Creative Music Production

Professional Project

Ben Verdes

Is There A Market for Creation of Music with Artificial Intelligence, and Where Does Artificial Intelligence Fall Flat?

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Abstract

Throughout the last few years, Artificial Intelligence (AI) has been getting further into the mainstream consciousness. Technological companies have been incentivised to invest into this technology, causing it to evolve exponentially in every sector. AI in art, and in music has been no acceptation with tools such as Suno and Udio being the forefront with recent lawsuits from the major record labels, further bringing this technology to people's attention.

This study uses data collected from a survey to answer two questions: Is there a market for music created by AI and where does AI fall flat?. This study compare and contrasts AI and human made music by creating from each of those aspects, using the same prompts, and instrumentation.

The conclusion from this study is that there could be a market for AI music, due to the listener tests responding somewhat positively towards the AI music compared to the human made music, but AI does fall flat when trying to innovate. Due to its technology's constraint that it learns from what has previously made, AI can only ever be one step behind human innovators.

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Declaration
I hereby certify that the material, which I now submit for assessment on the programmes of study leading to the award of BA(Hons) in Creative Music Production, is entirely my own work and has not been taken from the work of others except to the extent that such work has been cited and acknowledged within the text of my own work. No portion of the work contained in this thesis has been submitted in support of an application for another degree or qualification to this or any other institution.

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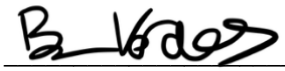

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Introduction

Artificial Intelligence (AI) within a short time has come from obscurity to a commonly used tool and aid in the consciousness of the world today. At this current time, every industry is trying to find a place for AI. Due to this, companies have a big incentive to invest in datacentres, software and other infrastructure surrounding it. With that, AI is currently evolving very quickly.

AI being used to aid the creation process of music, and AI creating the music itself is currently on an upward trend, as more artists on streaming platforms release songs created by AI and in this area, there is discussion within the music creation community and close followers of music concerning how much, if any, use of AI is acceptable in music today.

The project in question will answer two questions, Firstly, is there a market for music creation using AI? This being AI music creation platforms writing the music and producing the audio of said music; will people enjoy it even if a human didn't make it? Secondly, this project will explore where AI 'falls flat', meaning when creating with AI, what end result does not meet the standard and expectation of a human made product. Those questions will then be answered by people in the general public, validated by listener tests, to see if indeed the AI can live up to the expectations of the human music creators.

At this current moment, the three major record labels[1] have filed a lawsuit against Udio and Suno, two popular AI music creation websites, which after conversations has resulted in Warner Music Group (WMG) and Suno to create a partnership allowing WMG artists to opt-in in using their styles and likenesses. (Reuters)[2] With this, the project in question will allow us to see if there is any market for such a process in making music, as at this current moment, the use of AI to create music is maturing and is starting to embed itself in the higher end and important sections of the music industry.

[1] Warner Music Group, Universal Music Group and Sony Music Entertainment.
[2] 'Warner Music Group Settles Copyright Case with Suno for Licensed AI Music'. *Reuters*, 25 Nov. 2025. Litigation. *www.reuters.com*, https://www.reuters.com/legal/litigation/warner-music-group-settles-copyright-case-with-suno-licensed-ai-music-2025-11-25/

Literature Review

AI and Generative AI – Explanation and Background

George M. Whitson explains Artificial Intelligence (AI) as "the design, implementation, and use of programs, machines, and systems that exhibit human intelligence"[3]. In the last few years, AI has been developing into the main stream through the technology known as "Machine Learning" which is "the goal is to design algorithms that allow the computer to display behaviour learned from past experience, rather than human instruction." (Tantawi)[4] And a form of this which is used more commonly is called Generative AI (Gen AI) "uses sophisticated algorithms to organize large, complex data sets into meaningful clusters of information in order to create new content, including text, images and audio, in response to a query or prompt" (Lawton).[5] It "[uses] data and algorithms to imitate how humans learn and become more accurate." (Campbell)

"Textual conditioning" or "commonly referred to as 'prompts'," (Casini et al)[6], are used to describe what the user wants the AI to produce. Using machine learning, it learns off of previous work, that being art, written work, audio and much more to help produce something new for the end user. With this people have been creating text, photos and videos much more with "[current] popular interfaces such as OpenAI's ChatGPT and Google's Gemini" (Lawton). Lawton also explains "AI can answer complex questions, summarize vast amounts of information, and automate many tasks done previously by humans", giving such examples as "help[ing] draft reports", "make commercial films and improve code".

