The impact of technology on the music

Technology

With the advancement in technology, the recording industry has never been the same as it has grown to be both improved and challenging. The recording industry has improved, given the fact that there are now so many mediums through which music can be recorded. Today, there are several templates for musicians to have beats and their works engineered.

To the professional musician, the advancement has now created the realization that it would really take a lot of hard work and talent to be differentiated from a non-professional musician. For example using software like Cakewalk, any unprofessional musician can sit at home and record a song. The challenge therefore rests with the professional musician to distinguish him or herself by adding something more to the song that the software cannot provide.

In terms of access to music, there is evidence to suggest that advancement in technology has affected musicians and the music industry negatively. For example using platforms such as YouTube and Pirate Bay, people are able to get access to music through means that the musicians do not benefit in any way. Musicians therefore no longer have control over the distribution of their own intellectual property.

These changes have also affected our cultural trends. It will be noted that music is an important element of music. What this means is that music is used to identify people according to their culture. As advancement in technology makes the world a global village, the culture of people through music is transferred very far and wide to others in remote areas.

Today, it is very difficult to classify music as a form of art due to how perforated the industry has become. For example, musicians of today rely so much on the rhythms that are pre-produced by music software when in

actual fact they could exhibit their creativity and bring their art to work by composing their own rhythms and beats.

Reference

Baase S. (2008). A Gift of Fire: Social, Legal, and Ethical Issues for Computing and the Internet. New York: Prentice Hall.