



## Deliverable D7.1

### Project Website

<b>Grant agreement nr</b>	688382
<b>Project full title</b>	Audio Commons: An Ecosystem for Creative Reuse of Audio Content
<b>Project acronym</b>	AudioCommons
<b>Project duration</b>	36 Months (February 2016 - January 2019)
<b>Work package</b>	WP7
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# Table of contents

<a href="#">Executive Summary</a>	3
<a href="#">Background</a>	4
<a href="#">1 Introduction</a>	5
<a href="#">1.1 Main objectives and goals</a>	5
<a href="#">1.2 Methodology</a>	5
<a href="#">1.3 Terminology</a>	6
<a href="#">2 Main contents of the deliverable</a>	7
<a href="#">2.1 About the website</a>	7
<a href="#">2.1.1 Structure of the site</a>	7
<a href="#">2.1.2 Source code and hosting solution</a>	7
<a href="#">2.2 Visual samples (screenshots)</a>	8
<a href="#">3 Conclusion</a>	11
<a href="#">APPENDIX 1: Instructions for contributing to the Audio Commons site</a>	12





# Executive Summary

This document describes deliverable D7.1, the Audio Commons website, and the decisions taken for the design and setting up of the site. The Audio Commons website is part of the project's dissemination activities. The Audio Commons website has been mainly designed to be the entry point for information about Audio Commons and the Audio Commons Ecosystem. It has also been designed to be flexible enough to incorporate future changes and to be easily maintainable.

The Audio Commons website can be accessed at [www.audiocommons.org](http://www.audiocommons.org). Its source code is released under the GNU GPL 3.0 open source license and can be accessed in this [public Github repository](#). The contents of the site itself (text, figures...) are released under [Creative Commons Attribution 4.0](#).





# Background

This deliverable belongs to the General project dissemination task (T7.1) in the Dissemination and Exploitation work package (WP7). The design aspects of the website are particularly related with deliverable D7.2: Visual identity of Audio Commons. The contents of the site are related with almost all the other tasks, deliverables and work packages as their outcomes will be published in it. Therefore, the website is integral to the Audio Commons project, as its communication channel, providing a coherent identity, disseminating it to the world, and centralizing access to Audio Commons related materials.





# 1 Introduction

## 1.1 Main objectives and goals

The Audio Commons website is a central part of the project's dissemination activities, being the main communication channel for dissemination to the world. It has been particularly designed to:

- be the entry point for information about Audio Commons and the Audio Commons Ecosystem;
- provide a short introduction to the core ideas behind Audio Commons, that would allow a non-expert visitor to quickly learn about what we are doing;
- maintain a list of team members from the project's consortium;
- maintain a list of other institutions, initiatives and companies that have expressed their support for Audio Commons;
- host materials such as public documents, deliverables, papers and links to external materials like source code repositories produced within the Audio Commons project;
- maintain a news feed with updates on the status of the project;
- be flexible enough to easily incorporate future changes and allow easy editing;
- be sustainable and not require significant maintenance efforts.

## 1.2 Methodology

Having the aforementioned goals in mind, we have gone through several development iterations for the website and have been incorporating more functionalities and design improvements. We started with a static page in which we included the basic graphic design of the site according to the **Audio Commons visual identity** created by the designer Nicolas Pelletier (see deliverable D7.2 and [this source code repository](#) for details on the visual identity). This site was already online in October 2015 at [www.audiocommons.org](http://www.audiocommons.org), with the goal of having an entry point with information about Audio Commons where we could point interested people to. Later on, when the project officially started, the website was extended to accommodate the **news** section and finally the **materials** section (see below).

After the initial implementation was finished, it was internally reviewed by project partners and was refactored according to comments and suggestions. The website will be maintained and further developed during the project's lifetime.

