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- Unsolved AI problems in Computer Music:
  - Emotional/Dramatic Music Composition
    - Video game music is based on pre-recorded loops, while film music is through-composed. What if AI could compose music to intensify an evolving real-time drama?
  - Synthesizing expressive performance
    - Current synthesis quality is limited: we can make individual tones sound great, but shaping and connecting tones into a musical phrase is not yet solved.
  - Music Analysis
    - How can we identify (search) significant musical motives and discover musical structure from symbolic or audio sources?