



## Popular Music, Power and Play Reframing Creative Practice

Marshall Heiser

**An overview of the relationship of creativity, power, and music making with a focus on new technology.**

*"By assigning an individual fader to numerous theories on creativity, then incorporating case studies and reflections from several working musicians as filters and processors, Heiser has crafted the equivalent of a classic pop album; balancing compositional elements that proudly bear their influences coupled with new ideas and insights that spark the mind. Popular Music, Power and Play holds up to repeated listens and is a welcome addition to both popular music studies and creativity research literature."* **Alan Williams, Professor of Music, University of Massachusetts Lowell, USA**

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Once the domain of a privileged few, the art of record production is today within the reach of all. The rise of the ubiquitous DIY project studio and internet streaming have made it so. And while the creative possibilities available to everyday musicians are seemingly endless, so too are the multiskilling and project management challenges to be faced. In order to demystify the contemporary popular-music-making phenomenon, Marshall Heiser reassesses its myriad processes and wider sociocultural context through the lens of creativity studies, play theory and cultural psychology.

This innovative new framework is grounded in a diverse array of creative-practice examples spanning the CBGBs music scene to the influence of technology upon modern-day music. First-hand interviews with Jerry Harrison (Talking Heads), Bill Bruford (King Crimson, Yes) and others whose work has influenced the way records are made today are also included. *Popular Music, Power and Play* is as thought provoking as it will be indispensable for scholars, practitioners and aficionados of popular music and the arts in general.

**Marshall Heiser** is an Australian academic, classically-trained instrumentalist, producer and music-technology developer. His previous publications explore such varied topics as sound in cinema; the interrelatedness of humor, play and creativity theory; the music of Brian Wilson, and the phenomenology of record production.

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