The website has been developed using **Jekyll**<sup>1</sup>, a framework for generating static web pages which provides a good solution for generating websites which are easy to edit, maintain and host. It has been implemented with an adaptive layout, supporting different kinds of browsers including mobile, and has been checked across multiple platforms and browsers. Its source code is released under GNU GPL 3.0 open source license and can be accessed in this [public Github repository](#). The contents of the site itself (text, figures...) are released under [Creative Commons Attribution 4.0](#) license.

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<sup>1</sup> Jekyll, Simple, blog-aware, static sites. <http://jekyllrb.com>.





## 1.3 Terminology

**AudioCommons:** reference to the EC H2020 funded project AudioCommons, with grant agreement nr 688382.

**Audio Commons Initiative:** reference to the AudioCommons project core ideas beyond the lifetime and specific scope of the funded project. The term “Audio Commons Initiative” is used to imply i) our will to continue supporting the Audio Commons Ecosystem and its ideas after the lifetime of the funded project, and ii) our will to engage new stakeholders which are not officially part of the project consortium.

**Audio Commons:** generic reference to the Audio Commons core ideas, without distinguishing between the concept of the initiative and the actual funded project.

**Audio Commons Ecosystem (ACE):** set of interconnected tools, technologies, content, users and other actors involved in publishing and consuming Audio Commons content.

**Audio Commons content (ACC):** audio content released under Creative Commons licenses and enhanced with meaningful contextual information (e.g., annotations, license information) that enables its publication in the ACE.

**Content creator:** individual users, industries or other actors that create audio content and publish in the ACE through content providers.

**Content provider:** services that expose content created by content creators to the ACE.

**Content user:** individual users, industries or other actors that use the content exposed by content providers and created by content creators in their creative workflows.

**Tool developer:** individual users, industries or other actors that develop tools for consuming (and also potentially publishing) Audio Commons content.

**Embeddable tools:** tools for consuming Audio Commons content that can be embedded in existing production workflows of creative industries.





## 2 Main contents of the deliverable

### 2.1 About the website

#### 2.1.1 Structure of the site

The web site contains the following four main sections:

**About Audio Commons:** this is the section that is shown as the front page of the web site. It includes a broad description of the Audio Commons Initiative as well as a diagram and an explanation of the Audio Commons Ecosystem. A short subsection is also dedicated to outline research topics that will be covered in the project and to make a reference to the funding institution.

**Team:** in this section we describe the AudioCommons consortium and include a list of the key people (team members) in the consortium. This list will be updated during the lifetime of the project. Besides that, we also include a list of institutions, individuals and companies that have stated their support for the Audio Commons Initiative. This list will also be updated accordingly. We end this section with some information on how to get involved in the initiative.

**News:** this section works as a blog where we will post updates about the status of the project. All updates posted here will also be mailed to the *audiocommons-friends* mailing list (see deliverable D1.1 Project handbook and quality plan).

**Materials:** this is where we will post public documents like guidelines and deliverables, papers and links to other resources like source code repositories, presentations and datasets. Initially we organise the available materials in three categories: documents, papers and others. In the future we might change the structure of these categories to easily accommodate more content.

As the project evolves and more documents are produced, we might reconsider the organisation of the main website section to make them more useful to visitors. For example, we might consider having an **API** section when the API specification is released, or a **Tools** section when embeddable, annotation and other tools are released.

#### 2.1.2 Source code and hosting solution

The source code for the website is hosted in a [public Github repository](#), and is released under GNU GPL 3.0 open source license. Links to this repository are already provided in the materials section of the website.

Github offers a free hosting service for static pages hosted in their repositories<sup>2</sup>. It also provides easy integration with Jekyll, the framework with which the Audio Commons website has been built. Thanks to that, the Audio Commons website is freely hosted and does not require any relevant maintenance activities (e.g., no software updating, no database maintenance, no user accounts, etc.). The only regular expense that the website generates is the yearly fee for the domain name that allows users to access it at [www.audiocommons.org](http://www.audiocommons.org) instead of at [audiocommons.github.io](http://audiocommons.github.io).

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<sup>2</sup> Github Pages. <https://pages.github.com>.





