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The ever-evolving music industry demands an up-to-date investigation of how it can be best navigated by developing independent artists. This case study investigates collaborative processes within both the recorded and live music industries, analysing the environment and manner in which they can be carried out most effectively. I'm working with professionals from a range of cultural industries in Liverpool while recording, producing, marketing, and releasing my EP of four songs, in order to examine my own artistic practice and explore how new artists can utilise collaboration within a musical community. By documenting and sharing my process, I aim to equip other developing artists with the tools to release their music, while laying the foundations for sustainable career in music.

In *Building sustainable portfolio careers in music: insights and implications for higher education* (2019), creative art researchers Bartleet, B.-L. et al. discuss the growing need for musicians to develop entrepreneurial skills, as well as confidence working across different cultural industries. To investigate Bartleet's ideas, I interviewed my collaborators, discussing how collaboration can facilitate the development of these skills in context of local and international music industries. These interviews also discuss creating 'common space', which music scholars Hersted, Chemi and Jensen (2014) describe as an environment that encourages effective collaboration. In *Artistic Research in Performance through Collaboration*, researchers Blain and Minors (2020) raise questions surrounding the ethics of collaboration, discussing hierarchies and fair documentation of authorship. Having a range of collaborators on this project has made addressing these ethical issues a necessity.

The aim of my work is to inspire other new artists to share their music, engage with musical communities, and come to terms with their own fears and reservations surrounding the sharing of their art.

Biography:

I'm a guitarist and vocalist originally from the North-East, currently completing my MA in Creative Music Practice at Liverpool Hope University. I moved to Liverpool in 2019 to start my undergraduate degree, gaining skills in production, live performance, and recording. I am now implementing my skillset in this new project, where I'll be releasing my own original music for the first time.

As a musician and scholar, artistic research provides great insight into the inherent links between a musician's short term artistic development when working on a particular project, and the long term evolution of their artistic practice. I am keen to understand the role of the artistic process in forming the outcome of a given work. My current research is a case study, specialising in collaboration between artists. I am working with professionals from a range of cultural industries in Liverpool while recording, producing, marketing and releasing my debut EP, in order to examine my own artistic practice and explore how new artists can utilise collaboration within a musical community.

I earned my BA in Music and Music production in 2022, after writing my dissertation in the field of game music. The dissertation process allowed me to hone my skills as a writer and researcher, while exploring the importance of audio in immersive gaming experiences. His appreciation for both Europe and Eurovision has only increased since living in the United States and as a result, he wrote a course about the contest and the continent.