Music information retrieval (MIR) as a subfield of multimedia information retrieval has been a fast growing field of research during the past decade. In traditional MIR research, music-related information were extracted from the audio signal using signal processing techniques. These methods, however, cannot capture semantic information that is not encoded in the audio signal, but nonetheless essential to many consumers, e.g., the meaning of the lyrics of a song or the political motivation or background of a singer.

In recent years, the emergence of various Web 2.0 platforms and services dedicated to the music and audio domain, like last.fm, MusicBrainz, or Discogs, has been providing novel and powerful, albeit noisy, sources for high level, semantic information on music artists, albums, songs, and others. The abundance of such information provided by the power of the crowd can therefore contribute to MIR research and development considerably. On the other hand, the wealth of newly available, semantically meaningful information offered on Web 2.0 platforms also poses new challenges, e.g., dealing with the huge amount and the noisiness of this kind of data, various user biases, hacking, or the cold start problem.

Another recent trend, not at least addressable to platforms like Apple’s iPhone or Google’s Android, are intelligent user interfaces to access the large amounts of music usually available on today’s mobile music players and the corresponding services. Mobile devices that offer high speed Web access allow for even more music to be consumed via Web services. Dealing with these vast amounts of music requires intelligent services on mobile devices that provide, for example, personalized and context-aware music recommendations. The current emergence and confluence of these challenges make this an interesting field for researchers and industry practitioners alike.

Addressing these issues, this half–day workshop will serve as a forum for theoretical and practical discussions of cutting edge research in the fields of Web mining for music information extraction, retrieval, and recommendation as well as in mobile applications and services that make use of Web 2.0 and Web 3.0 technology. Research on multimodal extraction, retrieval, and presentation with a focus on the music and audio domain is especially welcome. So are submissions addressing concrete implementations of systems and services by both academic institutions and industrial companies.

CALL FOR PAPERS

AdMIRe solicits regular technical papers of up to 6 pages (IEEE double–column format). It is expected that the proceedings of the workshop programs will be published together with the main symposium proceedings by IEEE CS press. Papers must be original and not submitted to or accepted by any other conference or journal. All submissions to this workshop will be peer-reviewed by three members of the Program Committee. Papers should be submitted in electronic form as PDF file to the organizers via the workshop’s Web page: http://www.cp.jku.at/conferences/admire2009

In order to ensure maximum fairness and objectiveness in the reviewing process, a double-blind review strategy will be adopted. Thus, authors should conceal their identity as well as possible.

High quality submissions that have not been published, nor are under review elsewhere, addressing one or more of the following topics are welcome:
- Music Information Systems
- Multimodal User Interfaces
- Context-aware Music Applications
- User Modeling and Personalization
- Social Networks and Collaborative Tagging in the Music and Audio Domain
- Web Mining and Information Extraction in the Music Domain
• Combination of Web-based and Signal-based Information Extraction Methods
• Music Recommendation
• Semantic Web, Linking Open Data and Open Web Services for the Music and Audio Domain
• Ontologies, Semantics and Reasoning in the Music and Audio Domain
• Evaluation, Mining of Ground Truth and Data Collections
• Music Indexing and Retrieval Techniques
• Exploration and Discovery in Large Music Collections
• Multimodal Semantic Content Analysis

**Important Dates**

• **Full Paper Submission Deadline:** August 2, 2009
• **Notification of Results:** August 30, 2009
• **Camera Ready Copies:** September 25, 2009

**Organizers**

• Markus Schedl, Johannes Kepler University, Linz, Austria
• Óscar Celma, Barcelona Music and Audio Technologies, Barcelona, Spain
• Peter Knees, Johannes Kepler University, Linz, Austria
• Tim Pohle, Johannes Kepler University, Linz, Austria

**Program Committee Members**

• Jean-Julien Aucouturier, Temple University, Japan Campus, Tokyo, Japan
• Luke Barrington, University of California, San Diego, CA, USA
• Stephan Baumann, German Research Center for AI, Kaiserslautern, Germany
• Gijs Geleijnse, Philips Research Laboratories, Eindhoven, the Netherlands
• Emilia Gómez, Music Technology Group, Universitat Pompeu Fabra, Barcelona, Spain
• Fabien Gouyon, Institute for Systems and Computer Engineering of Porto, Porto, Portugal
• Paul Lamere, the echonest, Davis Square, Somerville, MA, USA
• Elias Pampalk, last.fm, London, UK
• Jeremy Pickens, FX Palo Alto Laboratory, Palo Alto, CA, USA
• Yves Raimond, BBC Audio & Music Interactive, London, UK
• Andreas Rauber, Dept. of Software Technology and Interactive Systems, Vienna University of Technology, Vienna, Austria
• Dominik Schnitzer, Austrian Research Institute for Artificial Intelligence, Vienna, Austria
• Douglas Turnbull, Department of Computer Science, Swarthmore College, Swarthmore, PA, USA
• Gerhard Widmer, Department of Computational Perception, Johannes Kepler University, Linz, Austria