

Regulations AI Song Contest

1. By participating, the **Contestant** declares fulfilment of all participation requirements and commits to abide to the applicable laws, such as copyright laws, and any additional rules.
2. The created song (“Song”) by the Contestant must be an original song and no copy or adaptation work of an existing (Eurovision or other) song. The purpose of this AI Song Contest is that the Song is new and original without any recognizable and copyright protected parts of the individual existing songs. In other words, the AI song cannot be a recognizable mash up of two or more former (Eurovision) songs.
3. The Song (and/or parts of it) must not have been released/published before 1 April 2020. The winning team and/or (individual) Contestant of the AI Song Contest will be announced on the 7th of May online. The respective winners of the AI Song Contest shall be the song(s) which has/have obtained the highest combined number of points once the results of the AI panel and the international audience have been added at the time of announcement of the results on May 7th 2020. The Song will be published online by the VPRO on April 7th 2020. The VPRO reserves the right to change the above dates. Furthermore, the VPRO is not required to publish the Song in any manner whatsoever.
4. **Contestant** hereby grants the **VPRO** for a perpetual period the worldwide right to use and publish the created Song in the context of the AI Song Contest, on all platforms of the VPRO/NPO. The **VPRO** as producer is fully entitled to the produced Program and therefore has the unlimited right to make public, publish and reproduce the created Program and/or the Song or parts thereof. This includes, among other things, the right of the VPRO/NPO to broadcast and/or represent the Song on radio channels of the Dutch Foundation for Public Broadcasting (for example 3FM), internet (for example vpro.nl/npo.nl/npo3fm.nl), social media, and/or other VOD channels of the VPRO/NPO.
5. The Contestant declares and undertakes to have at its disposal the rights granted by this Agreement to the **VPRO**. Contestant hereby warrants and represents that he/she (whether or not together with the other team members) is the owner of the Song (including composition, melodies, harmonies, lyrics, audio etc.). In addition, Contestant warrants that the created Song is original in the sense that it has not been recognizable derived from any individual work(s) known to **Contestant** or that reasonably should have been known to Contestant. The Contestant will create the Song at its own risk and expense.
6. The **VPRO** shall immediately inform Contestant in writing as soon as it is faced with claims from third parties with respect to an infringement of copyrights.
7. The Contestant will be given a dataset of 200 Eurovision songs (‘Dataset’). The Contestant is aware that VPRO is not the (database)rights owner of the Dataset, but has permission from the rights owner to the Dataset to distribute the Dataset to Contestants. Contestants are aware that the VPRO did not receive any permission from any rights holder of the individual songs, compositions, lyrics and other information that are part of the Dataset. The VPRO has obtained the right of the owner of the Dataset to use the Dataset for the purpose of composing songs for the AI Song Contest and to share the Dataset with all the people involved in the contest (such as the Contestants). This Dataset can only be used for the creation of the Song and may not be used for other purposes. Contestant shall indemnify the VPRO against claims made by the owner of the Dataset when the Contestant has used the Dataset for other purposes.
8. The Contestant will receive no fee of any kind by the AI Song Contest organization for any costs incurred by the participation of the AI Song Contest.
9. If the Contestant has not yet reached the age of 18 years, your parent or legal guardian must also acknowledge all participation requirements by sending an e-mail to aisongcontest@vpro.nl.
10. The general terms and conditions of Contestant shall not apply to this Agreement.
11. By participating, the Contestant gives permission for the processing of the personal data proved by the Contestant for the participation of the AI Song Contest. The personal data will not be

provided to third parties. VPRO will use the personal data in accordance with the GDPR (General Data Protection Regulation).