Hosting the code in the Github repository also allows potential contributors to edit the site through the Github web interface, with almost no *git*<sup>3</sup> knowledge required. All that is required is a Github account associated with the [Audio Commons Github organisation](#) (see deliverable D1.1 Project handbook and quality plan). For more details on how can the site be edited see the APPENDIX 1 of this document.

## 2.2 Visual samples (screenshots)



### THE AUDIO COMMONS INITIATIVE

The **Audio Commons Initiative** aims at *bringing Creative Commons audio content to the creative industries*. But what does this mean? We realise that significant amounts of user-generated audio content, such as **sound effects, field recordings, musical samples and music pieces** (among others), are uploaded to online repositories and made available under Creative Commons licenses. Furthermore, a constantly increasing amount of multimedia content, originally released with traditional copyright licenses, is becoming public domain as its copyright expires. However, we believe that the professional creative industries (e.g. videogames, film and music industries) are **not yet using much of all this content** in their media productions.

There are a number of reasons why such content is not yet extensively used in the professional sector. We think that a major one is the lack of a **shared culture** within the creative industries of open content and its potential use. But there are also **technical and practical issues** that do not facilitate this usage. Despite the amount of Creative Commons audio content available in online repositories such as Jamendo or Freesound, other potentially useful content remains scattered around the web (if available at all) and typically not properly labeled with specific licenses or reachable through search engines. Also, the nature of this content, coming from a variety of sources and from authors with different levels of expertise, results in unstructured (or **not uniformly structured**) mass of resources, limiting its potential retrieval and reuse possibilities. Moreover, no tools are easily available to search and incorporate Creative Commons audio content in the **production workflows** of the creative industries.

The **Audio Commons Initiative** is therefore aimed at promoting the use of open audio content and at developing technologies with which to support an envisioned **ecosystem** of content repositories, production tools and users (the Audio Commons Ecosystem). These technologies should enable the reuse of this audio material, facilitating its integration in the production workflows of the creative industries.

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Figure 1: Screenshot of the front page in desktop and mobile versions

<sup>3</sup> Git: free and open source distributed version control system. <https://git-scm.com>.





