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Hyperreality in Music Computerization in the Globalization Era: A Study of the Influence of Technology on the Music Creation Experience

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Abstract

This research was conducted with the aim of learning about phenomena that have become mushrooms in the current era of globalization. In the context of the influence of globalization on the current experience of music creation, technology is able to provide convenience to composers through advanced technology in the form of computerized music. This technological sophistication gives good impacts in the world of music. With technology, the process of producing and distributing music can cover a wider and more accessible network. However, the presence of technology has also questioned the authenticity of the music creation experience and the role of the sense of reality in the experience of listening to music. This study uses a qualitative approach with in-depth interviews and content analysis methods. The research respondents were a sound engineer from Sisih Selatan Studio and a music composer. The data will be analyzed using thematic analysis to investigate themes and patterns in the experience of creating music using computerized technology. The results of this study are expected to provide an understanding of the influence of hyperreality in computerized music in the globalization era on the experience of creating music.

Keywords: *Hyperreality; Music Computerization; Globalization; Music Creation Experience; Technology*

Introduction

Globalization has become a key factor in the occurrence of world changes in every aspect. One of the highly significant impacts of globalization is the advancement of communication technology. Over the past few decades, technological developments have significantly transformed the world, especially in communication that has altered the way we interact. The introduction of smartphones, instant messaging applications, and various other communication platforms has made it easier for people to connect quickly. Information access has been facilitated through the internet, eliminating limitations on the quantity of information and providing a seamless experience in seeking knowledge, news, and resources. The ease brought about by technology extends to many businesses, particularly through influential technological advancements such as automation, robotics, and the resulting development of e-commerce. This has simplified the process for consumers to obtain products from businesses. Technology has also revolutionized the entertainment industry with progress in multimedia, computer games, music and video

streaming, augmented reality, and virtual reality. The utilization of computer technology and software has significantly changed the music industry, impacting how music is produced, distributed, and consumed. This transformation is linked to the ability of music software to make it easier for musicians and producers to create sounds that were previously considered difficult to achieve conventionally, thanks to the concurrent rise of hyperreality experiences associated with computerized music.

Hyperreality is a term used to describe a condition where the boundaries between reality and representation appear blurred. French philosopher Jean Baudrillard introduced this concept in his book "Simulacra and Simulation" published in 1981. According to Baudrillard, in the contemporary world, humans have entered an era where there is no clear distinction between reality and representation. In the environment of hyperreality, there is no longer a clear boundary between the two; representation has replaced reality, offering an experience separate from reality itself. Baudrillard also discussed the disappearance of the distinction between the original and the imitation. In the hyperreal society, imitation not only depicts reality but becomes reality itself. Since the introduction of the concept of hyperreality by Baudrillard, it has progressively influenced various fields, including media, popular culture, politics, and art.

Computerized music refers to the use of computers and software in the creation, recording, processing, and playing of music. Advances in computer technology have made music production more effective and efficient. Composers and producers can freely realize, design, and create the sounds they desire. Computers, a significant human invention, contribute not only to economic and health-related fields but also collaborate strongly with the art world.

The use of computers in the arts, particularly in music, demonstrates that art can respond to cultural and technological developments. This article aims to examine the implications of hyperreality on the authenticity of music through ethical and aesthetic considerations in music creation. It explores how hyperreality influences perspectives and evaluations in musical works and investigates the role of hyperreality in the creative music-making process. This includes the use of musical instruments involving software that produces realistic sounds or creates virtual music environments.

By discussing hyperreality in computerized music in the era of globalization, this article seeks to benefit readers by enhancing understanding of the impact of technology on the musical experience. It delves into how listeners interact with music, providing insights into technological advancements in creating deeper intimacy. Innovations in music creation can offer an understanding of the potential and limitations of hyperreality technology, providing ease for musicians and music producers in developing new approaches that combine traditional musical elements with digital elements, creating unique and engaging experiences for listeners. Furthermore, it can enrich understanding of how musicians interact with the music environment supported by hyperreality through various virtual musical instruments and interactive online collaboration platforms, allowing for unique collaborations among musicians without geographical limitations.