The idea of AI has been around for many years, "the term [first being used] by John McCarthy at a conference" in 1956 for an artificial intelligence programme he developed. (Whitson)[7] It

[3] Whitson, George M. *Artificial Intelligence.* Salem Press Encyclopedia of Science, 2025. 3p., https://research.ebsco.com/c/detf3q/viewer/html/vojdkpt4vj. Accessed 6 Dec. 2025.
[4] [4] Tantawi, Randa. *Machine Learning.* Salem Press Encyclopedia of Science, 2025, https://research-ebsco-com.ezproxy.iadt.ie/c/detf3q/viewer/html/isujuwgvbr?proxyApplied=true.
[5] Lawton, George. 'What Is GenAI? Generative AI Explained | TechTarget'. *Search Enterprise AI*, https://www.techtarget.com/searchenterpriseai/definition/generative-AI. Accessed 6 Dec. 2025.
[6] Casini, Luca, et al. 'Data-Driven Analysis of Text-Conditioned AI-Generated Music: A Case Study with Suno and Udio'. arXiv:2509.11824, arXiv, 15 Sept. 2025. *arXiv.org*, https://doi.org/10.48550/arXiv.2509.11824.
[7] Whitson, George M. *Artificial Intelligence.* Salem Press Encyclopedia of Science, 2025. 3p., https://research.ebsco.com/c/detf3q/viewer/html/vojdkpt4vj. Accessed 6 Dec. 2025.

took more than fifty years for AI, specifically Gen AI to become popular with the release of OpenAI's ChatGPT in 2022 (Lawton) and now as of December 2025, the major players in the tech sphere, like Meta, Alphabet and many more are investing heavily into AI. (BBC)[8]

Generative AI Music Platforms

Generative AI Music (AI Music) can be created within Gen AI platforms with these same principals previously explained but with the smaller scope of just creating music and lyrics. These platforms through machine learning algorithms use previous works to create something for the user.

Music, and art in general, being created by Gen AI has been a very contentious topic. Hee Sook Oh portrays a positive outlook on the world where there is a transition of AI music being in the mainstream, quoting art philosopher Harry Lehmann, that people should have "new aesthetic principals"[9], implicating that people should change their tastes to suit the AI music movement. Oh also states that "the concept of beauty has changed over the course of music history" and "Therefore, AI music should be evaluated as an aesthetic that fits the characteristics of these changes", adding to what Lehmann said previously, that because music has evolved so much, and the populations before have move along with these changes, that this is another change in humankind's tastes and that people should also move toward this direction. Oh uses a term called post-humanism, a word made by Cary Wolfe to describe this world "where there is no boundaries between humans and technology". (Wolfe)[10]

There are also criticisms for art and music being produced by AI. The main criticism being if legally these platforms can use copyrighted music to train their machine learning algorithms. There could be the discussion of "fair use", a legal term used if a person uses another's work

[8] 'Tech Giants Are Spending Big on AI in a Bid to Dominate the Boom'. *BBC*, Oct. 2025, https://www.bbc.com/news/articles/c5yp2y8rdpro.

[9] Oh, Hee Sook. 'Is AI Music Beautiful? A Study of the AI Composition Model EVOM.' *International Review of the Aesthetics & Sociology of Music*, vol. 55, no. 1, June 2024, 178325334, pp. 139–58. *EBSCOhost*, https://doi.org/10.21857/y54jof4drm.

[10] Wolfe, Cary. 'In Search of Post-Humanist Theory: The Second-Order Cybernetics of Maturana and Varela'. *Cultural Critique*, no. 30, 1995, p. 33. *DOI.org (Crossref)*, https://doi.org/10.2307/1354432.

in a "transformative purpose". (Stanford Copyright and Fair Use Center)[11]. For example, for "criticism, comment[ing], news and reporting," and other non-commercial instances such as "within the classroom or a non-profit". (Nayar 9)[12] But "Since Suno fails to neatly fit into any of the existing socially beneficial activities listed in the statute for fair use and users have the option to profit off of their creations, the question of whether Suno's outputs are transformative enough is central to this dilemma." (Nayar)

That previous statement was then challenged during the second half of 2025, Suno and another big AI music creation platform called 'Udio' were both sued by the three biggest record labels Warner Music Group (WMG), Universal Music Group (UMG) and Sony Music Entertainment (SME), "alleging the AI companies copied hundreds of songs from of the world's most popular musicians to teach their systems to create music." (Reuters)[13] The companies claim that creating this music will "directly compete with, cheapen, and ultimately drown out [human artists]". The conclusion of this was that Warner Music Group and Suno formed a partnership, WMG stating that "AI becomes pro-artist when it adheres to our principles: committing to licensed models, reflecting the value of music on and off platform, and providing artists and songwriters with an opt-in for the use of their name, image, likeness, voice and compositions in new AI songs"(Warner Music Group)[14], giving more control to the artists under WMG to whether they want to help feed the Udio's Machine Learning algorithm. Because of this lawsuit during December 2025, Suno's features were restricted to comply with the copyright lawsuit. These restrictions have since been lifted.

The end result of this lawsuit has not descaled the conversation about if these platforms learning off published works are indeed fair use, but the partnership of WMG, one of the biggest record labels, and Suno will more than likely be a significant guide to what might happen in the future of AI and the music industry.

