



INDEPENDENT MUSIC TECHNOLOGY R&D • 2026 PROGRAMME

Research overview

Building and testing the technologies that could shape the next generation of live and recorded music experiences.

WORKING HYPOTHESIS

AI, smartphones, wearables, cloud systems and XR could reduce production cost and complexity. This hypothesis is not proven; the programme is designed to test it.

SEVEN CONNECTED WORKSTREAMS

A portfolio defined by evidence—not ambition.

Projects are described by their current maturity: active R&D, prototype, planned, or research direction. Supplied venue visuals illustrate concepts; they are not measured research results.

R&D-001

ACTIVE R&D

RightsOS

Exploring clearer rights information and attribution across music workflows.

R&D-002

ACTIVE R&D

ClubMixed LIVE

Android-led mobile production for direct transmission into immersive venues.

R&D-003

PROTOTYPE

Wearable Live Production

Hands-free capture concepts; hardware validation remains pending.

R&D-004

ACTIVE R&D

The Underground

Discover emerging artists, with dual screens and two live streams bringing audiences closer to the performance.

R&D-005

PROTOTYPE

The Mars Dome

Spectacular immersive shows, with music-reactive graphics wrapping around the dome, showcasing big tracks, DJ mixes and performances.

R&D-006

PLANNED

The Far Side of the Moon

Perform or watch a gig on the Moon, with a lunar stage for bands and live music.