Research Methods

This study employs a qualitative approach with a focus on a single case study. Data collection techniques were carried out through in-depth interviews and content analysis. The research participants include a sound engineer from South Studio and a music composer. The data will be analyzed using thematic analysis to identify themes and patterns in the music creation experience using computerized technology. This research method provides an approach that allows researchers to gain in-depth insights into the experience of music creation in the context of computerized hyperreality.

Results and Discussion

Computerized Hyperreality Music

Furthermore, hyperreality in computerized music also encompasses the use of virtual musical instruments. This means that musicians can create sounds from instruments that do not exist in the physical world. These virtual musical instruments often include a variety of instruments, from synthesizers to electronic drums, which can be used to generate previously unheard sounds. This provides musicians with the freedom to explore various types of sounds and musical styles without the same limitations encountered with physical instruments. However, it is important to remember that while technology provides powerful control, it should not completely replace human expression. Authenticity in music often emerges through improvisation, personal expression, and the nuanced dynamics of sound that are challenging to replicate through technology. The balance between technology and human expression is key to maintaining the emotional depth in computerized music.

In a music world increasingly reliant on technology, understanding the importance of this harmony allows musicians to preserve the emotion and authenticity in their work. It is a crucial step towards creating captivating, engaging music that still retains a profound human touch. Hyperreality in computerized music has opened doors to greater experimentation and creativity in music creation. It heralds an era of music creation full of potential and possibilities, where technology complements human expression rather than replacing it entirely. This is a significant milestone in the development of modern music, resulting in more diverse, innovative, and profound works.

MIDI controllers, hardware, and software related to computerized music are also essential elements in creating hyperreality. Musicians can interact directly with music software through physical movements, such as pressing buttons, turning dials, or playing digital instruments. This transforms the music creation experience, allowing musicians to feel and manipulate sounds with their own touch.

For example, MIDI controllers enable musicians to create sounds by adjusting sound parameters through buttons, faders, and various other controls. This provides more intuitive and direct control in the music creation process. Musicians can easily adjust various aspects of their sound, such as volume, effects, or pitch, while playing live. This imparts a personal touch and authenticity to the music produced through computerization. Furthermore, hyperreality in computerized music also involves the use of virtual musical instruments. This means that musicians can create sounds from instruments that do not exist in the physical world. These virtual musical instruments often include a variety of instruments, from synthesizers to electronic drums, which can be used to generate previously unheard sounds. This gives musicians the freedom to explore various types of sounds and musical styles without the same limitations as encountered with physical instruments.

Thus, the use of MIDI controllers and virtual musical instruments enables musicians to create more unique, innovative, and profound musical works. They can blend traditional musical elements with digital elements, creating a unique and engaging listening experience. In a music world increasingly reliant on technology, these elements provide greater possibilities for creative exploration and infuse a human touch into computerized music. It is important to remember that while technology provides powerful control, it should not completely replace human expression. Authenticity in music often emerges through improvisation, personal expression, and the nuanced dynamics of sound that are challenging to replicate through technology. The balance between technology and human expression is key to maintaining the emotional depth in music produced through computerization.

In the era of music increasingly tied to technology, understanding the importance of harmony between technology and human expression is a key factor in creating music that remains captivating, engaging, and retains a profound human touch. Essentially, computerized music technology is a powerful tool that, when used wisely, can provide musicians and music producers with greater possibilities for experimentation and creativity in music creation.

In music, emotion and authenticity are key elements that can express emotions and deepen the listening experience. Hyperreality in computerized music has opened the door to more detailed sound manipulation and higher control. However, it is important to remember that technology is just a tool, and the presence of humans in music creation is what provides a personal and emotional touch. Musicians can spontaneously respond to emotions and atmospheres as they perform, creating an authentic and profound experience for listeners.

Through technology, musicians can explore broader concepts and ideas and create unique and innovative sounds. Virtual musical instruments, sophisticated hardware, and MIDI controllers enable sound manipulation in a more intuitive way. This provides the ability to combine traditional musical elements with digital elements, opening up unlimited creative possibilities. However, to maintain the emotion and authenticity in musical works, a good understanding of how technology and human expression can collaborate in harmony is necessary.