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[11] 'What Is Fair Use?' *Stanford Copyright and Fair Use Center*, 4 Apr. 2013, https://fairuse.stanford.edu/overview/fair-use/what-is-fair-use/.
[12] Nayar, Vilasini. *The Ethics and Legality of Suno as a Human-Centered AI*. *Zotero*.
[13] 'Warner Music Group Settles Copyright Case with Suno for Licensed AI Music'. *Reuters*, 25 Nov. 2025. Litigation. *www.reuters.com*, https://www.reuters.com/legal/litigation/warner-music-group-settles-copyright-case-with-suno-licensed-ai-music-2025-11-25/.
[14] Warner Music Group. *WARNER MUSIC GROUP AND SUNO FORGE GROUNDBREAKING PARTNERSHIP*. 25 Nov. 2025, https://www.wmg.com/news/warner-music-group-and-suno-forge-groundbreaking-partnership.

AI Artists on Digital Streaming Platforms

With access to AI music creation tools making it easier for people to create music, it has caused a surge of AI Artists to come up through the ranks of Digital Streaming Platforms (DSPs), Breaking Rust being a particularly popular one. This AI artist became newsworthy when it's song "Walk My Walk" hit number one in Billboard's[15] "country digital songs sale chart". (Daily Telegraph)[16] Even though this chart isn't as significant as Billboard's other more popular charts, and it is easier to get on this chart as "data from [October 6th] shows that the top song on the chart sold 3,000 copies" and that "Walk My Walk costs $0.99 on iTunes" it shows that a song could be "pushed to the top of the chart with relatively little funding" (Daily Telegraph), it is significant as it is the first AI generated song to hit number one in a Billboard Chart (Daily Telegraph). This landmark backs up the claim that AI music is getting more popular at each passing moment, and with stunts like this, AI music is beginning to enter the mainstream consciousness.

To counteract AI music from being bigger, French streaming platform 'Deezer' deployed an AI detection tool for their platform. (Deezer)[17] Since this launch, they say that "roughly ten thousand fully AI generated tracks are delivered to [their] platform every day, equating to around 10 percent of the daily content delivery". This tool can "detect artificially created music" from AI music generators like "Suno and Udio, with the possibility to add on detection capabilities for [similar tools]." Spotify "the world's biggest streaming service" (BBC)[18] later stated that they will also be reacting to AI music, by "working with major record labels on using AI in a responsible way." (BBC)[19] This comes after Daniel Ek the founder and current[20] CEO states that he "has no plans to completely ban content created by [AI] from the streaming platform". Ek stated that anything that "mimic[s] artist" was not an acceptable use of AI, but a

[15] Billboard is a Magazine with the most popular music charts, making them the music benchmark.
[16] Bowman, Verity. 'Howdy, AI Cowboy: Song Made by Computer Tops Sales Charts'. *Daily Telegraph* [London], 15 Nov. 2025, https://research.ebsco.com/c/detf3q/viewer/html/crinx54vtz.
[17] Deezer. 'Deezer Deploys Cutting-Edge AI Detection Tool for Music Streaming'. *Deezer Newsroom*, 24 Jan. 2025, https://newsroom-deezer.com/2025/01/deezer-deploys-cutting-edge-ai-detection-tool-for-music-streaming/.
[18] Rahman-Jones, Imran. 'Spotify Working on AI Music Tools with Major Record Labels'. *BBC*, 16 Oct. 2025, https://www.bbc.com/news/articles/cn7emv83edjo.
[19] Kleinman, Zoe. 'Spotify Will Not Ban AI-Made Music, Says Boss'. *BBC*, 25 Sept. 2023. *www.bbc.com*, https://www.bbc.com/news/technology-66882414.
[20] Ek will left the CEO position of Spotify in January 1st 2026

"middle ground where AI was clearly influenced by existing artists but did not directly impersonate them" was acceptable.

Art, Its Contributions and Its Progression

It is quite difficult to define exactly what art really is, especially in this modern world, as it has evolved exponentially since the beginning of human memory and out of evolution. There is endless amounts of different artistic disciplines such as oil painting, music and puppetry. Wladyslaw Tatarkiewicz in 1971 described art in general as "either a reproduction of things, or a construction of forms, or an expression of experiences such that it is capable of evoking delight, or emotion, or shock."[21] Art is created to make people experience, think and feel.

Art throughout history has always contributed to humans, in its many different ways of presenting itself, that being creating it as a child in school, walking in a city and seeing electricity boxes painted to give the area a nicer, more colourful feeling, even looking at art galleries, The Louvre in Paris is still massively popular climbing from 2.8 million visitors (Louvre)[22] during 2021, the COVID-19 Pandemic making visiting anything virtually impossible, to 2024 where they have climbed back up to 8.7 million (Louvre)[23] visitors, showing there is still interest and a need by the general public to consume art, even when it could have been forgotten about, like many other things during the pandemic. Another example is the National Gallery of Ireland improved exponentially even with the pandemic causing their doors to close, or there being restrictions in place, welcoming over one million visitors in 2023, a 29% increase from the previous year. (National Gallery of Ireland)[24]

[21] Tatarkiewicz, Wladyslaw. 'WHAT IS ART? THE PROBLEM OF DEFINITION TODAY'. *The British Journal of Aesthetics*, vol. 11, no. 2, 1971, pp. 134–53. *DOI.org (Crossref)*, https://doi.org/10.1093/bjaesthetics/11.2.134.