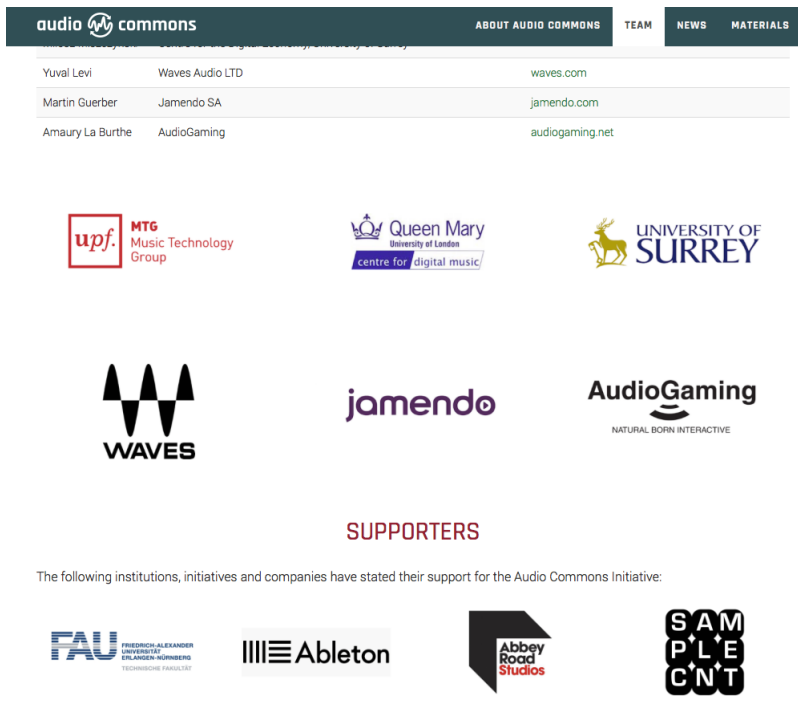


Figure 2: Screenshot of the team section in desktop and mobile versions



### NEWS

**AudioCommons publication at AES 61st Conference on Audio for Games**  
Feb 4, 2016  
The first publication of the AudioCommons project will be presented next Thursday February 11th at the AES 61st Conference on Audio for Games. The paper is entitled "Audio Commons: bringing Creative Commons audio content to the creative industries" and describes the main ideas and core concepts of the Audio Commons initiative and the Audio Commons Ecosystem (see abstract here). Prior to this, we will give two open presentations on Monday February 8th and Tuesday February 9th at University of Surrey...

**AudioCommons Kick-Off meeting**  
Jan 12, 2016  
The AudioCommons kick-off meeting will take place on Tuesday 19th and Wednesday 20th of January 2016 at Universitat Pompeu Fabra, Barcelona, Spain. We are therefore now officially ready to start with this new and exciting project and initiative. Besides the internal meetings of the consortium, the kick-off event will include an open presentations session in which we will go over the core ideas behind this initiative and each of the partners will introduce what is being done, and what will...

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Figure 3: Screenshot of the news section in desktop and mobile versions





## MATERIALS

### DOCUMENTS

No documents have been uploaded yet...

### PAPERS

**Audio Commons: bringing Creative Commons audio content to the creative industries**, published in "61st AES Conference on Audio for Games", February 2016. Download the pre-print here. Publisher's paper link.

**The Audio Commons Initiative**, published in "International Society for Music Information Retrieval Conference (late-breaking demo)", October 2015. Download the full text here. License: CC-BY 4.0.

### OTHER

**Audio Commons generic presentation slides**, February 2016. Download here. License: CC0.

**Logo and visual identity code repository**, February 2016. Check out the code repository here. You'll find exports of the logo in different formats as well as vector source files, fonts and guidelines. License: CC0.

**Audio Commons web site source code repository**, February 2016. Check out the code repository here. License: GNU

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### DOCUMENTS

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### PAPERS

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**The Audio Commons Initiative**, published in "International Society for Music Information Retrieval Conference (late-breaking demo)"

Figure 4: Screenshot of the materials section in desktop and mobile versions





## 3 Conclusion

This deliverable describes the Audio Commons website, the main communication channel and entry point for getting updated information and materials about the Audio Commons project. The website can be accessed online at [www.audiocommons.org](http://www.audiocommons.org), and its source code is available through a [public github repository](#).

The website is hosted taking advantage of the free service that Github offers for hosting static web pages. This reduces its maintenance efforts to the minimum and still provides an easy workflow for updating, adding content and extending the site.

Future work mainly includes maintaining the different sections updated, posting news and uploading materials (deliverables, links to code and public documents) when these are produced.





# APPENDIX 1: Instructions for contributing to the Audio Commons site

What follows is a subset of the contents of the README.md file found in the Audio Commons website source code repository: <https://github.com/AudioCommons/audiocommons.github.io>. This file contains the instructions for contributing to the site, and is shown in the front page of the repository. For updated versions of these instructions we recommend the reader to visit the repository.

These instructions are designed to help members of the AudioCommons consortium when publishing news entries and materials to the website. It is out of the scope of these instructions to describe more detailed aspects such as how is the CSS layout constructed or how is Jekyll configured.

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## Instructions for contributing to the Audio Commons site

### Posting in the "news" section

You can add a news post by creating a file in the `_posts` folder of this repository. Note that you can directly create the file from the Github web interface by navigating to the `_posts` folder and clicking on the **New file** button. The file must be markdown formatted and must include a number of metadata fields in a YAML front matter (see example below). It must be named as `YYYY-MM-DD-short-version-of-title.md` (YYYY-MM-DD being the publication date). Once the file is saved and committed to the master branch (Github web interface will do it for you upon saving the newly created file), it will automatically be added to the news section (it may take a few seconds).

