

Broadcast Paper Presentations	All times are given in local time in Graz, Austria: Central European Summer Time (CEST) = BST+1 = UTC+2	Plenum
Poster and Demo Session		Fringe events

Monday 14 September 2020

Workshops		
13:00 - 13:45	How to create interactive virtual acoustic environments in TASCAR?	Joanna Luberadzka, Giso Grimm, Volker Hohmann
14:00 - 14:45	Low delay network audio for remote collaboration in hearing research and music applications	Giso Grimm, Joanna Luberadzka, Hendrik Kayser, Volker Hohmann
9:00 - 17:00	Human-Sound Interaction (HSI) workshop	Balandino Di Donato, Tychonas Michailidis, Alessio Gabriele

Exhibit: Rapid Prototyping of Interactive Audio

17:00 - 18:00	Tour of the exhibition	Josef Gründler, Valerie Quade
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Tuesday 15 September 2020

From 9:00	Registration & getting together in virtual rooms	
10:00 - 10:15	Opening	Katharina Groß-Vogt and the AM'20 Committee

Broadcast I - Perception in VR/AR/MR

10:30 - 11:30	Don't Extend! Reduce! The Sound Approach to Reality	Mads Walther-Hansen, Mark Grimshaw-Aagaard
	Surround Sound Spreads Visual Attention and Increases Cognitive Effort in Immersive Media Reproductions	Catarina Mendonça, Victoria Korshunova
	Effect of Various Spatial Auditory Cues on the Perception of Threat in a First-Person Shooter Video Game	Konstantin Semionov, Iain McGregor
	Directional Enhancement Of First-Order Ambisonic Room Impulse Responses By The 2+2 Directional Signal Estimator	Lukas Gölles, Franz Zotter
11:45 - 12:45	Q&A I	Chairs: Daniel Hug, Richard Parncutt

Broadcast II - Auralization, Installations & Soundscapes

14:00 - 15:15	Perception of Spatial Data Properties in an Immersive Multi-Layered Auditory Environment	Disha Sardana, Woohun Joo, Ivica Ico Bukvic, Gregory Earle
	Fast Synthesis of Perceptually Adequate Room Impulse Responses from Ultrasonic Measurements	Jing Yang, Felix Pfreundtner, Amit Barde, Kurt Heutschi, Gábor Sörös
	utruchirp - An Impulse Response Measurement and Auralisation Tool Developed for Artistic Practice	Ludvig Elblaus, Gerhard Eckel
	Acoustic Modelling as a Strategy for Composing Site-Specific Music	Ludvig Elblaus, Gerhard Eckel
	Deepening Presence: Probing the hidden artefacts of everyday soundscapes	Natasha Barrett
	Nature Soundscapes: An Audio Augmented Reality Experience	Mark Lawton, Stuart Cunningham, Ian Convery
15:30 - 16:30	Q&A II	Chair: Raul Masu, Hanns-Holgert Rutz

Posters/Demos I

17:00 - 18:30	On making physical the control of audio plugins: the case of the Retrologue Hardware Synthesizer	Luca Turchet, Samuel Joel Willis, Gustav Andersson, Alberto Gianelli, Michele Benincaso
	Teaching Immersive Media at the "Dawn of the New Everything"	Anil Çamcı
	The influence of mood induction by music or a soundscape on presence and emotions in a virtual reality park scenario	Angelika C. Kern, Wolfgang Ellermeier, Lina Jost
	PlayShell: A Low-cost, fun Audio Experience for Heritage Centres	Paul Goddard, Benedict R. Gaster
	Expergefactor: Sonic Interaction Design for an Alarm Clock App	Andreas Greindl, Patrick Heidegger, Katharina Groß-Vogt, Marian Weger
	Inside Beethoven! A Musical Installation for a New Listening Perspective	Axel Berndt, Simon Waloschek, Aristotelis Hadjakos, Joachim Veit
	Following the Journey of Scores Through a Complex Musical Work	Adrian Hazzard, Chris Greenhalgh, Maria Kallionpää

Concert „Extended Realities“

20:00	Works by: Peter Ablinger, Marko Ciciliani, Gerhard Eckel & Ludvig Elblaus, Ralf Hoyer, Alisa Kobzar, and Gerhard Nierhaus
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Wednesday 16 September 2020