[22] Benaiteau, Marion. '2.8 Million Visitors to the Musée Du Louvre in 2021'. *Espace Presse Du Musée Du Louvre*, 5 Jan. 2022, https://presse.louvre.fr/2-8-million-visitors-to-the-musee-du-louvre-in-2021/.

[23] Benaiteau, Marion. '8.7 Million Visitors to the Musée Du Louvre in 2024'. *Espace Presse Du Musée Du Louvre*, 10 Jan. 2025, https://presse.louvre.fr/?p=1063000223874.

[24] *National Gallery of Ireland Welcomed over One Million Visitors in 2023 | National Gallery of Ireland*. https://www.nationalgallery.ie/what-we-do/press-room/press-releases/national-gallery-ireland-welcomed-over-one-million-visitors. Accessed 21 Apr. 2026.

Art, more specifically music has also benefited people's health in ways, for example, in 2014, a documentary named "Alive Inside: A Story of Music and Memory"(Alive Inside)[25], followed Dan Cohen, a social worker in the United States, who works with elderly people with dementia. Initially they are non-responsive, and confused, but then he hands an iPod Shuffle to that person, they listen to music from their time, which makes them coherent again. They start talking about their previous lives, with great detail, and with that their mood is uplifted. According to Amee Baird and Séverine Samson, this is because "ability to elicit both emotions and memories means that it can potentially provide a link to the persons past and promote feelings of interconnectedness with carers and others with dementia."[26] This shows that art, specifically music, has had such an impact on these people's earlier lives, that in a state of Dementia or Alzheimer's Disease, these meaningful songs can bring out memories and functions in these people, which were previously thought impossible.

Looking back into music history, one can see how much art has developed. In pre-historic times, humans would make music with natural elements in their surroundings, that being wind and water, or singing, clapping and hollowed tree logs as drums. Over time, we started to make simple instruments, still having simple melodies and rhythms played, which then evolved into different ancient cultures having their own musical systems and their own instruments to compliment them. The next big era of music was Medieval and Renaissance music, this is where music started to become more accessible as notation systems were created and were shared around, so other musicians could play these pieces of music. This is also where structure and harmony started to get more experimental and complex. Coming to more modern times, more diverse musical styles and tastes started to come in, jazz and blues being two of the biggest. Each using diverse and distinctive aspects such as rhythm and harmony.(Shivkiran)[27]

Looking at the evolution of music technology, music went from being a once in a lifetime opportunity to see a performance, to the phonograph being released in 1877, the beginnings of mediums that produce and reproduce recorded sound and music. Eventually this evolved to

[25] *Alive Inside*. Directed by Michael Rossato-Bennett, With Dan Cohen et al., Projector Media, The Shelley & Donald Rubin Foundation, 2014.

[26] Baird, Amee, and Séverine Samson. 'Music and Dementia'. *Progress in Brain Research*, vol. 217, Elsevier, 2015, pp. 207–35. *DOI.org (Crossref)*, https://doi.org/10.1016/bs.pbr.2014.11.028.

[27] Shivkiran, Saraswat. 'The Evolution of Music | A Journey Through Time'. *The Mystic Keys*, 15 Feb. 2025, https://themystickeys.com/evolution-of-music-history/.

phonographs, and the vinyl record, the first music reproduction with high fidelity sound. In the 1920's, the commercial radio revolutionised how we experience and found new music, making it easier for a music artist to grow and be able to create music for a living. This being topped again by digital music, first being a physical Compact Disc (CD), this then being replaced by streaming services such as Spotify and Apple Music, and currently the most popular way to consume music at the time of writing.(Kumar 200-201)[28](Herzog)[29]

With the history and progression of music and music technology in mind, it is shown that art has to progress to engage an audience, new exhibitions such as Ayoung Kim's "Many Worlds Over" Exhibition in 2025. Kim is a multi-media artist based in Seoul, South Korea (Kim)[30], who did not just use conforming and traditional forms of art such as sculptures, but also has elements of Computer Created Imagery and is aided by AI, in which she used to create what is her vision for this exhibition, driving art forward with modern technology (Staatliche Museen)[31].

With this information in mind, it brings up the question, what is the next innovation in music technology? Above, it is shown that music through time has become exponentially easier to produce and consume, and with the rise of Gen AI, a medium that has made creation of music, and of art the easiest it has ever been, will people start heading that direction, or will the omittance of human input, experience and effort drive humans away, as aforementioned, Art is always evolving, but with humans at the forefront, will this change?

[28] Kumar, Dr. Santosh. 'Music and Technology'. *Sangeet Galaxy E-Journal*, vol. 13, no. 1, Jan. 2024, pp. 200–06.

[29] Herzog, Kenny. '24 Inventions That Changed Music'. *Rolling Stone*, 17 Mar. 2014, https://www.rollingstone.com/music/music-lists/24-inventions-that-changed-music-16471/.

[30] *Biography – Ayoung Kim*. http://ayoungkim.com/wp/cv. Accessed 23 Apr. 2026.

[31] *Many Worlds Over by Ayoung Kim at Hamburger Bahnhof — Thisispaper*. https://thisispaper.com/mag/many-worlds-over-ayoung-kim-hamburger-bahnhof. Accessed 23 Apr. 2026.