R&D-007

RESEARCH DIRECTION

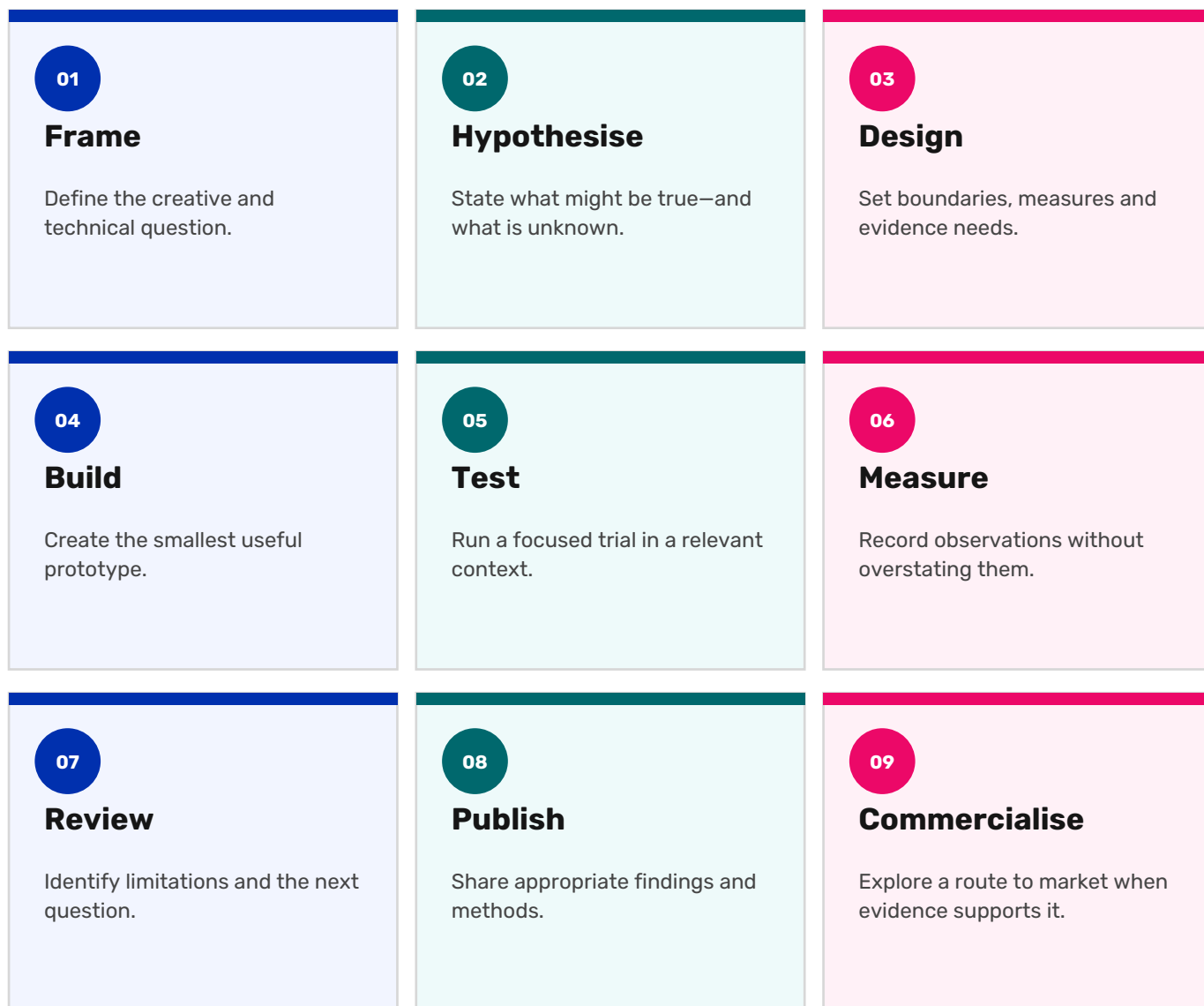
VenueOS

An operational layer connecting live, digital and immersive venues; not a finished platform.

NINE STAGES

Evidence before assertion.

A repeatable path from question to commercial decision. Not every experiment should progress; learning what does not work is part of the method.



BUILD

TEST

MEASURE

PUBLISH

COMMERCIALISE

VENUES + LIVE PRODUCTION

Research connected to practice.

Existing ClubMixed products and immersive venue concepts provide practical contexts for experiments without turning prototypes into product claims.



ACTIVE R&D

The Underground

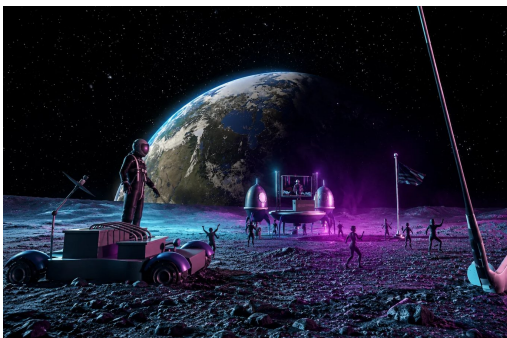
Discover emerging artists, with dual screens and two live streams bringing audiences closer to the performance.



PROTOTYPE

The Mars Dome

Spectacular immersive shows, with music-reactive graphics wrapping around the dome, showcasing big tracks, DJ mixes and performances.



PLANNED

The Far Side of the Moon

Perform or watch a gig on the Moon, with a lunar stage for bands and live music.

SMART NANO PROOF OF CONCEPT

One Android device • one active user • dual-camera live video • delivery into GO CLUBBING VR

The test did not establish multi-user performance.

PARTNER PROGRAMME

Bring a real question to test.

ClubMixed is interested in well-scoped collaborative research—not sponsorship packages—with organisations able to contribute a challenge, environment, capability or evaluation perspective.

01

VENUES

Test live and immersive formats in relevant operational settings.

USEFUL CONTRIBUTIONS

Access to space, production context, operators, audience insight and practical constraints.

02

FESTIVALS

Explore mobile capture, remote participation and hybrid experience workflows.

USEFUL CONTRIBUTIONS

A defined event scenario, artists or crews, connectivity conditions and agreed evaluation boundaries.

03

TECHNOLOGY PARTNERS

Evaluate interoperable tools across capture, cloud, wearables, rights and XR.

USEFUL CONTRIBUTIONS

Technical capability, integration support, documentation and a shared evidence standard.

HOW A COLLABORATION STARTS

1

Question

Define the decision the research should inform.

2

Boundaries

Agree scope, responsibilities and evidence needs.

3

Experiment

Build and run the smallest useful test.

4

Review

Assess limitations and determine the next step.

START A RESEARCH CONVERSATION

mark@clubmixed.com

A STAGED PATH THROUGH 2026

Research should earn progression.

The sequence is deliberate; it is not a promise that every concept will become a product.

01**Foundation**

Document hypotheses, prototype boundaries and evidence standards.

02**Focused experiments**

Run small tests across active R&D workstreams during 2026.

03**Independent review**

Invite relevant technical, creative and industry perspectives.

04**Selective progression**

Publish appropriate findings and advance only supported opportunities.

RESEARCH POSITION

The programme investigates whether emerging technologies could support artists, venues, audiences and creative teams. Status labels reflect current maturity; planned capabilities and concept visuals are not presented as proven results.



Explore the research hub

www.clubmixed.com/labs/

Recognition Media Ltd trading as ClubMixed