

A survey on the uptake of software and hardware resources for music production in Zimbabwean contemporary music

Absolom Mutavati & Richard Muranda

Abstract

The study surveyed the uptake of software and hardware for music production. The research examined the challenges that Zimbabwean music producers face in accessing software and hardware associated with production. Through qualitative research, 26 participants including musicians and music producers, were purposively sampled from Harare the capital city of Zimbabwe and Midlands State University in Gweru. The researchers secured participants' informed consent and assurance of their freedom to withdraw from the study any time. Data were gathered through interviews online video and voice calls coupled with detailed questionnaires with open ended questions. Data were captured using voice recorders and note taking. The researchers analysed the data through a thematic approach basing on the Actor-Network Theory. The researchers focused on instruments and music production tools associated with its production. Different software such as Cubase, Fruity Loops, Logic Pro X and Pro Tools 12 and hardware such as small audio interfares, keyrigs, and live musical instruments Mbira, Marimba, guitars, keyboards, live drums, ngoma, congas were in use in music production. However, some of the software were cracked versions allegedly due to high procurement cost. Accessing free resources on the internet was a challenge due to poor internet connectivity and high costs of data. There were limited opportunities for formal training in music production. Notwithstanding the challenges, music productions were undertaken with both analogue and digital resources. Aspirant music producers need to be proactive and explore the internet's free resources to gain knowledge about music production. Future research should cover a wider geographic to gather comprehensive data on the state of music production in Zimbabwe.

Keywords: Contemporary music, Hardware, Music production, Software, Zimbabwe