Broadcast III - Design and Composing; Interfaces		
9:00 - 10:15	How Do You Sound Design? An Exploratory Investigation of Sound Design Process Visualizations	Daniel Hug
	Designing Interactive Sonic Artefacts for Dance Performance: an Ecological Approach	Raul Masu, Nuno N. Correia, Stephan Jurgens, Jochen Feitsch, Teresa Romão
	Breaking the workflow: Design Heuristics to Support the Development of Usable Digital Audio Production Tools Framing usability heuristics for contemporary purposes	Sean McGrath
	Composing in Spacetime with Rainbows: Spatial Metacomposition in the Real World	Robert Jarvis, Darrin Verhagen
	Quantum Synth: a Quantum-Computing-based synthesizer	Omar Costa Hamido, Giovanni Amedeo Cirillo, Edoardo Giusto
10:30 - 11:30	Q&A III	Chair: Marco Ciciliani
11:30	Getting together in virtual rooms	

Broadcast IV - Sound Synthesis & Interfaces

13:00 - 14:15	ReVoice - A Control Interface for 1D Transmission-Line Analog Vowel Synthesis	Christie Laurent, Dan Overholt
	From 8-bit Punk to 8-bit Avant-garde: Designing an Embedded Platform to Control Vintage Sound Chips	Victor Zappi
	The Impact of Scaling the Production of a New Interface for Musical Expression on its Design	Kyriakos D. Tsoukalas, Joseph R. Kubalak, Ivica Ico Bukvic
	An Auditory Interface for Realtime Brainwave Similarity in Dyads	R. Michael Winters, Stephanie Koziej
	Standstill to the 'beat': Differences in involuntary movement responses to simple and complex rhythms	Agata Zelechowska, Victor Gonzalez Sanchez, Alexander Refsum Jensenius
14:30 - 15:30	Q&A IV	Chair: Nils Mayer-Kahlen, Franz Zotter

Posters/Demos II

	A Study on Spoken Language Identification using Deep Neural Networks	Alexandra Draghici, Jakob Abeßer, Hanna Lukashevich
	The Drinking Reminder - Prototype of a smart jar	Katharina Groß-Vogt
	Capturing Kinetic Wave Demonstrations for Sound Control	John Granzow, Matias Vilaplana, Anil Çamcı
	Seeking for spectral manipulation of the sound of musical instruments using metamaterials	Carolina Espinoza Oñate, Alonso Arancibia, Gabriel Cartes, Claudio Falcón Beas
	Data-Driven Feedback Delay Network Construction for Real-time Virtual Room Acoustics	Justin Shen, Ramani Duraiswami

15:45 - 17:15	A Pattern System for Sound Processes	Hanns Holger Rutz
	Exploring Polyrythms, Polymeters, and Polytempi with the Universal Grid Sequencer framework	Samuel J. Hunt
	Sounding Feet	Daniel Bisig, Pablo Palacio
	Voice-based interface for accessible soundscape composition: composing soundscapes by vocally querying online sounds repositories	Luca Turchet, Alex Zanetti
	DEMO: Micadôme	Michel Pascal

concert360		
20:00	Akzeleration (ZEITgezeichnet 1)	Ralf Hoyer
	Negative Vinyl - How does the negative of an audio composition sound like?	Heidi Hörsturz
	I Dig A Pygmy: Hommage to John Lennon	Paul Lehrmann
	Sound Landscape Development 3b: Talking Trees	Natasha Barrett
	FLUTR	Tor Halmrast
	Tom... Far... Orion... Blue...	Alejandro Albornoz
	Allotropy	Mariam Gviniashvili
	Les paradoxes d'une sphère tronquée - The paradoxes of a truncated sphere	Michel Pascal, Jean Marc Duchenne
	TEST	Adam Melzer
	Anamorphosis	Clemens von Reusner

Thursday 17 September 2020

Broadcast V - Sonification & Interfaces

9:00 - 10:30	Was that me? Exploring the Effects of Error in Gestural Digital Musical Instruments	Dom Brown, Chris Nash, Thomas J. Mitchell
	Contrasts and similarities between two audio research communities in evaluating auditory artefacts	Mariana Seïça, Licínio Roque, Pedro Martins, F. Amílcar Cardoso
	Sonification of an Exoplanetary Atmosphere	Michael Quinton, Iain McGregor, David Benyon
	Sonification Approaches in Sports in the past Decade: A Literature Review	Vincent van Rheden, Thomas Grah, Alexander Meschtscherjakov
	That Password Doesn't Sound Right: Interactive Password Strength Sonification	Otto Hans-Martin Lutz, Jacob Leon Kröger, Manuel Schneiderbauer, Jan Maria Kopankiewicz, Manfred Hauswirth, Thomas Hermann
	Towards Molecular Instruments: Interactive Molecular Sonifications of 17-Alanine, Graphene and Carbon Nanotubes	Thomas J. Mitchell, Alex J. Jones, Michael B. O'Connor, Mark D. Wonnacott, David R. Golwacki, Joseph Hyde
10:45 - 11:45	Q&A V	Chairs: Luca Turchet, Stuart Cunningham

12:00 - 13:00	Closing / Open Mic Session	
13:00	Getting together in virtual rooms	