PITCH SESSION TO TAKE PLACE ON WEDNESDAY 5 JUNE - 10:30AM @MUSIC LAB

Big Ear Games (Finland)

A mobile music game to learn how to compose music. Our mission is to upgrade the way people are learning and creating music. Big Ear, our debut game, is demystifying How Music Work. The players progress as musicians, as they solve puzzles and builds popular songs of favorite artists. Selected artists engage with their audience by creating special content. In-game simple but effective sequencer, let your creativity take wing and share your precious tunes with others. Our know how in music education, games and music industry is our secret!

Endlesss (UK)

A virtual space for live collaborative recreational music-making. Endlesss is a virtual space for spontaneous, collaborative music-making based on creating, remixing and sharing short "riffs" rather than complex songs. Before the record industry existed, music was a live social activity that brought us together. We’re bringing back music as a recreational group activity that strengthens bonds in an age where social media has created division, anxiety and mental illness.
Jambl (Germany)

The new user-generated music platform.
The music platform, where users can create music, add videos, collaborate and share with friends in a simple, creative and fun way. It
- Collects sound packs created by artists
- Makes beats, Jambl will put you in the groove, scale, and key
- Adds videos and special effects to share with friends
- Creates interactive tracks with people online.
The power of instant expression is what makes it possible for us to let people collaborate through music.

Muzeek (France)

The Smart Music Company.
Muzeek was created from the collaboration of passionate musicians and experienced engineers, to amplify composers' creativity, and to bring exceptional music to video creators. Our Augmented Composer offers professional quality, on demand, tailored music generation. It is powered by musicians and Artificial Intelligence. Your choice of music is automatically adjusted to the video's duration and climax. With its intuitive design, our music to image synchronization algorithms create unique and exclusive compositions that increases audience engagement for your videos.

Lonofi (France)

The first app using AI generated music for well-being and mental health.
To relax, focus at work or fall asleep, millions of people listen to background music, nature sounds or white noises. The choice is limited to a narrow range of stereotypical tunes. Lonofi uses AI to let anyone compose their own musical environments, regardless of their musical knowledge, and share it with other users. Thanks to its unique technology, those environments are rich and varied, Infinite without loops, fully customizable and can even evolve automatically for each listener's activities and environment.

Winner’s Announcement on Wednesday 5 June - 5:30PM @Music Lab
Alissia Music (Germany)

**ALISSIA is a new personalized music service.**
ALISSIA is a personalized music service which picks songs on your mood and your individual preferences.
ALISSIA is an iOS and Android app which uses AI to enable a frictionless audio lifestyle experience.
Our design is very minimalistic, plain and intuitive.
ALISSIA will run on different devices and can be controlled via voice, gesture, touch and face recognition. Our app is a perfect fit for wearables, hearables, phones, TVs, cars, plains and autonomous vehicles.

Banding (Hungary)

**Exchange gigs to break your borders / a faster way to find new fans.**
Banding is a matchmaking app for musicians founded in August 2018 by Oliver Szendrey-Nagy and Renato Horvath. Its core is an algorithm based on streaming services' and social platforms' data which helps bands to find potential exchange gig partners based on popularity, genre or country among others. This cuts the research time artists would have to put in to find similar bands to network with and gives the opportunity for hundreds of thousands of artists living on the long tail to increase their visibility on domestic or international markets and to reach out to relevant audiences.
ClapCharts (France)

A service to detect and promote promising talents through listeners.
ClapCharts is a promotion service for artists, a discovery app for listeners, an A&R tool for pros. Artists can test their latest releases with listeners, instantly know more about their potential audience and grow their fan base. It uses ratings and engagement data from thousands of app listeners to detect songs with remarkable potential. Pros & media have a dedicated interface, ClapCharts Scouting, to browse the tracks that stand out and get critical insights (core audience, artist's current development stage).

ClicknClear (UK)

Delivering the power of officially licensed music to performance sports worldwide.
Performance sports such as cheerleading, gymnastics, figure skating etc. represent an as-yet-unlicensed $1Bn/year opportunity for music. As music licensing professionals and performance sport participants, we want awesome, affordable, 100% legal music available so that both music and sport can thrive. ClicknClear is an online marketplace where athletes / teams can easily license all the great original music they want from our growing number of rights holders, pre-cleared with all the additional rights needed to use in sports mixes, at a reasonable price.

