

DML1

Opening Remarks

9–9:15 a.m.

Wednesday, January 9 The Venetian, Lido

DML2

Keynote

9:15–9:45 a.m.

Wednesday, January 9 The Venetian, Lido

Managing in the Digital Age

Artists are finding new freedom and independence thanks to the digital tools at their disposal. Some to the point of turning their backs on record labels altogether. In this keynote, Billboard editors will interview one of the leading managers guiding artists through this exciting time.

Keynote:

Greg Latterman, Aware Records

DML3

State of the Industry

9:45 –10:30 a.m.

Wednesday, January 9 The Venetian, Lido

Representatives from all fields in the music industry paired with key technology representative sum up the state of digital music today—outlining what key issues will set the agenda for the next six months.

Moderator:

Antony Bruno, Exec. Director of Content & Programming, Digital/Mobile, Billboard

Speakers:

Ian Rogers, General Manager, Yahoo Music

Barney Wragg, Head of Digital , EMI Music Group

Terry McBride, CEO, Nettwerk Music Group

Matthew DeFilippis , VP, New Media & Technology, ASCAP

John Harrobin, SVP Digital Media, Verizon Wireless

DML4

Networking Break

10:30–11:00 a.m.

Wednesday, January 9 The Venetian, Murano

DML5

Keynote

11–11:30 a.m.

Wednesday, January 9 The Venetian, Lido

While record labels struggle to find the best way to capitalize on new digital technologies, the concert and touring industry is reveling in a newfound renaissance. In this keynote interview, the digital head of the nations largest live events company—Live Nation—will outline how the industry is using these new technologies today, and what we can expect in the future.

Moderator:

Antony Bruno, Exec. Director, Content & Programming for Digital/Mobile, Billboard

Keynoter:

Bryan Perez, President, Live Nation Digital

DML6

The Digital Dilemma: Convenience vs. Quality

11:30–12:15 p.m.

Wednesday, January 9 The Venetian, Lido

The MP3 format revolutionized how music is distributed, but has been less positive on the issue of how music is enjoyed. While the music industry has made great strides in educating fans about music piracy, there's been less effort on publicizing the need for music quality. This panel will collect leading music producers, device manufacturers and others to discuss what it takes to both acquire and subsequently enjoy music in the way the artists originally intended.

Co-Produced by The Recording Academy Producers & Engineers Wing

Moderator:

Bob Ludwig, Grammy-Winning Mastering Engineer

Speakers:

George Massenburg, Grammy-Winning Producer/Engineer, GML Labs

Nathaniel Kunkel, Emmy-winning Producer/Engineer, Studio Without Walls

Bahneman, Scott, Founder/CEO, Music Giants

Jay Gilbert, VP New Media – Online Marketing, Universal Music Enterprises

Jennifer Johnston Schaidler, VP – Music, Best Buy

DML7

Lunch

12:15–1:15 p.m.

Wednesday, January 9 The Venetian, Lido

DML8

Keynote

1:15–1:45 p.m.

Wednesday, January 9 The Venetian, Lido

The lifeblood of the music industry remains the creative talent that makes the actual music. These same artists are applying that creative energy to the digital arena, experimenting with new business models and interacting with fans in all new ways. Don Was, an award-winning artist, producer and Web entrepreneur will discuss how he's using the Internet to expand his career.

Moderator:

Tamara Conniff, Group Editorial Director, Billboard

Keynoter:

Don Was, Producer, Musician

DML9

Music 2.0

1:45–2:30 p.m.

Wednesday, January 9 The Venetian, Lido

There's no doubt that the Internet is a fantastic vehicle to promote new music, and the indie-music community has harnessed that power to take market share away from the majors. But issues like DRM, licensing and more remain hurdles. This session examines the potential of social networks, podcasts and even P2P networks

Moderator:

Ted Cohen, Partner, TAG Strategic

Speakers:

Livia Tortella, SVP Marketing, Atlantic Records

Bryn Boughton, Co-founder and CMO, IRIS Distribution

Mark Ghuneim, Principal, Wiredset

Tom Conrad, Chief Technical Officer, Pandora

Bill Nguyen, Founder, Lala

DML 10

Break

2:30–3:30 p.m.

Wednesday, January 9 The Venetian,

DML11

Keynote

3:30–4 p.m.

Wednesday, January 9 The Venetian, Lido

The music and videogame industries are converging ever closer, and few executives in either camp are as close to this issue as the heads of music at Electronic Arts and Activision. For the first time, these two pioneering executives will share their experiences, thoughts, and recommendations together on the same stage.

Moderator:

Antony Bruno, Exec. Director, Content & Programming for Digital/Mobile, Billboard

Steve Schnur, Head of Music, Electronic Arts

Tim Riley, Worldwide Executive for Music, Activision

DML12

Devices: Capabilities v. Copyrights

4–4:45 p.m.

Wednesday, January 9 The Venetian, Lido

Music can get to users in more ways imaginable. Portable satellite radio receivers, WiFi-enabled hard drives in the car, mobile streaming, videogame downloads. The list goes on. But serious disagreements remain over what's fair use and what's infringement. This panel will explore both sides of the issue with input from manufacturers, publishers and labels.

Moderator:

Richard Conlon, VP Marketing & Business Development, BMI

Speakers:

Victor Fredell, Global Content Acquisition Manager – Music, Sony Ericsson

Jon Potter, Executive Director, DiMA

TBD, Slacker

Mieko Kusano, Senior Director of Product Management, Sonos

TBD, Microsoft Zune