Methodology

Introduction

This section will discuss the chosen methodological procedures to answer the two questions in this project. Firstly, if there is a market for AI generated music. Secondly it will answer, where in this process will AI fall flat? To answer these questions, two human songs and two AI songs will be created, both with the same prompts. There will also be alternative versions of each song that will be asked to create an experimental middle 8. Then one human song and one AI song would be chosen, and put into a survey, where the results will be analysed. This section will broken down into the following headings:

1. Creating the prompts
2. Process of AI created music
3. Process of human created music
4. Survey

Creating the Prompts

The first aspect needed are the prompts. It was decided from experimenting with Suno, that there needed to be three prompts to create a song:

1. The Song Prompt
2. The Lyrics Prompt
3. The Middle 8 Prompt

The song prompt will have the role of being the guidelines of how the song should be created for the artifact. It tells the creator that the song should be in the Indie Rock genre, to replicate the sound of that genre from the year 2018, and it should detail how fast the song is, the tone, the instrumentation and the structure. From experimentation, it was decided that the prompt should be:

"2018 Indie rock[32] band, with a four piece band, Instruments are, drums, electric bass guitar, and two electric guitars, one being the rhythm guitar, and a lead guitar that plays often throughout the song, The singer has a laid back singing style in an American/Canadian accent, The song is in 160 bpm and the structure goes, Intro, verse 1, chorus 1, verse 2, chorus 2, bridge, chorus 3."

The lyric prompt will guide the creator of what the subject matter of the song should be. It was decided that this needed to be simple, to let the creator of the piece have the freedom to explore the subject matter. The decided prompt was:

"Write the song about the singer liking a girl, who already has a boyfriend."

The Middle 8 prompt was also decided to be less detailed to give the creator complete freedom to do something very experimental and original. The decided prompt was:

"Make the bridge section of this piece experimental and unique, if needed, go off time and out of tune. Add whatever elements are desired for this section."

Process of AI Created Music

As said above, Suno[33] was chosen to create the piece as it is one of the best, and one of the most popular AI music creation tools at the time of writing. The process of creating the song started with prompting. With experimentation, by adding more detail, removing unneeded instruction, it was decided to use the prompts detailed previously. This process eventually led to the two chosen songs.

The next step in this process was to prompt Suno, using the "remix" and "replace section" options, to create an experimental middle 8. This is a section of the software, where portions of the song can be edited and re-generated to a new prompt. For this instance, the Middle 8

[32] Indie Rock Examples: Alrighty Aphrodite by Peach Pit, Bags by Clairo and Dark Red by Steve Lacy.
[33] After the songs were created in Suno, Version 5.5 came out, but this project will be focusing on Version 5.

Prompt would be added to the end of the Song Prompt on the screen. This then allowed the user to choose between two different remixes,[34] or regenerate to the user's needs.

Process of Human Created Music

The creation of the human music will have four different aspects:

1. Songwriting
2. Recording
3. Mixing
4. Mastering

The two songwriting sessions took place in Studio One of Sound Training College (STC) in Dublin, one session for each song, each session being for six hours. The three prompts previously mentioned were presented to each session, and were told to use it to help guide them into creating a song for this project. For session one, six people were chosen to help write the song. The end product of this session was recorded live to get the more human feeling, and to help with creating the experimental aspect by jamming. For session two, only two people were present due to schedule conflicts. This session's end product was created by overdubbing each instrument. Each of these sessions produced a demo to work off for the main recording sessions.

To prepare for the recording sessions, session plans were put in place, to make sure everything needed was done on-time. The performers were also told to learn their parts, and also to analyse the song to see if anything can be added, or taken away.

The recording sessions took place over four different sessions, the main two being in Sun Studios in Dublin. During these two sessions, the majority of the recording process took place. Due to time restraints and technical issues, it was chosen that the drums of the second song were to be recorded at a later date. Afterwards, guitar overdubs, vocals, backing vocals and drums were recorded in two separate sessions in Studio Two of Sound Training College and in a small studio in Wicklow.

[34] What Suno calls the regenerated section of the song

The mixing process took place between the Sun Studios and the overdub sessions, and after the whole recording process took place. Using the prompt, and references from other Indie Rock songs, the songs were mixed accordingly. Afterwards, the song was mastered using the AI songs as reference, to make sure the four songs were up to the same standard loudness, to create a fair comparison for the survey afterwards.

Survey

With the above artifacts in place, the next step in the process was the survey. Expert advice was sought from Gavan Cleary, MSc (Data Science) a lecturer in entrepreneurship in Technological University Dublin. Being shown the artifacts, and the questions that needed to be asked, his recommendation was in the majority of the questions, to use the Likert scale, where a person answers a statement using a five option scale from strong agreement all the way down to strong disagreement to a statement (Likert)[35], and to keep the survey as simple, and as short as possible, to try get at many people to submit their answers as possible. Cleary's advice was implemented into this survey.