Therefore, the era of hyperreality in computerized music is a significant milestone in the development of modern music. It has produced more diverse, innovative, and profound works, offering a more engaging listening experience for audiences. This is a crucial step in creating music that is always captivating, interesting, and preserves a profound human touch amidst ongoing technological sadvancements.

Implications of Computerized Hyperreality in Music Related to the Authenticity and Genuineness of Music

Music is a form of art that utilizes sound as its medium of expression. It involves various musical elements such as melody, rhythm, harmony, and lyrics, which are used to convey different emotions, tell stories, or communicate messages to the audience. With the diversity of music genres, this field has a broad scope, allowing artists to communicate all aspects of human life and emotions. Music as an art form encompasses several key activities. Firstly, there is the process of composition or music creation, where artists create musical works from scratch. This involves selecting melodies, harmonies, and lyrics that align with the intended message. Then, there is the aspect of performance, where music is presented live by singers or musicians on stage. This performance often becomes a magical moment where the art of music reaches the audience directly, creating a connection between the artist and the audience.

Listeners experience music through recorded playback or live concerts. Listening is the process through which emotions, ideas, and messages contained in music are conveyed and received by individuals. Music plays a crucial role in human life, connecting people, providing inspiration, and influencing thoughts and feelings. Music has the unique ability to create deep and captivating experiences, making it one of the most powerful forms of art in human culture. In its diversity of genres and expressions, music continues to bring innovation and inspiration into our daily lives.

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The influence of hyperreality in music is about how advanced technology collaborates with musical elements to create experiences much deeper than the limitations of the real world. One outcome of this influence is computerized music, which involves the use of computer technology and software in the process of music creation, processing, and performance. This includes various software and hardware tools such as MIDI keyboards, music controllers, audio interfaces, as well as music production software.

Among the various tools in computerized music, the Digital Audio Workstation (DAW) occupies a central role. DAW is a primary tool for musicians and music producers, used to record, arrange sounds, perform editing, and mix sounds digitally. DAW also provides virtual musical instruments, sound synthesis, audio effects, and various other music production facilities. The use of this technology brings many benefits to music creators. Firstly, they experience efficiency in the music creation process, allowing them to produce music better in a shorter time. Flexibility is also a major advantage, as this technology enables greater creative experimentation in music creation.

Overall, computerized music has significantly changed the paradigm of music production. It provides efficiency, flexibility, and greater space for creativity for musicians and music producers. The result is unique, innovative music that offers a deep experience to its listeners. With this technology, music continues to evolve and become more experimental and immersive, creating deeper and more powerful musical experiences.

Computerized music indeed provides conveniences in the musician and producer's environment during the music creation process. However, something created virtually may not entirely convey an authentic impression, and something is lost from its authenticity. One impact of using computerization in music creation is that some authentic qualities of the music are clearly eliminated compared to producing music realistically. One thing that is meant to be lost is the "feel." Feel, in this context, refers to the atmosphere that each musical instrument possesses. The loss of this feel occurs when we attempt to virtualize the sounds of the musical instruments. An example in this context is the gamelan.

Based on the phenomenon that occurs, traditional music often used as dance accompaniment is gamelan music that has been digitized. In reality, we as musicians or producers attempting to create traditional music by utilizing the sound sample features of gamelan are limited in arranging scales, giving rhythm, giving pitch, but we ourselves cannot provide the feel, which is a concrete form of the original player's heart and mind. A similar opinion is expressed by Muhammad Adnan, also known as Yayan Padz, who is a music composer and has been involved in the world of sound systems and digital music for about 9 years. He states that the mind and heart come before the source of sound. This is related to his experience in playing music; in the process of playing music directly, the mind and heart must be synchronized with the musical instrument and the song being played.

Although computerized music opens up many creative opportunities, it is important to understand that technology cannot completely replace the human experience in music. This is a challenge faced by musicians and music producers in their efforts to maintain authenticity and feeling in their musical works. In the context of technology, combining human elements with computer sophistication can result in music that respects and preserves the authentic essence of a particular music genre.

