

Interview Transcript

T - Me - Pinpakornkul, Tachanat (17M)

C - The Client - Gandossi, Clement (18M)

00:28 T: What do you do? What field do you work in?

00:31 C: I am a musician. I do gigs and I also produce and mix

00:38 T: Usually, in this job, what does it involve? What are the things you do? Not just generally, but also the specifics

00:47 C: ... of going gigs. I would search online for restaurants or areas where they want or need gigs. I'd ask them, "hey, could I do a gig", or I would apply for one. They'd tell me song recommendations, what they want, what their crowds want, how loud I should play. Usually that's about it. Sometimes I play with other people, so we have to rehearse before.

1:24 T: How about the production side of things?

1:27 C: Oh, the production side of things is more... less me making stuff by myself and more producing for other people, like producing beats or vocals. Something like that.

1:39 T: How often do you produce things for people?

1:46 C: A little more frequently nowadays. Before I didn't do it that much, but I've gotten really into it since quarantine.

1:55 T: When you're producing something for somebody - I'm not really familiar - what are you responsible for?

2:06 C: I'm responsible for the background instruments, for... yeah usually it'd be the background instruments - the beat itself. Sometimes they would take care of vocals. Sometimes I'd mix, which is usually balancing out instruments and vocals, or just general noises.

2:23 T: So harmony as well?

2:24 C: Yes, of course. Sometimes the harmonies. Sometimes I'd get recommendations of what they want. Some people would be really specific about it, some really vague. They'd go into what type of drum they'd want with it, what type of instrument they want [me] to use.

2:46 T: What kind of programs do you usually use? Do you currently use?

2:52 C: Right now I am using Logic Pro X, and I am exclusively using Logic Pro X, because it's very useful, very versatile.

3:01 T: Are you just working by yourself? Or do you have somebody who manages you?

3:07 C: Not really. I don't really have a manager, or I don't have one yet - not planning to get one anytime soon, but usually I'd work by myself. Sometimes - rarely - I'd have a co-producer, or someone on call with me working on the beat together.

3:32 T: Is there any specific type of information which you use often? Which you exchange with people often? As in data, like numbers and statistics.

4:01 C: There's not that much. There's the length of the beat that they want, and the loudness of it, how many "drops" there are.

4:16 T: So not that significant?

4:17 C: No.

4:26 T: What's difficult about your job? And why? What are you struggling with?

4:32 C: What I struggle with right now is... I guess the theoretical side of things, since I've been focusing on production so much, I've forgotten more of the music theory side of things. So it's very difficult for me to - when people ask for very vague and general things and don't want to ask for more - I wouldn't know what [chord] progression they would want.

5:01 T: have you tried anything to remedy this issue? To solve this problem?

5:05 C: Yes. I've been trying to learn a little bit more theory, but it's not working out too well because I've been busy with a lot of things.

5:18 T: Do you think you could benefit from a digital solution, maybe like a notebook [for chords], like a chord vault.

5:29 C: Yeah, for sure. Yeah, maybe something that would help me [see] similar chords. Because sometimes I'd want to stagnate a piece - make it 'stay still' for a little bit. And use the same chords - similar chords.

5:52 T: How would you imagine this? What kind of program would you like to see this [as]

6:01 C: I think I'd like to see it like... in EQ form.

6:08 T: I'm not really familiar with that - could you elaborate?

6:14 C: The equalizer is the place where you would mess around with the hertz. So like, the height of the pitch. You'd go between 20-20000 Hz, the human hearing range, and you'd mess around with those and make vocals sound more high or breathy or base sound more 'boomy'

6:40 T: You said you wanted it to look somewhat like that. What does this look like?

6:46 C: It's just basically a line, and it's a line which can move around and bend. You'd have curves and bumps that you could [move]. Or you'd have little spots on the line where you can push up and down, and that would increase or decrease the decibels of the

[frequency].

7:08 T: How would this help to comprehend harmony? Is it just a visual aid?

7:19 C: Yeah. A visual aid would really help, because I'm not too good with my ears. I usually have to visualize a lot - see it on screen - what the note is, or what the beat is, or what the drum is.

7:31 T: So obviously, you'd also want the ability to compare [the notes]

7:36 C: Yeah, of course.

7:40 T: And to store [them] as well

7:43 C: Yeah.

7:47 T: How often would you see yourself using this application?

7:56 C: Pretty often. I get stuck with theory a lot of times while making beats. I think it'd really come into use.

8:02 T: I see, is there anything else you'd like to add about it? For example [musical] keys?

8:26 C: Yeah. keys, modes, stuff like that. That'd be pretty useful.

8:37 T: So you'd want to interface with those things. I've also heard of different tuning systems. Would you like [to see] those too?

9:02 C: That's interesting. Yeah. I've seen people like [Jacob Collier] use different tuning systems, and that really interests me. Though I can't really hear the difference too much.

9:23 T: [So] you'd like to see it visualised. Is there anything else? Considering your job, would you be using this to benefit the things which you do and create?

10:08 C: Absolutely.

10:15 T: Is there anything that could make this process easier? I do know that musicians work with the MIDI file type.

10:26 C: Yes. I think that being able to convert to a MIDI file after - being able to hear notes - so I don't have to use specific instruments. Being able to see the notes and convert them into a MIDI file [to play] through a certain [digital] instrument. That would be useful.

10:42 T: I see. Ok. I'll come back to you with a prototype. Then we can discuss more.