Before the survey was made, a few decisions were made. Firstly, the four songs were brought down to two songs, choosing one human made song, and one AI made song. This helps keep the survey short, under five minutes to be exact, to make sure people do not lose interest whilst answering the questions. Secondly, the survey would not disclose if either song was created by AI to keep the participant's bias out of the results. The survey will be broken down into three different sections:

1. Song 1 Video and Questions
2. Song 2 Video and Questions
3. Song 1 and 2 Alternative bridge and question.

For sections one and two, a 60 second video would play at the beginning, Song 1 being the AI song, and song 2 being the human made song. After this, the participant will be asked to scale their opinion on a statement using the Likert scale. The first three statements were:

1. *This clip sounds professional.*
2. *This clip would fit on an indie rock playlist.*
3. *I would listen to this song again.*

[35] Likert, Rensis. 'A Technique for the Measurement of Attitudes.' *Archives of Psychology*, 1932.

Each of these statements had five choices to show the person's opinion on the statement.

1. *Strongly agree*
2. *Agree*
3. *Neither agree nor disagree*
4. *Disagree*
5. *Strongly Disagree*

These questions were chosen to see if people thought the song fit the prompt given during the creation of each song.

The next part of those sections were to see if the listener thought the snippet was created by AI, or by a human. The first was a statement:

This clip was created by Artificial Intelligence (AI).

This was answer with an option of *yes* and *no*. The next statement to back up this previous answer was:

How sure are you of your previous answer (AI).

This once again used the Likert scale answering the statement with these options:

1. *Very Sure*
2. *Sure*
3. *Neither Sure nor Unsure*
4. *Unsure*
5. *Very Unsure*

This then concluded the first two sections of the survey.

Section three focused on the experimental middle 8. The participant was shown the two song's alternative middle 8, prompted to be experimental. After this, they were then given one question to answer:

Which clip moves the genre forward creatively, in your opinion?

To answer this, they were given three options:

1. *Clip 1*
2. *Clip 2*
3. *I am unsure*

The participant was then brought to the debrief section of the survey, which gave the researcher's contact information, and disclosed that song 1 was the song created by AI.

Analysis

Introduction

This section will discuss the outcomes of the methodology. It will specifically be looking at the survey that took place. The purpose of the survey was to get a sense of the perception to snippets of the artifacts created for this project, and to see if people feel each song fit to the prompts given to the creators, the participant's opinion on the piece, if the song is AI and which song pushes the genre forward. As explained in more detail in the methodology section, this survey will be broken three sections:

1. Song 1 Video and Questions
2. Song 2 Video and Questions
3. Song 1 and 2 Alternative bridge and question.

Sections one and two have the same questions, so they can be compared to each other in the discussion section below.

Perception to Song 1 Video and Questions

The first piece explored in the survey was a sixty second snippet of Song 1, which was the AI song. The participant is asked to listen to the first verse, first pre-chorus, and the first chorus. After this, they are then asked if "*the clip sounds professional*", which 45.6% of people strongly agreed, 47.4% percent of people agreed and 7% of people neither agreed nor disagreed, there were no responses to disagree, and strongly disagree. Please refer to Figure 1.

Figure 1:

The participants of the survey also voted more positively that this song could fit in an "*indie rock playlist*", Strongly agree, and agree being 26.6% and 50.9% respectively, 12.3% neither

agreed, nor disagreed, and disagreed and strongly disagreed were both 5.3%, as shown in Figure 2.

Figure 2

Lastly on this block of questions, there were mixed, to somewhat positive reactions to if the participant would listen to that song again, 22.8% of people strongly agreed, 28.1% agreed, 22.8% neither agreed, nor disagreed, 12.3% disagreed and 14% strongly disagreed, as seen in Figure 3.

Figure 3

Participants were then asked if that song was created by AI, which the reactions were mixed, a small majority, 53% said yes to that statement, whilst 47% said no. There were three people in the difference, as presented in Figure 4.

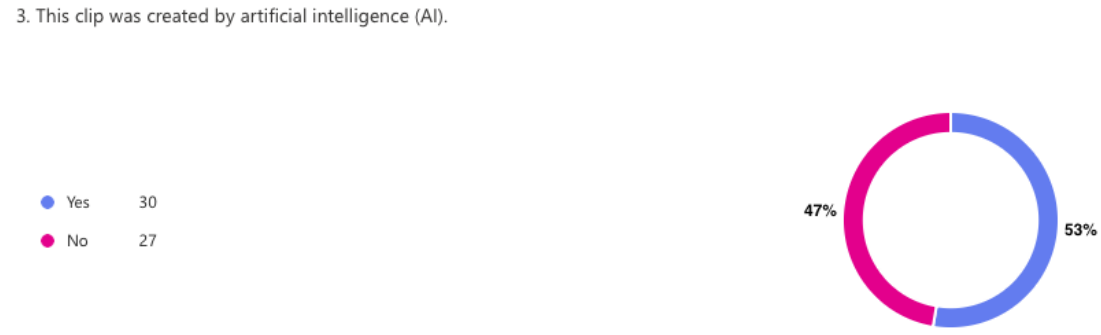

Figure 4

To back up their answers, they were then asked how sure were they of this previous answer, in which the majority were very sure, and sure, 19.3% and 45.6%, whilst 14% of people were both neither sure, nor unsure, and unsure, and 7% were very unsure, as seen in Figure 5.