Soundtracktor (Denmark)

AI-powered platform for Music-composer to monetize music catalogue.
Soundtracktor is the first AI powered platform for professional music composers to create their own webshop, with search and payment capabilities, where they can publish their music, make it available for marketing agencies to search through and, eventually, buy multimedia licenses. The first digital tool to provide AI recommendations for agencies based on submitted briefs.
Legitary (Austria)

We offer an algorithm to detect fraud in streaming data. Music streaming services and record labels struggle to keep track of billions of music streams occurring every day and pay the proper royalties. Legitary applied machine learning to big data and developed a patented algorithm to detect fraud in streaming data. We start a new era in royalty accounting, where streaming auditing becomes fast, precise and affordable for the mainstream. Legitary gives you the ultimate tool to gain control over your royalties and brings fairness and transparency to the industry.

MusicList (Spain)

AI for a better music experience. We develop new ways to access music by understanding the behaviour, the mood, the location, etc. of users in real time and generate the best music experience for them. For example, we can create custom playlists for users with only a Selfie or a picture. It’s a completely new way to access music. For us the quality of the playlist and the user experience is vital. MusicList is the place where music connects with people through Big Data and AI.
Musiio (Singapore)

We use Artificial Intelligence to 'listen' to music.
Musiio is an AI company for the Music Industry. We have built an AI that can 'listen' to large volumes of music. There are 30k new songs released every day on streaming services and no way to listen to all of them manually. We help streaming companies automate their personalised playlists, and we help labels automate their discovery of new talent (A&R).

Paperchain (USA)

Real-time revenue forecasting and financing for music companies.
Digital streaming models have changed the way music and media is consumed. Access to content is immediate but payments are not. We've designed a platform that closes the payment gap between when catalog is played and when labels and artists get paid. With Paperchain, labels can:
- Connect their DSP and digital sales platforms
- View the dollar value of their streams, every single day
- Advance any portion of their daily revenue immediately

Wedao (Russia)

AI promoter for live music shows.
Builds tours for popular artists basing on social media/streaming data. Artists, venues Booking automated. Promotes shows through fans micro targeting and local social media influencers.

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Joué (France)

Joué is a playful electronic instrument simplifying digital music playing.

Joué is a modular MIDI instrument simplifying music playing and offering beginners and professional artists a unique level of expressivity and spontaneity.

Joué is made of wood and metal and is equipped with a polyphonic pressure sensor on which magic modules (keys, guitar strings and drums pads) which offer an infinite playground for musicians. The JOUÉ is build to last. Based on sustainable materials, JOUÉ is manufactured in France and follows our ecological and human values.

Mi.Mu (UK)

Music through Movement.

Mi-MU exists to place human expression at the heart of music technology.

Mi-MU is a team of artists, technologists and designers developing cutting-edge wearable technology for the performance and composition of music. Founded by Grammy award-winning musician Imogen Heap, Mi-MU have captured worldwide attention by showing that there is a better way to make music than with sliders and buttons - through the complex movement of the human body.

The team have developed the Mi-MU Gloves - a wireless, wearable, gestural musical instrument and controller. The Mi-MU Gloves are a fusion of textiles and electronic sensors. Combined with dedicated gesture detection and mapping software, they offer a new and flexible approach to the control of music and visuals through intuitive human movement.

MI-MU Gloves are now used by a community musicians worldwide, ranging from pop star Ariana Grande to beatboxers, classical pianists, film composers and visual artists.
MuX (Denmark)

Build and play instruments in MuX, the VR sandbox Instrument. Inside MuX, you get a set of COMPONENTS that you can interconnect to build, play, and share FANTASTIC MACHINES. It's modular, playful, and social like Minecraft or LEGO, but MuX combines this with the philosophy of modular synthesizers and audio programming. MuX is designed as a physical and spatial experience, built from the ground up with VR in mind, where your playground has unlimited space! It can also be enjoyed outside of VR.

ODIHO (France)

ODIHO broadcasts all audio contents, live or recorded, on listener's smartphones/headphones. Listening to music in a public environment is usually a bad experience due to the room acoustics, the sound system or the ambient noise. 50% of the message is lost. In addition, unwanted noise is the #1 annoyance. ODIHO is a solution that broadcasts any sound content directly on users' headphone, in HD and in real time. It takes only a few seconds to set up and the sound intelligibility is 100% guaranteed.

Tunefork (Israel)

Software that delivers optimal hearing experience for people with hearing loss and seniors. People with hearing loss experience difficulty using their smart devices (smartphones, smart homes, assistants etc.) as they all rely on sound clarity for efficient operation. TuneFork enables users to perform a simple hearing test, and grades the user's specific hearing problem. The test results, paired with sophisticated algorithms to adjust frequencies, create an optimal, custom-made audio experience - a personalized Audio Profile. TuneFork can be integrated into any operating system and can optimize all audio content: phone calls, TV shows, voice messages, music, video, GPS instructions, in-car infotainment, smart assistant response and much more.

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