ORGANISATIONS:

Venues & Live Performance:

- Small & Medium Local Venues: e.g.; pub, school stage, small theatre
- **3 Advantages:** Intimate atmosphere, close to audience, more accessible for local bands, caters for the community.
- **3 Disadvantages:** Poor sound quality & technical facility, limited audience, less publicity/ promotion.
- Large Multi-Use Spaces: e.g.; Sports' Arena, West End Theatre, Outdoor festival (Glastonbury)
- 3 Advantages: Excellent sound & technical facilities, huge publicity & promotion, higher fee from tickets sold
- 3 Disadvantages: You have to be already famous to perform at a large venue (less easily accessible), the cost of hiring a large venue, less in3mate interaction with audience.

What are 8 Health & Safety and Security concerns at venues?:

Heating, lighting & ventilation Electrical equipment safe Toilets & drinking water clean



First Aid & Emergency exits in case of fire

Obstacles appropriately lit/indicated (i.e. stairs)

Adequate parking & parking arrangements

Flow of people in and out of venue

Secure ramps/stage scaffolding



media.

large size so best deals on manufacturing, advertising & links to

3 Advantages:

3 Disadvantages:

Difficult to stand out in such a big pool of artists, artist unfriendly deals, more mass media driven than interested in your style of music.

Money (huge financial advantage), promotion & connections,

Recording Companies: Major: Big 3: Universal Music Group, Sony

Promoters: Activity that supports (marketing & promotion) & encourages (publicity) a product for public awareness (i.e.

Work with the artist to make sure all needs are covered (PA,

live events). What are the 5 things promoters do?

Secure a venue for a show

Promote the show (media, posters)

effects)

Cover the venue costs & costs of promotion (taking a percentage)

(Leicester, 'quirky, retro-futurism), Fat Cat Records (Brighton, Post Rock)

Music Entertainment, Warner Music Group

3 Advantages:

Cater to the artist more, more artist-friendly contracts, close personal relationships

Recording Companies: Independent: Southern Fried Records

(created by Fatboy Slim for House Music), Pickled Egg Records

3 Disadvantages:

Lack of funds, less publicity & promotion, less organised because more informal, less contacts with media.

Earn an agreed-to fee or royalties

Music Publishing: Developing, protecting and valuing music. Music publishers play a vital role in the development of new music and in taking care of the business side, allowing composers and songwriters to concentrate on their creative work. They look after the royalties to a composer's work. **Major Publishing Companies: Self Publishing (Online)** 3 Disadvantages: 3 Disadvantages:

3 Advantages: Distribution (increases sales), ᢊ

Usually need to go through an

Quality of design, agent, Harder to have music published Marketing and promotion, when the company is large,

More editing to your original work

3 Advantages: Usually need to go through an agent,

Harder to have music published when ¹Less pay the company is large, More editing to your original work

Less distribution possibilities **Service Companies & Agencies:**

particular service on behalf of a business (PRS) or person

Less marketing &

promotion

Artists' Representation:

Management:

Payment

1. Works on behalf the artist (band) to promote their career 2. Runs their business affairs

3. Secure the best work for their clients & best fee

PR (Public Relations):

1. Promote a new release or artist to the media

2. Liaise with labels and the media to get album reviews & profile of the band with interviews

3. Generate as much publicity as possible

Agent: (Also called Booking Agent/ Talent Agent)

1. Liaise with bands/artist to agree on tour dates & requirements of tour as well as goal (i.e. promote a new album)

2. Take care of financial and logistic requirements (say of a tour) 3. Contact promoters & venues to pitch the bands & agree on

performance dates. 4. Arrange contracts with promoters regarding pay, equipment...

Stylist:

Help the artist/band create a style that reflects their music/genre

and help them stand-out 2. Choose clothes, hair-style, and jewellery

3. Help artist create an image

Agency: An organisation (or business) that provides a

(artist). **Royalty Collection Agencies:**

PRS (Performance Rights Society): Licenses the composer's copyright (royalties) for public

performances of your songs (broadcast, live, recorded).

MCPS (Mechanical Copyright Protection Society): Licenses the composer's copyright (royalties) for sound recordings (i.e. CD, ringtone).

PPL Licensing (Phonographic Performance Limited): Licenses the right to perform sound recordings & collects royalties for record companies & performers on recordings.

It will be in physical format (i.e. digital).

Hire Companies: List 3 reasons why an artist would hire the following: **Unit 1 The Music Industry Sound & Lighting Equipment** Rehearsal & studio space x Technical expertise. To record a single with best quality equipment possible Quality of equipment Excellent acoustic for rehearsal. Engineer to take care of sound/lights so that the artist can focus on the music To perform to a small audience/ community event 3 **Unions: Transport Companies** Musicians Union (MU): Musicians, Music Teachers, Instrumental teachers. 1 Transport equipment when on tour **Equity:** Actors, dancers, stage managers, choreographers, directors, Roadie to carry equipment & install backstage crew. Hire a sleeping coach for tour around the country **BECTU (Broadcast Entertainment Cinematograph Theatre Union):** Media & entertainment trade union, representing broadcasting, film. **Trade Bodies:** A trade body is an organisation founded and funded by businesses that operate in a specific How do unions represent their members? industry. Negotiate contracts on behalf of musicians Tackle issues raised by musicians when there are employment MPG (Music Producers Guild): Represents the disputes interests of all involved in the production of Give advice & support regarding copyright protection or unpaid recorded music (producers, engineers, mixers, fees programmers etc) Make sure working conditions are acceptable **APRS (Association of Professional Recording** Assist members throughout their careers by net-working **Services):** Represents those who work in the audio **Employment Patterns:** Full-Time: Standard is 37-40 hours/week. industry in UK (recording studios, record producers, Contract may include pension, paid holidays, sick time. Will usually be audio engineers etc) long- term. **PLASA (Professional Lighting and Sound** Part-Time: A contract as above, but not full-3me. Can vary from one day -**Association):** Represents those who supply four days. Will usually be long-term. technologies and services to events in **Freelance:** Self-employed & is not committed to a particular employer long-term. No long-term contract! entertainment (professional technicians in lighting

& sound)

Self-Employed: Working for yourself rather than for a business or

someone else.