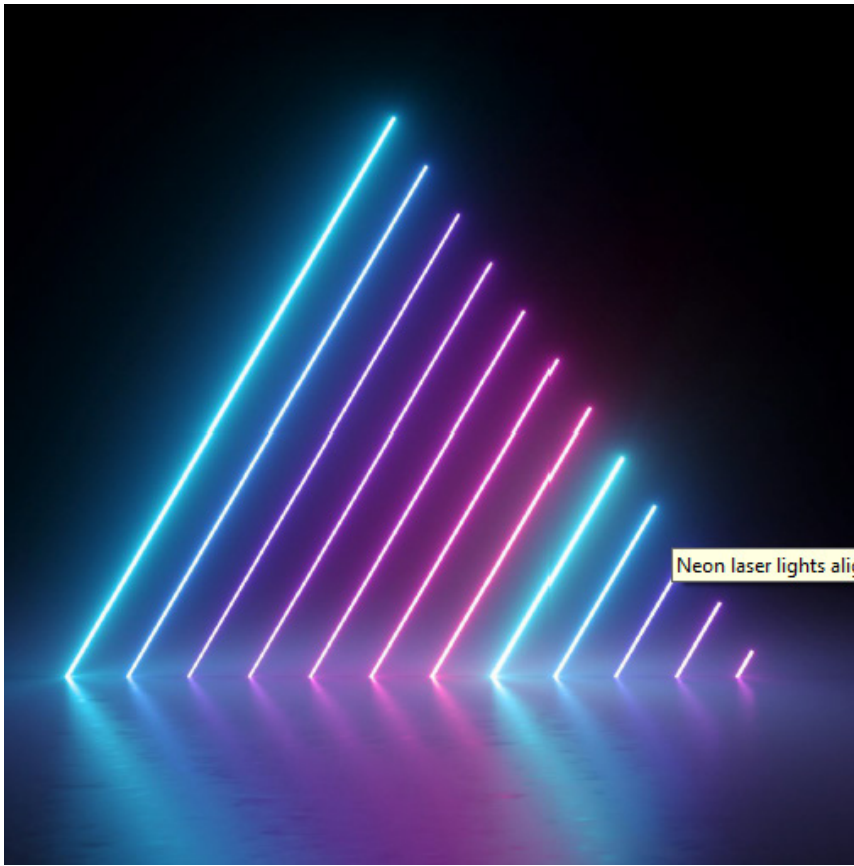


PROJECT PERIOD

December 2022 - March 2026

BUDGET

11 MSEK



Neon laser lights aligned to form a triangle

PROJECT MANAGEMENT

CDT, Luleå technical university

PART

BD Pop

FUNDERS

European Regional Development

Fund Region Norrbotten Luleå

Business Region Skellefteå

Municipality Sparbanken Nord

Based on 2 preliminary studies.

