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A framework for computer-assisted composition of adaptive music

This poster describes an ongoing PhD project researching musical thinking in the context of computer-assisted composition of music for adaptive, non-linear media such as computer games. Existing CAC tools are grounded in established metaphors or concepts that are based on a tradition of composition of static, linear music. The project will explore how these traditional conceptualisations can be applied to composition of adaptive music, as well as characterising new conceptualisations that may be used for thinking about adaptive music. The project focuses on producing a framework that provides abstractions of musical structuring concepts, as well as mechanisms for incorporating adaptive composition techniques into existing compositional workflow. Software tools that manifest this framework will also be prototyped as part of the project, allowing composers for adaptive media to interact with these processes and concepts visually and aurally.