The Musicians Union

Legend

- Risks/Challenges
- Opportunities/Changes

Orchestra and Conducting

Conductors
Orchestral Players (Freelancers)
Orchestral Players (Salaried)
Extras or Deputies

- Remote collaboration facilitation
- Technology assisting with complex orchestration
- Loss of library session work for freelancers
- Declining infrastructure as studios close
- Challenges to ensemble cohesion
- Questions about performance authenticity
- Potential reduction in orchestra size

Music Creation

Advert Composers
Media Composers (Video games, Film, Fashion)
Songwriters
Arrangers
Copyists
Orchestrators

- Composition tools generating ideas or completing unfinished works
- Generating lyrics and developing ideas from basic "humming" inputs
- Writing tool assistance for songwriters experiencing writer's block
- Low-budget mock-ups for composers
- Automating certain aspects of library music creation
- Barriers to entry lowered, allowing inexperienced people to write songs
- AI-created music lacking human character (reference: fake Taylor Swift AI song)
- AI recreating artists' voices for unauthorises fake tracks
- Sibelius and similar programs putting copyists out of jobs
- Market saturation as anyone can instruct AI to produce music
- Extremely difficult music being composed because "AI can play it"
- Automation of library music creation
- Copyists becoming obsolete

Education and Therapy

Teachers
Online Instruction
Music Therapists

- Neurodiversity benefits for music education
- Assistance for musicians with dyslexia
- Creation of teaching and practice materials
- Enhanced accessibility to music education
- Loss of human experience from performing musicians in education
- Diminished personal connection in music instruction
- Potential overreliance on technology versus human guidance
- Balance challenges between AI tools and traditional teaching

General Impacts Across All Categories

- Time and money savings across all processes
- Reduced barriers to entry for music creation
- Enhanced accessibility for those with learning differences
- New creative possibilities through technology
- Potential for musicians to be fired across all roles
- Financial pressure leading to replacement or reduction of roles
- Simplification of depth and nuance to save money
- Loss of human skills passed down through generations
- Erosion of perceived worth in the marketplace
- Power imbalance leading to potential exploitation
- Studios closing, reducing staff and venues for creative work
- Market saturation through automated content
- Venue closures affecting the entire music ecosystem

Recording and Broadcasting

Session Musicians
Contracted Artists
Home Recording Artists
Producers (Recording)
Recording Engineers

- AI-powered backing tracks and virtual instruments for complex arrangements
- Sophisticated mixing and mastering tools for home recording artists
- "Reference" track extraction for producers to use components in new tracks
- Ability to instantly produce manuscript/samples from audio files
- Cost savings through tools like "Spitfire audio" for sample libraries
- Quicker marketing turnaround for engineers
- Automated orchestral programs (like Spitfire audio) reducing need for session musicians
- Fewer students pursuing deep learning to become high-quality musicians
- Undercutting human sound engineers through AI mixing/mastering platforms
- AI lacking exposure to the world and real musical contexts
- AI unable to replicate an individual artist's unique style and nuance
- Lost work opportunities for producers and engineers
- Live musicians being replaced by track recordings

Live Performance

Gigging Musicians (festivals, pubs, clubs)
Buskers
Musicians in tourism (cruises, holiday camps)
Theatre Musicians
Chamber/Small Ensemble Players

- Enhanced sound production with real-time adjustments
- Optimises audio distribution across venues
- Practice aids through generated backing tracks
- Audience expansion through online sharing of enhanced recordings
- Reduced need for skilled sound engineers
- Diminished authentic performance experiences
- Theatre productions reducing number of performers (example: Phantom of the Opera)
- Physical and mental strain supporting automation (e.g., triggering click tracks)
- Venue closures affecting performance opportunities

Business and Content

Online Content Creators
Managers
Agents
PR
Marketing/Advertisement
Journalists
Label Executives

- Quick organisation of promotional material
- Reduced need for hiring marketing teams
- Time and resource savings for independent artists
- Streamlined content creation
- AI-generated descriptions/biographies lacking substance
- Generic promotional materials lacking character
- AI unable to replace the support of a management team
- Power imbalance in industry relationships