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Dissemination, Exploitation, and Communication Plan

Filippo Carnovalini - DINF - Vrije Universiteit Brussel
Supervisor: Geraint A. Wiggins
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Summary

The Dissemination, Exploitation, and Communication Plan (DEC) aims at describing the main anticipated venues and opportunities for making the research and the results of project CALIOPE known to the scientific community, to the relevant industry players and more generally to interested stakeholders, and to the general public. In particular, the document outlines the expected academic publications and possible venues for such publications, as well as relevant events that can help further the reach of the project.

CAL·IOPE

1. Dissemination

The main means of communicating the results of the present research to the larger public is through the
While the research of the project offers potential for commercial applications, at the current stage it is focused on academic basic research. For this reason, it is crucial to devote most of the attention to the scientific dissemination of the project with a clear plan for publication.
Given the time needed for the preparation and the publication of journal articles, in the first year of the project I will mostly focus on the preparation of conference papers. I plan on publishing **two conference papers** (one on the **progressive exercise generation system**, the latter on the **Learner Model**) within month 15 (June 2025), so that the development of the final personalized generation system can incorporate feedback and suggestions from the academic community present at the conferences. To allow for even quicker dissemination of early results, I plan to release **white papers** on the development of the system through the project website (see §2), and the draft versions of a paper on the state of the art of **Intelligent Tutoring Systems for Music Education** on **arXiv**, a practice that is becoming more and more common within Computer Science research.
Later in the course of the project, I also intend to prepare **two journal articles** to be submitted before the end of the project. One would be the updated version of the aforementioned archived paper on the state of the art, while the second would describe the final system that integrates the Learner Model with the progressive exercise generation system and the assessment on the quality of the produced results.

Appropriate Venues for conference papers:
International Conference on Computational Creativity (ICCC), Conference on AI Music Creativity (AIMC), International Society on Music Information Retrieval (ISMIR), International Conference on Computer Supported Education (CSEDU), International Society for Music Education World Conference (ISME).

Appropriate Journals for publication:
ACM Transactions on Multimedia Computing Communications and Applications (TOMM), Journal of New Music Research (JNMR), Journal of Research on Technology and Education (JRTE), Research Studies in Music Education (RSME), IEEE Transactions on Education (ToE), Computers and Education: Artificial Intelligence, PLOS ONE.

2. Exploitation and Communication

Given the early stage of the research in this project (between 2/7 and 3/7 on the Technology Readiness Scale) the exploitation strategies will focus on **raising awareness and interest** from potentially impacted **stakeholders**, rather than involving commercial partners.
As part of the research activities, I will interview music teachers recruited through my and the supervisor's pre-existing contacts in Italy and Belgium, including personnel from the conservatory of Padova and the **Conservatory of Antwerp**. This will also serve as a first way to reach the potential users of the system and the formation of a network of interested musicians and music teachers. To expand the network, local teaching organizations will be contacted, including Flemish Koepels (umbrella organizations), such as *KOV, FOPEM, IPCO,* and *VOOP.*
An additional way to extend the network towards Computer Science academics and industry, besides the opportunities offered by the conferences cited in the previous section, is through the flemish programme **Flanders AI**, of which VUB and prof. Wiggins' CCLAB are participants.

I plan to leverage this network to organize a **hands-on demonstration** of the prototype by the end of the project. The AI Xperience Center, a VUB facility for the communication and exploitation of AI, could be an appropriate venue for such event.

Anticipated Networking Opportunities
- Flanders AI Grand Challenge 2 Kick Off Meeting - 23/02/2024 (already attended)
- Flanders AI Forum - 11/06/2024
- Dagstuhl Seminar on Computational Creativity for Game Development - 23-28/06/2024

2.1. Communication to General Public

In order to reach the wider public and to provide an online presence to the project, a website will be deployed by the end of month 3 (April 2024). Along with that, social media account for the project will be opened. The visits to the website will be monitored to evaluate the effectiveness of the online presence, and the possibility for interested visitors to contact the researcher will be provided.

Online Presence Plan for year 1
- Website and social media accounts opening: by the end of month 3
- Blog post on the website: at least montly starting from month 3
- Instagram posts: at least twice month starting from month 4

Online Presence Plan for year 2
- Blog post on the website: at least montly and after every publication
- Instagram posts: at least three times a month
- Youtube Videos: at least at every milestone, and after every publication

Signature of Fellow

Signature of Supervisor