Aspects such as the dynamics and nuances of sound often can only be authentically achieved through improvisation and expression from the original player. This is one element that makes live music performances so valuable, as players can respond spontaneously to the atmosphere and feelings of the moment.

In this context, the opinion of Muhammad Adnan highlighting that a computer can only record the sound of the original player is very relevant. The computer uses existing samples as the basis for sound, and although it can achieve near-perfect similarity, it is still difficult to fully capture the dynamics and authentic expression present when a musician plays live. Of course, the authenticity of music produced through a computer depends on how composers or musicians manage and engineer these samples. The ability to achieve realistic music samples or near-perfect similarity to human performance is a challenge in computerized music.

As musicians and music producers, finding a balance between technology and human expression is key to creating authentic and captivating music. This creates room for unique innovation and collaboration, where technology is used to complement human expression, not replace it entirely. In the

effort to preserve the feeling and authenticity in music, understanding the role of technology and human skills in music creation is crucial.

The Influence of Hyperreality in the Creation of Music through Computerized Music

In highlighting the importance of balancing technology and human expression in music creation, the dynamics and nuances in music often result directly from the improvisation and personal expression of the original performers. Musicians are able to respond spontaneously to emotions and atmospheres as they perform, creating a deep and authentic musical experience. Muhammad Adnan's opinion on the computer's ability to merely record the sound of the original player is also highly relevant. Computers use sound samples as the basis for digital music, and despite technology reaching a high level of similarity, it still cannot fully capture the nuances, dynamics, and expressions that emerge when a musician performs live.

The key to creating authentic music lies in a balanced harmony between technology and human expression. Technology is a valuable tool in the modern music world, enabling musicians and producers to explore broader territories in music creation. It provides the ability to record, edit, and arrange sounds with high precision, as well as offering various effects and virtual musical instruments. However, this technology should not replace the crucial role of human expression in music.

Music is a universal language that permeates human life. It serves as a means to convey feelings, stories, and experiences, and it is the result of human creative expression. When musicians perform or create music, they bring a human aspect to their work, involving emotions, intuition, and personal interpretation that only humans can convey. Ultimately, this is what gives music a unique and profound touch of authenticity.

When technology is used wisely and in balance, it allows musicians to take their creative ideas to a higher level. Digital Audio Workstations (DAW) and music production software provide flexibility and remarkable control in the music creation process. However, they should be used to complement human expression, not to replace it. In a music world increasingly reliant on technology, understanding the importance of this harmony enables musicians to maintain a sense of authenticity in their work. This is a crucial step towards creating captivating and engaging music for listeners. Musicians who successfully integrate technology with their personal expression can create a musical experience that blends the power of technology with deep human touches. Thus, the harmony between technology and human elements in music is the key to creating authentic and meaningful music in this digital era.

The computerization of music, with all its complexity and technological innovations, has deeply transformed the face of the music industry. It has opened doors to the creation of more unique and experimental music, reflecting the dynamics of life in this digital era. Hyperreality, resulting from the use of computer technology in music, has become the focal point of this transformation. Hyperreality in computerized music refers to the use of computer technology and software to create musical experiences that surpass the limitations of the real world. This occurs through highly sophisticated sound manipulation and effects, allowing changes in tempo, pitch, harmony, as well as various other sound effects. With the ability to alter sound with a higher level of precision, musicians and producers can create unique and innovative musical works.

These changes not only impact how music is produced but also how musicians interact with their musical instruments. One crucial aspect that sets computerized music apart is the use of MIDI controllers and other hardware devices. This allows musicians to interact directly with music software through physical movements, such as pressing buttons, turning dials, or playing digital instruments. Thus, musicians can feel and manipulate the sound with their personal touch, creating a more direct experience in music creation. The main advantage of hyperreality in computerized music is the increased ability for exploration and creativity for musicians. They have the freedom to try new things, take risks, and explore

various ideas more freely. This also results in efficiency in the music creation process, as sophisticated software and hardware allow the achievement of desired results quickly.

