Music creation can be understood as a social process. Interactive Evolutionary Computation (IEC) allows continuous support for collective creativity in networked environments.

Evolving music from a collaborative database of sounds [1]:

**sample patch** represents musical ideas as combinations of sounds from the database

**genetic operators** allow human and computational agents to evolve sample patches

**mutation**: a sample is replaced by a similar (or random) sample

**crossover**: a patch is created from other patches

**fitness function** is replaced by collective rating

**preferences** are expressed as sample and tag bookmarks to influence sound generation

**music** emerges from collective exploration of the database (active listening)