Figure 5

Perception to Song 2 Video and Questions

The second piece that was shown in the survey was the human made song. Once again, people were shown a sixty second snippet of the piece, showing part of the intro, verse 1, pre-chorus 1 and the chorus. After listening, the same set of questions, as the previous section were asked. Mixed to somewhat positive reactions were given when asked if the piece was professional, 15.8% and 31.6% strongly agreeing with the statement, whilst 17.5% were in the middle, and 31.6% and 3.5% disagreed and strongly disagreed with the statement. Please refer to Figure 6.

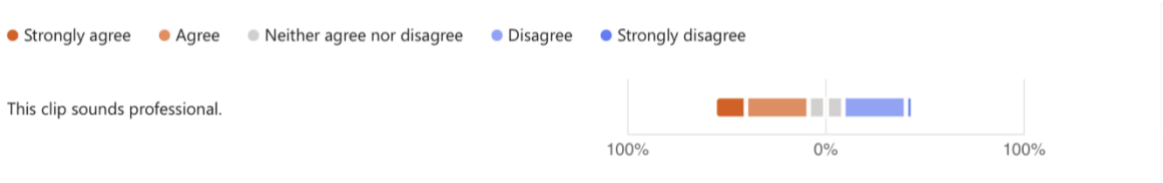

Figure 6

A strong majority felt that this song would fit into an indie rock playlist, 22.8% strongly agreeing, 61.4% agreeing, 17.5% in the middle, 31.6% and 3.5% disagreeing, and strongly disagreeing with the statement, shown in Figure 7.

Figure 7

Finally, mixed reactions to the participants opinion on if they would listen to that song again, 14% strongly agreeing, 31.6% agreeing, 14% neither agreed, nor disagreed, 26.3% disagreed, and 14% strongly disagreed, presented in Figure 8.

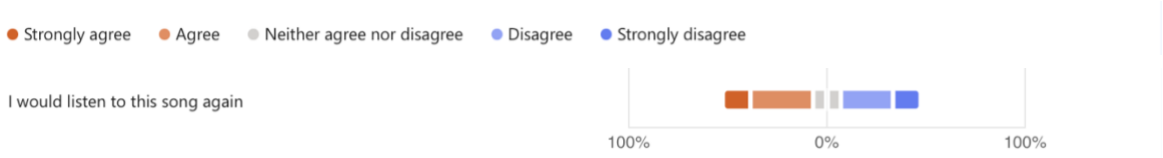

Figure 8

When asked if the song was created by AI, it was a majority no with 77% of people, whilst 23% of people felt it was. Please refer to Figure 9.

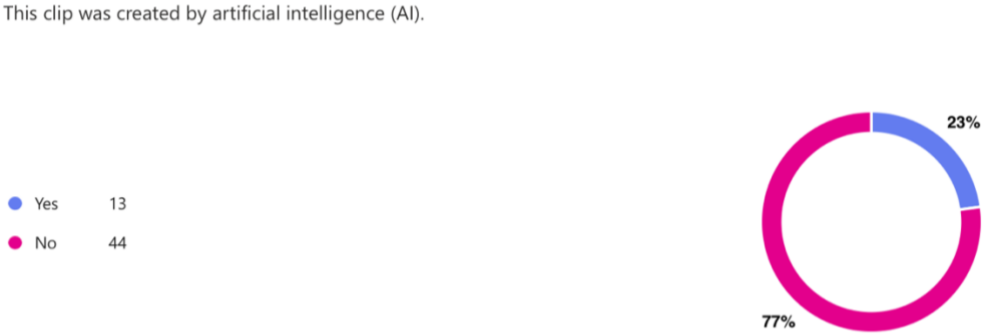

Figure 9

A majority of people were confident with their answer with 28.1% of people were very sure about their chose, 36.8% were sure, 15.8% were neither sure, nor unsure, 14% were unsure and 5.3% were very unsure, as shown in Figure 10

Figure 10

Perception to Song 1 and 2 Alternative Middle 8 and Questions

In this section, the participant was asked informed that "The creator was prompted to make a middle 8/bridge that was *unique and creative (including timing and pitch experimentation)".* They were then shown the two alternative middle 8s of the piece, the first being the AI song, the second being the Human made song. After this the participant was asked "*which clip moves the genre forward creatively, in your opinion?",* which the majority, 70% saying clip 2, the human made song, whilst clip 1 was chosen by 19% of people, and 11% of people were unsure. Please refer to Figure 11

Figure 11

Discussion

Introduction

This section will reflect on the choices made in the methodology, connecting the results analysed, the research question, and existing literature. It will reflect on if there is a market for AI, and it will show where AI's downfall is. It will also look at the limitations that were encountered whilst answering the questions.

People's Response to the AI Song

According to the participants of the survey, basically every person strongly agreed, or agreed that the AI song is a professional sounding piece of music, and there was a strong majority of people who thought this song would fit in an indie rock playlist, which creates two major findings: That Suno could create a song that can be to a professional standard, and it also can follow the prompt laid out to create the piece to sound like an Indie Rock song. These two findings can also show that it can be possible for AI music to have high amounts of streams and hit charts like the previous research shows. Participants however were mixed, slightly favouring the agree side of the spectrum with listening to the song again, which somewhat counteracts the statement previously. This shows that, yes, there could be a market for music created by AI due to its technological and quality increases over time.