However, while computer technology has brought many benefits to the world of music, there are also challenges that arise with its development. One of them is the question of the authenticity of music produced through computerization. Although technology can create highly realistic sounds, there are still elements of humanity that are challenging to replicate. Dynamics, nuances in sound, and improvisation that occur when a musician performs live are often difficult to fully replicate with technology. For example, traditional music like gamelan is a type that is challenging to fully replicate through computerization. While technology can produce nearly perfect sounds, the authentic feel of gamelan music often comes from the balance and interaction between players and their thoughts and feelings. Most of these aspects are challenging, and perhaps even impossible, to fully capture through technology.

Muhammad Adnan's opinion, as a composer with experience in digital music, emphasizes this. He states that the mind and heart are key elements in music creation that cannot be replicated by technology. A crucial importance in music is the improvisation and interaction between players with their musical instruments and the songs being played. This is an aspect that is very difficult, if not impossible, to replicate through technology.

Another challenge faced in music computerization is achieving music samples that reflect near-perfect similarity to human performance. Although technology has made significant progress in this regard, creating entirely authentic music samples remains a primary focus for many musicians and producers. In an effort to maintain the feel and authenticity of music produced through computerization, musicians and producers must find the right balance between technology and human expression. This creates space for unique innovation and collaboration, where technology is used to complement human expression, not replace it entirely.

Hyperreality in music computerization has opened the doors to an era of music creation full of potential and creative exploration. It is a powerful tool that gives musicians and producers the ability to create unique and profound musical works. However, success in effectively utilizing this technology depends heavily on a good understanding of the role of technology and human skills in music creation.

One major aspect of hyperreality in music computerization is the ability to alter sound with an unprecedented level of precision. Advanced technology allows musicians to manipulate sound, change tempo, pitch, harmony, and various sound effects with remarkable precision. This creates the potential to create unique, experimental, and innovative music. Although technology provides powerful control, it should not completely replace human expression. The balance between technology and human expression is key to creating authentic music. Musicians must be able to feel and explore emotions in their work and provide a personal touch that is difficult to replicate by technology.

Music computerization technology has also changed the way musicians interact with their musical instruments. MIDI controllers and other hardware devices allow musicians to interact with music software through physical movements, such as pressing buttons, turning dials, or playing digital instruments. This provides a direct experience in music creation, allowing musicians to feel and manipulate the sound with their own touch. In an effort to maintain the feel and authenticity of music produced through computerization, musicians and producers must find the right balance between technology and human expression. This creates space for unique innovation and collaboration, where technology is used to complement human expression, not replace it entirely.

Thus, music computerization technology has brought about significant changes in how music is produced and appreciated. Musicians and music producers now have access to tools that allow for broader experimentation, greater creativity, and the possibility of creating deep musical works. This elevates music to a higher level of exploration and creativity, creating an era of music creation full of potential and possibilities.

Conclusion

In this research, I investigate the influence of hyperreality in computerized music during the era of globalization through a case study of the music creation experience. Through in-depth interviews and content analysis, I can explore unique findings regarding how computerized technology can impact the music creation process. In this case study, I interacted with one music composer who utilizes computerized technology in their music creation process. They argue that technology does indeed provide various conveniences, including accessibility and flexibility in the music creation process. Composers feel greatly assisted as they can easily combine various types of sounds, effects, and virtual instruments through available software on the computer. This opens up significant opportunities for exploration and broader creativity. Additionally, computerized technology facilitates access to various global music genres. However, I also highlight the concerns and worries of composers, as there is a sense of doubt about the authenticity and originality of the sound produced by virtual instruments. Respondents also feel that the results from virtual musical instruments cannot replace the feeling generated by actual instrument players.

In conclusion, hyperreality in computerization in this era of globalization has made various significant contributions in expanding the possibilities of music creation. Composers can collaborate, mix, or combine elements from different cultures and genres. However, it remains important to consider the authenticity of using this technology. Striking a balance between innovation and maintaining human elements in music creation will be a crucial challenge in the future.

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