

## **The State of Modern Internet Performance Technology**

While interactive, collaborative internet performances are not a new phenomenon, many new technologies have developed to aid these performances. This project will take an in-depth look at the past, present and future of internet music performance.

From the beginnings of the internet, composers and performers have dreamed of real-time collaboration across the country and around the world. Many technologies, such as the infrastructure provided by Internet2 and low-latency codecs such as the VBrick, have made these endeavors possible. With increased bandwidth on modern networks, an improved network infrastructure, greater computational power and the lowest latency codecs available, the possibility of long-distance collaboration is at an all-time high.

### **Division of Labor**

Introduction and motivation – Adam and Brett

Theory basis for exploration – Adam

Historical context – Adam and Brett

State of the art – Brett

Trends and the future – Brett

Conclusion – Adam and Brett

## **Bibliography**

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