When asking the public their opinion on if this song was created by AI, the results were mixed, with the majority of people somewhat or strongly confident with their answer. This shows if people are shown a song without prior knowledge that it was created by AI, that it is possible for them to listen to it with the thought that it could be made by a human, this shows that Suno is becoming better at imitating human made music, to a point that people are starting to not be able to decipher if the song was created by humans like the popular AI songs researched previously. Further research would be needed to see if their opinion changes when they find out a song is not created by humans as this could counter the point made above.

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People's Response to the Human Song

The respondents were mixed on if this song sounded professional, but compared to the AI song, the results show that this song was felt to be less professional. This song however was felt to fit on an Indie Rock playlist which shows that the humans followed the brief as needed, and like before, the response was mixed on if the participant would listen to this song again.

Unlike the previous song, the majority of participants felt that this song was not created with AI, with the majority of people confident in their answer. This shows that people can tell if shown without any prior knowledge that a human made song is not AI, showing once again, that people are becoming knowledgeable about the characteristics of AI generated music.

Comparison of AI Made and Human Made Pieces

Comparing the two results show that people found the AI piece more professional than the human piece. This could mean that to these people, the AI song sounds like a more polished finished product and that it portrayed a better performance of the song, being the instruments are more on beat and variables of this degree than the human made piece.

The second and third questions show that maybe AI could be catching up to the quality of the human process of making music.

People's Response to the Experimental Middle 8

When choosing between the two songs, it was a strong majority choice that the human song pushed the genre forward creatively. This shows one major flaw in the AI music space that, as said previously in the literature, "the goal is to design algorithms that allow the computer to display behaviour learned from past experience" (Tantawi)[36]. AI can only replicate, and it can never innovate. It is shown that Gen AI is a tool that creates from things previously made by humans, it cannot create something new, as it is impossible for something new to be in something that was already created. Due to AI's reliance on creating from previous examples,

[36] Tantawi, Randa. *Machine Learning.* Salem Press Encyclopedia of Science, 2025, https://research-ebsco-com.ezproxy.iadt.ie/c/detf3q/viewer/html/isujuwgvbr?proxyApplied=true.

human created music and art has a clear advantage, as it will always be one step ahead by being able to create something new, which AI will always have to learn from. Proven by the literature, specifically looking at the progression of music and music technology throughout history or Ayoung Kim's exhibition using modern technology, it is shown that people will always strive for, and drive innovation, and will never be stationary.

Conclusions from the Survey

From the results above, it can be seen that advancements in Gen AI technology can get the music to a standard to be listenable to the general public, but it will never be able to innovate and create something new, as the groundwork on which Gen AI is built upon will always have it looking at previous works, to create something, it does not have the capacity to create or invent as humans do.

Limitations

With every research project, there will always be limitations to the research taken place. During the writing session for human song 2, due to schedule conflicts, only two people got into the writing session, which changed how the session worked. During the recording process of creating the human made song, there were time constraint issues and specifically with the issues with the drum recording. Due to this, both drum recordings took place in a small studio in Co. Wicklow.

The survey was participated by people mainly through three story posts using Instagram. The way in which people found this survey could have made the participants primarily people who are studying, and/or actively involved in music and audio as their discipline. This limitation was considered during the process of distributing the survey, and to counter-act it, it was sent to a college lecturer outside of this field, to distribute and to create variety in the backgrounds of the people who answer the survey. Furthermore, the use of the Likert scale, even though a very informative standard of collection, sometimes isn't perfect. In the question asking the participant if a song is "professional", the use of that word can be vague, and people could

interoperate in different ways, that being if the performance sounds good, or if the production of the audio is up to quality.

Another limitation could be in the participants of the survey. These people may not be fans of the Indie Rock genre, in which a negative bias towards the genre could have altered the result slightly.

Conclusion

In Conclusion, the research in this project aimed to find an answer the research question; "*Is There A Market for Creation of Music with Artificial Intelligence, and Where Does Artificial Intelligence Fall Flat?"*. By creating music with both humans, and AI, and conducting a survey in which people of the public answer, it was aimed to find an answer to both of these questions. It is evident from what was conducted that; firstly, there could be a market for AI generated music, but at this current time, the response is mixed, and needs further research on if people know something is made by AI, will it change their opinion? Secondly, the area where AI falls flat is in the innovation and progression of music. AI, due to its constraint that makes it is only able to copy material that has be produced previously, cannot progress. This means that humans are ultimately at the forefront of the creation of music, therefore giving them an advantage, as AI can simply only copy from them, unless there is substantial advances made to Generative AI technology.

Furthermore, this research only takes place using the Indie Rock genre, using more songs in different genres could help creating a more accurate and more broad picture of how people feel about AI generated music, of their favourite genre. With this in mind, and with the speed in which this technology is evolving, for example, Suno 5.5 being released after the generation of the AI songs, it is very important that further research is taken swiftly.

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