

The logo for 'audio mostly' features a stylized bar chart with seven vertical bars of varying heights, colored in a dark red. To the right of the bar chart, the words 'audio mostly' are written in a bold, black, sans-serif font. Below this, the tagline 'a conference on interaction with sound' is written in a smaller, black, sans-serif font.

audio mostly

a conference on interaction with sound

October 4-6 2016

Norrköping, Sweden

VISUALIZATION CENTER C

STILL TIME TO REGISTER!

BEFORE 20/9 AT www.audiomostly.com/registration



OCT 4 - TUESDAY

8.30-9.00 Registration at Visualization Center C

9.00-9.10 Welcome

9.10-10.00 Keynote speaker -
Fredrik Hagman, Volvo Cars

10.00-10.20 Coffee break

10.20-12.20 Paper session 1

Speech Feedback Reduces Driver Distraction Caused by In-vehicle Visual Interfaces - Larsson

Innovative Tools for Sound Sketching Combining Vocalizations and Gestures - Houix, Delle Monache, Lachambre, Bevilacqua, Rocchesso and Lemaitre

Gesture-sound interactions for Wavefield synthesis applications - Grani and Serafin

The Sound of the Smell (and taste) of my Shoes too - Cunningham

12.20-13.10 Lunch

13.10-15.10 Paper session 2

GrainPlane: Intuitive Tactile Interface for Granular Synthesis - Zheng

Creating, Visualizing, and Analyzing Dynamic Music Objects in the Browser with the Dymo Designer - Thalmann, Fazekas, Wiggins and Sandler

^muzicode\$: Composing and Performing Musical Codes - Greenhalgh, Benford and Hazzard

Calcification and Hybrid Live-Coding - Sarwate

15.10-15.30 Coffee break

15.30-17.30 Paper session 3

EmoSonics - Interactive Sound Interfaces for the Externalization of Emotions - Hermann, Yang and Nagai

A Study on User Acceptance of Different Auditory Content for Relaxation- Yu, Hu, Funk and Feijs

Being in a Virtual World: Presence, Environment, Salience, Sound - Walther-Hansen and Grimshaw

An Approach for Using Information Theory to Investigate Continuous Control of Analog Sensors by Humans - Berdahl, Blandino, Baker and Shanahan

17.30-18.30 Guided tour of Visualization Center

OCT 5 - WEDNESDAY

8.30-10.30 Paper session 4

Spontaneous Device Association Using Inaudible Audio Signatures - Kukka, Marjakangas, Kellokumpu and Ojala

Investigating Multimodal Audiovisual Event Detection and Localization- Vryzas, Kotsakis, Dimoulas and Kalliris

More Masses for the Masses - Berdahl and Blessing

Convolutional Neural Networks with Batch Normalization for Classifying Hi-hat, Snare, and Bass Percussion Sound Samples - Gajhede, Beck and Purwins

10.30-10.45 Coffee break

10.45-12.15 Paper session 5

Effect of latency on performer interaction and subjective quality assessment of a digital musical instrument- Jack, McPherson and Stockman

Post-DMI musical Instruments- Hinrichsen and Bovermann

KONTRAKTION - Sonification of Metagestures with electromyographic Signals- Weber and Kuhn

12.15-13.10 Lunch

13.10-15.10 Paper session 6

Sonic Playgrounds - Exploring Principles and Tools for Outdoor Sonic Interaction - Hug, Kemper, Panitz, Franinović

Exploration of sonification design process through an interdisciplinary workshop- Goudarzi

Cooperative sound design: A protocol analysis - Delle Monache and Rocchesso

Requirements on Kinaesthetic Interfaces for Spatially Interactive Sonic Arts - Schlienger

15.10-17.40 Workshop incl. Coffee

19.00-22.00 Dinner at restaurant Östgöta Kök

OCT 6 - THURSDAY

9.00-9.50 Keynote speaker -
Patrick Susini, Ircam

9.50-10.50 Posters incl. coffee

10.50-12.20 Paper session 7

Gears for audio-visual composition - Brandstätter,
Brandstätter and Sommerer

**Health improving Multi-Sensorial and Musical
Environments**- Cappelen and Andersson

**Making Music Together: An Exploration of Amateur and
Pro-Am Grime Music Production** - McGrath, Chamberlain
and Benford

12.20-13.10 Lunch

13.10-15.10 Paper session 8

**An investigation of the effect of immersive visual and
auditory feedback on rhythmic walking interaction** -
Maculewicz, Nilsson and Serafin

**Facilitating a process-oriented walking experience
through sonic interactions**- Hajinejad

**Evaluating Gesture Characteristics When Using a
Bluetooth Handheld Music Controller**-
Pinsenschaum and Neff

**Hybrid Virtual Modeling for Multisensory Interaction
Design**- Berdahl and Pfalz

15.10 Coffee - Conference ends

Welcome!

Audio Mostly is an interdisciplinary conference on design and experience of interaction with sound that prides itself on embracing applied theory and reflective practice. Its annual gatherings bring together thinkers and doers from academia and industry that share an interest in sonic interaction. This remit covers product design, auditory display, computer games and virtual environments, new musical instruments, and education and workplace tools as well as fields such as the psychology of sound and music, cultural studies, system engineering, and everything in between in which sonic interaction plays a role.

The Audio Mostly 10-year anniversary will be held at the Visualization Center C in Norrköping, Sweden. The center hosts a large-scale arena for public visits and events including media labs, interactive exhibitions and an immersive 3D fulldome theatre.