

Co-funded by the Creative Europe Programme of the European Union

looking for professionals with great ideas

## FELLOWSHIP 2021: SELECTION RESULTS REVEALED!

Paris, the 4th of March 2021 - After a careful screening of all applications received, the selection committee composed of all JUMP <u>board members</u> has selected the most promising ideas and projects to be developed together with renowned tutors for this 2021 fellowship.

For nine months, the **20 fellows coming from 9 countries and representing 15 nationalities** will develop their innovative projects, while receiving a comprehensive 360° training. In addition to specialised workshops by highly qualified experts, each fellow will receive one-on-one tutoring sessions from the most renowned music professionals coming from all over Europe.

The 20 selected projects cover a great variety of urgent needs faced within the music sector. They will:

- **help fostering social change** with projects focusing on diversity in the industry, more fairness and transparency as well as raising awareness on timely issues.

- **enhance technological development** with projects using blockchain, immersive sound and VR and AR.

build bridges between different key actors of the ecosystem.







Miguel Gutierrez



>>

Roman Rappak Overview Ark Ecosystem



Nuno Fonseca Sound Particles



Laura-June Clark Creator Distribution Marketplace - CDM



Vojtěch Leischner Stream Live Spatial audio - Trick the Ear



Majdi Rabia **Fairphonic** 





Wen Liu Studio M.A.R.S.







Claudio Vittori Flower of Sound



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Gina Périer **Lapee** 



Katie Long The Artist Pledge



Ramya Bommareddy NMISHI YORO



Mary Otumahana
The RecordShop



Katrin Richter Release Day





Flavia Guarino **>>** Restart - a safe space for music minds

Daniel Antal

**Automated** 

**Music Observatory** 

Thibaut Boudaud

**Hajde Radio** 



Jeremy Dunne >> From Play to Rec



Alex Davidson LowDee



Martin Zenzerovich >>> Groovly™



Gina Akers >>> ONO-HU! by BLENDID Media & Artists



building bridges

> JUMP is all about finding solutions for the music industry to adapt to the latest transformations of the sector and we believe the development of these 20 projects will have a very positive impact on the industry: we are looking forward to supporting the new fellows of this third edition of JUMP!

Fernando Laderio-Marques, Project Leader

## THE TUTORSHIP

Developing an idea, can be a lonely business and it's easy to become overwhelmed by the number of steps and procedures required. The fellows have been assigned to a tutor – an experienced professional, who will mentor them through the development of their project and support them in its formation.

Our ten tutors for the 2021 fellowship are:

- Yvan Boudillet, FR FOUNDER OF THE LYNK
- András Bozan Bodrogi, HU NEW MEDIA CONSULTANT
- Celia Carrillo Castillo, ES CHIEF MARKETING OFFICER, TICKETMASTER SPAIN
- Steven Farris, UK MUSIC CONSULTANT
- Jwana Godinho, PT FOUNDER AT IT'S ABOUT IMPACT / ENTERNTAINMENT EXPERT / MUSIC CONSULTANT FOR BRANDS

• Helienne Lindvall, SE – CHAIR OF THE SONGWRITER COMMITTEE & BOARD DIRECTOR THE IVORS ACADEMY (FORMERLY BASCA)

- Keren McKean, UK BUSINESS DEVELOPMENT / EVENTS & MARKETING MANAGER
- Carina Sava, RO FOUNDER AND ARTIST MANAGER AT WATERMELON AGENCY
- Terry Tyldesley, UK CREATIVE TECHNOLOGIES PRODUCER & BOARD MEMBER RESONATE CO-OP
- Désirée J. Vach, DE COUNTRY MANAGER GSA FOR INGROOVES MUSIC GROUP



For nine months, the 10 tutors will accompany the 20 selected fellows in the development of their innovative ideas and projects. As a tutor, they will pin-point strengths and weaknesses, give feedback on different activities, suggest directions to explore, introduce the fellows to relevant professionals from the music industry, which will all help them grow their projects.

Discover the 10 most renowned music professionals

DISCOVER THE 10 TUTORS and their tandems!

## **2021 JUMP EVENTS**



During each event, a special JUMP path has been carefully put into place to respond to the needs and challenges our fellows may encounter while developing their idea. They will attend numerous panels, workshops and discussions covering an extensive range of topics:

- > The music business ecosystem
- > Fan engagement (audience development, content strategy, branding)
- > Business development (E-Commerce, merchandising, music & brands)
- > Innovation (start-up, pitch, blockchain, VR/AR)
- > Social change (gender equality, health, social responsibility)
- > Legal (rights, contracts, livestreaming, GDPR)
- > Data (Music data landscape, as an audience management tool, as a curation tool)
- > Marketing (reach, engage, monetize audience)
- > Funding (Public funding, crowdfunding, venture capital)
- > Immersive experience (The new frontiers of sound, fan interactions: IOT, apps, AR)
- > Music in the city (music & tourism, music as a social inclusion factor locally)
- Ticketing (fan engagement, business development, innovation, data and marketing)
- International (new tools for export, European networks)

## MORE INFO ON THE WEBSITE

To find out more about the training programme, the tutorship, the online training, the Festivals & Conventions or the activities, go to <u>www.jumpmusic.eu</u>



JUMP (MaMA Festival & Convention) - 46 Rue Bouret - 75019 Paris (FR) Contact : cindy.lecat@mama-event.com / hello@jumpmusic.eu © 2021 JUMP - European Music Market Accelerator All rights reserved - www.jumpmusic.eu