Required structure of the markdown file for a news post:

```
---  
layout: post  
title: "Title of the post"  
#author: Author Name # -> optional, remove the '#' character at the  
beginning of the line if you want to include the author name  
---
```

Add the post body here using markdown syntax.





Here is an example of an [existing news post](#). Check [Github's markdown syntax guide](#) for examples on how to format text with markdown.

Existing news entries can also be easily edited by navigating to the file with the Github web interface and clicking on **Edit this file** (i.e., the icon with a pencil). When changes are committed to the master branch the post will be automatically updated on the site.

## Posting in the "materials" section

To post a new entry in the materials section you must create a new file in the `_materials` folder. The file must have the extension `.md`, but it does not need to follow any other naming convention. As for the news section, the file must include a YAML frontmatter with all the required metadata so that it can be rendered. Unlike posting in the news section, the files does not need to have any contents other than the YAML front matter.

See an example of the *materials* entry [file for the Audio Commons logos](#):

```
---  
type: "other"  
title: "Audio Commons logos"  
date: 2016-02-01  
download_link: "/assets/files/audiocommons-logos.zip"  
description: "Audio Commons logo and icon in horizontal and vertical  
layouts and in png and svg formats."  
license: CC0  
---
```

Depending on which metadata fields are included in the front matter, the entry will be rendered in different ways. The current available fields are the following:

Metadata field	Description
<b>type</b>	Must be either <b>document</b> , <b>paper</b> or <b>other</b> . The material entry will appear in the corresponding section of the <a href="#">materials page</a> . The rendering of the entry will also vary depending on its type.
<b>title</b>	Title of the entry to be displayed in the page (the filename is not used).
<b>date</b>	Date to be displayed next to the title and to be used for sorting purposes. Introduce it in YYYY-MM-DD format.
<b>link</b>	Link to be added to the title. If this field is not present, the title will be displayed with no link (as in the example above).





<b>description</b>	Textual description of the material entry to be displayed in the page. If this field is not present, no textual description will be displayed. If description is provided, please keep it short ;)
<b>download_link</b>	Link to a downloadable file related to the entry (see below if you want to host a file in the Audio Commons page itself). If the field is not present, no link will be displayed.
<b>preprint_link</b>	Link to a downloadable pre-print version of a paper (see below if you want to host a file in the Audio Commons page itself). This field will only be shown if present and if the type of the entry is set to <b>paper</b> .
<b>publishers_link</b>	Link to the publisher's site entry for a paper. This field will only be shown if present and if the type of the entry is set to <b>paper</b> .
<b>repository_link</b>	Link to a source code repository. This field will only be shown if present and if the type of the entry is set to <b>other</b> .
<b>license</b>	License of the material entry to display in the page.

## Hosting downloadable files in the Audio Commons site

For some of the entries in the materials section (documents, papers...), it will be useful to directly host a linked file (e.g., a pdf of the paper) in the Audio Commons site itself. To do that, a file must be uploaded to the [assets/files/](#) folder. You can do that directly from the Github web interface by navigating to the [assets/files/](#) folder and clicking on **Upload files**. Once the files are uploaded and committed to the master branch, you can link to them using the path `/assets/files/filename.extension` (within the Audio Commons site) or the full url `http://www.audiocommons.org/assets/files/filename.extension` (if linking from an external page).

## Other contributions

Other site modifications can be done similarly as described in the above sections. The **Team** section can be modified editing the [team.md](#) markdown file. Also, the **About Audio Commons** section can be modified editing the [\\_includes/index.md](#) markdown file.

Please get familiar with the [Jekyll framework](#) to make sure you understand the code structure and functioning before editing. Edits other than adding news or materials entries should not be directly committed to the master branch but should ideally be committed to a new branch and a [pull request](#) should be started. The admins will then take care of merging the pull request to the masterbranch.

If you have any questions or need further help, please don't hesitate to contact [ffont](#) or [alastair](#).

