

## Youth Music **Next Gen** application

Do you have any access or support needs that you would like us to be aware of? (Max. 200 words)

I am registered as severely sight impaired due to Bardet-Biedl Syndrome, a genetic condition that also causes weight problems and diabetes. As a cane user proficient in Braille, I have specific access and support needs to navigate daily activities and professional responsibilities effectively.

Getting to venues requires transportation assistance, such as taxis or lifts from a carer. Once there, I need guidance to navigate unfamiliar places, including explanations of building layouts and familiarisation with key areas.

Visual presentations pose a challenge; therefore, I need help interpreting photos and visual cues. Face-to-face interactions are preferable to online communication, as I rely on detailed verbal descriptions rather than visual cues to understand and engage with content.

For my music production work, I use Logic Pro with VoiceOver technology. It is crucial that all equipment and software are compatible with VoiceOver or similar accessibility features to ensure effective use. Additionally, I rely on platforms, tools, and documents that can be accessed using screen readers like JAWS, which means digital content must be correctly formatted for screen reader compatibility.

Please provide the strongest recent example of your music or work.

Please provide a short bio about yourself (Max. 50 words)

Being visually impaired I have experience using music software with screen readers. Having played keyboard in an inclusive band and studied BTEC Music at the Royal College for the Blind, I am now pursuing a degree in Music Production and Music Business. I am inspired by cultural music and passionate about music inclusion.

### 3. About You and Your Project

In this section, we want to learn more about you, your journey in music so far, and how you hope this funding will benefit you in your career goals. We recognise that people might want to communicate their ideas in different ways, so you can submit your answers using your preferred method out of the options below.

Please provide a short description of your project (Max. 50 words)

My project aims to work towards setting up a business where I will teach disabled young people to use the music software Logic Pro. By using my experience in Voice Over technology, enhancing my skills and collaborating with experts I want to develop engaging workshops empowering visually impaired youth.

Project start / end dates – October - May

Music genres working with – Hip Hop, Grime, Dancehall

Tell us about the last year or two of your progression as an artist/professional (Max. 250 words)

Please include:

- What you do and where you are in your career now.
  - Why is now the right time for you to receive funding.
  - What you've already been doing to work towards your goal(s). We're most interested in what you've already made happen on your own.
- Any challenges you're facing in your journey in music.

During my degree I have gained valuable skills in studio engineering, DAW usage, and business operations. My expertise spans various fields, including recording, live music, audio post-production and education. A significant focus of my studies has been the education and skills sector of the music industry, particularly non-formal providers. I have observed and evaluated community music-making sessions for disabled people using tools like the Youth Music Quality Framework. Influenced by advocates for inclusive practices and organisations like Drake Music, my research and passion are driven by making music accessible to all, especially visually impaired individuals.

Currently, I am involved in Quench Arts' Wavelength project, a creative music initiative for young people with mental health issues. Here, I have created music using Logic Pro, collaborated with a music leader and peers, crafted my own beats, and participated in songwriting training.

The timing is ideal to receive funding as I have just finished my final year project, which focused on developing an inclusive music workshop to teach music technology to VI youth. This funding will enhance my studies, providing the skills, experience, and resources needed to start my own business post-graduation.

Throughout my music journey, I have overcome numerous challenges as a visually impaired musician, with significant support from educators and community music organisations. High equipment costs have been supported by Disability Support Allowance and charities. Accessibility in music venues remains a major issue, though positive experiences at events have been encouraging.

What you're going to do, and how you're going to do it. (Max. 500 words) Please include: • A detailed plan of your project including timescales. Be specific and break it down - we want to know how you are going to deliver your project. You can upload a one page timeline or project plan to support this below. We want to fund people who can deliver strong projects that are: • Interesting, innovative, or original (for you or your audience). • Realistic and deliverable within a year • Well planned, timelined and clearly budgeted

The funding will support me with my final year University project and to become a self-employed inclusive music leader, offering accessible workshops for VI individuals. By focusing on these goals I will build a solid business foundation, enhance my skills, and develop workshops

Goal 1: Establish a professional brand and online presence

1. Design an accessible logo - I will collaborate with a graphic designer specialising in accessibility to create an inclusive logo, forming my brand identity.
2. Produce tactile business cards - Working with RNIB Business Services, I will produce business cards featuring a tactile version of my logo and braille to effectively network and promote my services.
3. Build an accessible website - I will use my savings to have a website developed that meets high accessibility standards, featuring testimonials, a workshop brochure, and easy-to-navigate content.
4. Establish an online presence - To reach a wider audience and establish my reputation, I will:

- Set up a Facebook account.
- Regularly post engaging content showcasing my music, workshops etc.

Goal 2: Enhance skills in music production and network with industry professionals

1. Improve music production skills - I will take lessons with a professional musician to enhance my skills in Logic Pro, using the services of a VI producer with expertise in Hip Hop and Grime.
2. Compose and record - I will establish a routine for composing and recording in my home studio, creating 3 tracks to be mixed, mastered and shared on social media.
3. Network with Industry professionals - Attending events like Quench Arts peer group I will actively network to promote my business and explore collaboration opportunities.

Goal 3: Develop and pilot inclusive workshops

1. Workshop content development - Collaborating with experts from Drake Music and Sense I will develop comprehensive workshop content, paying for an accessibility consultant who is VI and experienced in Logic Pro. This will include detailed descriptions of activities, learning objectives and timings.
2. Pilot Workshops - I will deliver pilot workshops at specialist VI education settings like RNC for Blind and Priestley Smith School and with local blind advocacy charities such as Sense and Birmingham Focus to gather valuable feedback and refine my workshop content.
3. Surveys - Creating surveys for workshop participants and observing staff will help evaluate and inform necessary changes to improve the workshops.

Goal 4: Promote music and engage the VI community

1. Create a workshop brochure - a brochure will be designed explaining my workshops, accessible via screen readers and available in braille and large print. It will be added to my website and social media, distributed at events and posted to relevant organisations.
2. Performance and Promotion - I will research venues and reach out to promoters who share creations by disabled musicians, enhancing visibility and engagement within the disability community.
3. Attend key events - Participating in events like Sight Village, I will distribute my business cards and connect with potential clients and partners, raising awareness of my services within the VI community.

Upload - Visual timeline / project plan

3. Tell us what you'd like to achieve over the next year through your project, and how the funding will make a difference (Max. 250 words) Please include a list of up to 4 main goals you would like to achieve with this project.

I will progress as a professional artist and music leader shaping engaging and inclusive music-making activities. The experience will be instrumental in developing my practice, focusing on engagement, communication, and giving disabled people a voice. I will learn to deliver workshops that will emphasise fun and inclusivity, allowing participants to contribute as they feel comfortable. The outcomes will extend beyond music, fostering social and personal growth and inspiring a deeper interest in music among participants.

Through the experience, I will achieve several key milestones:

- Understanding the Social Model of Disability and Special Educational Needs: I will gain a comprehensive understanding of these concepts, enabling me to tailor my approach to better support and include disabled individuals in music activities.
- Show music's value: I will create awareness of how and why music can be a powerful tool for working with disabled people, enhancing their engagement and communication skills.
- Developing tools and approaches: I will acquire a diverse range of tools and methods to lead effective and inclusive music sessions.
- Enhancing musical and leadership skills: My skills in both music and leadership will evolve, equipping me to work effectively in this area.

These experiences will not only improve my technical skills but also deepen my commitment to creating inclusive music environments. I will be well-equipped to deliver creative and impactful music sessions that bring numerous benefits to participants, regardless of their abilities.