12. The Regulations shall be governed by Dutch law.

ANNEX 1. RULES OF PLAY

1. About (creating) the Song

- The goal is to create a Eurovision-like song of maximum 3 minutes with the data provided and with (the help of) AI ('the Song'). Any song which is longer may be disqualified.
- You can use your own AI but you are also allowed to use existing models and algorithms to generate melodies, harmonies, lyrics and/or audio.
- You can use machine learning, natural language processing, neural networks and deep learning for the creation of their songs. Use of algorithmic creation is also allowed, but will be awarded less points by the AI panel. To sum it up: The less human, the more points.
- The more musical content created with AI, the more points you will earn (bubbles for everyone). Human interventions are allowed but this will cost you points from the AI-panel. We're not completely anti-human, but we know how to appreciate an AI-performer.
- The created song by the Contestant(s) must be an original song and no copy or adaptation of (parts of) an existing (Eurovision or other) song.
- Your final song is an audio file. There is no video with glitter, glamour involved in the voting process. It's just the audio.
- To stay true to the official Eurovision Song Contest, competing teams must work in Eurovision affiliated countries. Sorry for Uncle Sam.
- Sharing is caring. We ask all competitors to share their algorithms, models and codes open source.
- You will be given a dataset of 200 Eurovision Songs ("Dataset") to use for their creation. This Dataset consists of:
 - a. A spreadsheet with the details: Title, Artist, the Key, if it is a minor/major, the Genre, the Tempo, the Signature and if it is an upbeat song or a ballad
 - b. Lyrics of the Songs
 - c. Songs transcoded to MIDI file's that includes 4 different tracks: Melody and harmony (Chords) of the song's verse, chorus and bridge, along with the bass line. And section markings (intro/verse/pre chorus/chorus/hook) and notable instrumental melodies/hooks.
- Adding other data to the Dataset is allowed, but you must state which data you have further used for your Song in your process document.

- Be transparent, darling. You have to provide insight in your process and the systems you used by filling out a process document provided by us. This document will be available from halfway January.

2. Deliverables

The final deliverables are:

1. Audio file ((wav, 44.1 Khz, 16bit) of maximum 3 minutes with the recorded Song
2. Complete process document

*You must send your Song and filled process document about the creation process **before March 20th 2020.***

3. Contestants

- Contestants can come from anywhere but will likely be developers, scientists, university researchers, musicians, artists and startups who are currently working with AI.
- Contestants can work all by themselves, however: we encourage you to work together in a team. In case there are more registrations per country: we will bring you all in touch with each other to see if you want to work together as a team. Don't feel forced though, we also believe in free will.

4. How to win

- Each song can earn up to 24 points: 12 points from the AI panel and another 12 from the international audience. (public voting).
- The teams (and/or individuals) can therefore earn 24 points in total.
- The AI Panel will judge the songs based on different levels. How was the provided **dataset** used? Has the song an interesting **structure**? To what extent have the **melody, harmony, lyrics** and **audio** been generated? The more elements are created with AI, the more points you will earn from the AI panel. Human interventions are allowed but this will cost you points from the AI-panel.
- The voting and evaluation by the audience is done online. The voting window opens early April and closes the beginning of May (exact dates to be announced later). Members of the audience can evaluate all songs on different categories: the song in general, catchiness, singalongability, lyrics and the level of Eurovision.
- Members of the audience can choose to evaluate as many songs as they want. Voting is not bound to countries. All the audience votes will count together as one.
- By combining the votes from the audience and the AI panel, we want to challenge the teams to go as far as possible in the use of AI, but also try to make a song that appeals to a larger audience.
- The respective winners of the AI Song Contest shall be the song(s) which has/have obtained the highest combined number of points from the AI panel and the international audience.
- In case of a tie for the first place, as well as any other situation where a tie occurs after the points from the result of the votes and the AI panel have been combined to determine the final ranking, the winner shall be the song which has obtained the highest rank from the AI panel.

5. Language

- Each team is free to decide the language in which the Song is created.

6. Countries

- Contestants have to live and work in Europe or a Eurovision affiliated country.

7. Disqualification – the following situations result in disqualification

- Any Song which is longer than 3 minutes;
- Any Contestant who is directly or indirectly involved in the organization of this AI Song Contest;
- Any Contestant who compete for more than one country in the AI Song Contest;
- Incomplete and/or incorrect deliverables;
- Submissions after March 20th 2020.

8. Winning the AI Contest

- The winning team or individual of the AI Song Contest will be announced early May 2020. We will correspond about the exact form and date of the announcement later in the process. The winning song will get airtime on Dutch national radio and publicity. There is no cash prize attached.