

Programme

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Day 1: September 1st 2021

09:30 – 09:45	Welcome by organizers
Session: Design, Perception & User Experience	
Session chair: Fabio Morreale	
09:45 – 10:00	Feng Su and Chris Joslin. <i>Subjective and Objective Evaluation of Procedurally-Generated Audio for Soft-Body Interactions.</i>
10:00 – 10:15	Tal Boger, Ishwarya Ananthabhotla and Joseph Paradiso. <i>Manipulating Causal Uncertainty in Sound Objects.</i>
10:15 – 10:30	Vincent van Rheden, Eric Harbour, Thomas Finkenzeller, Lisa Anneke Burr, Alexander Meschtscherjakov and Manfred Tscheligi. <i>Run, Beep, Breathe: Exploring the Effects on Adherence and User Experience of 5 Breathing Instruction Sounds while Running.</i>
10:30 – 10:45	Fermin Chavez Sanchez, Gloria Angelica Martinez de La Peña, Gloria Adriana Mendoza Franco and Erick Iroel Heredia Carrillo. <i>Exploring Audio Game design with Visually Impaired players.</i>
10:45 – 11:00	Josefine Hölling, Maria Svahn and Sandra Pauletto. <i>Audio-Visual Interactive Art: Investigating the effect of gaze-controlled audio on visual attention and short-term memory.</i>
11:00 – 11:15	Glenn McGarry, Alan Chamberlain, Andy Crabtree and Christopher Greehalgh. <i>The Meaning in "the Mix": Using Ethnography to Inform the Design of Intelligent Tools in the Context of Music Production.</i>
Pause (15 minutes)	
Session: Sonification & Musification	
Session chair: Sara Lenzi	
11:30 – 11:45	Anne Despond, Nicolas Reeves and Vincent Cusson. <i>Atmosphériques and the poetics of the in situ: the role and impact of sensors in data-to-sound transposition installations.</i>
11:45 – 12:00	Niklas Rönneberg. <i>Sonification for Conveying Data and Emotion.</i>
12:00 – 12:15	Kajetan Enge, Alexander Rind, Michael Iber, Robert Höldrich and Wolfgang Aigner. <i>It's about Time: Adopting Theoretical Constructs from Visualization for Sonification.</i>

12:15 – 12:30	Michael Quinton, Iain McGregor and David Benyon. <i>Sonification of Planetary Orbits in Asteroid Belts.</i>
12:30 – 12:45	Konstantinos Bakogiannis, Areti Andreopoulou and Anastasia Georgaki. <i>The development of a dance-musification model with the use of machine learning techniques under COVID-19 restrictions.</i>
12:45 – 12:55	Francesco Dal Ri and Raul Masu. <i>Zugzwang: Chess Representation Combining Sonification and Interactive Performance.</i>
Pause (1 hour and 35 minutes)	
14:30 – 15:30	Keynote: Bob Sturm: “ <i>Music at the Frontiers of Artificial Creativity and Criticism</i> ”
Session: Musical XR and Audio-visual Interaction	
Session chair: Anıl Çamcı	
15:30 – 15:45	Liang Men and Danqi Zhao. <i>Designing Privacy for Collaborative Music Making in Virtual Reality.</i>
15:45 – 16:00	Lars Engeln, Nhat Long Le, Matthew McGinity and Rainer Groh. <i>Similarity. Analysis of Visual Sketch-based Search for Sounds.</i>
16:00 – 16:15	Raul Masu, Nuno N. Correia and Teresa Romão. <i>Technology-Mediated. Musical Connections: The Ecology of a Screen-Score Performance.</i>
16:15 – 16:25	Oliver Bramah, Xiaoling Cheng and Fabio Morreale. <i>The Singing Gallery.</i>
16:25 – 16:35	Duncan Williams and Ian Daly. <i>Neuro-curation: A case study on the use of sonic enhancement of virtual museum exhibits.</i>
16:35 – 16:45	Lauren McCall and Jason Freeman. <i>A 3D Graphic Score Space and the Creative Techniques and Performance Practices that Emerge From it.</i>
16:45 – 16:50	Gamar Azuaje, Kongmeng Liew, Elena Epure, Shuntaro Yada, Shoko Wakamiya and Eiji Aramaki. <i>Visualyre: Multimodal visualization of lyrics.</i>
16:50 – 16:55	Jonathan Weinel. <i>Synaesthetic Audio-Visual Sound Toys in Virtual Reality.</i>
Pause (5 minutes)	
17:00 – 19:00	Workshop: Adam Pultz Melbye, John Sullivan, Raul Masu and Alexander Refsum Jensenius: <i>NIME Eco Wiki - a crash course. A collective tool to foster environmental awareness in Music Technology Design.</i>
Session: Music	
19:00 – 19:05	Karl Gerber. <i>Approaches: For Flute, Alto Flute and Experimental Interactive Violin Automaton.</i>
19:05 – 19:10	Charles Nichols, Zach Duer and Scotty Hardwig. <i>Time Garden: dawn replica.</i>
19:10 – 19:15	Raul Masu, Francesco Ardan Dal Ri and Francesca Zanghellini. <i>Studio 2.</i>
19:15 – 19:20	Gareth W. Young. <i>Singing Trees / Jurisdiction & Contradiction.</i>
19:20 – 19:25	Paul Paroczai. <i>Generative Music in the Web Audio API.</i>
19:25 – 19:30	Rafael Bresciani. <i>Vox Aeterna - The COVID Variations.</i>

Day 2: September 2nd 2021

International Workshop on the Internet of Sounds Session: Internet of Audio Things Session chair: Mathieu Lagrange	
09:30 – 09:45	Michael Iber, Bernhard Dumphart, Victor-Adriel de Jesus Oliveira, Stefan Ferstl, Joshua M. Reis, Djordje Slijepčević, Mario Heller, Anna-Maria Raberger and Brian Horsak. <i>Mind the Steps: Towards Auditory Feedback in Tele-Rehabilitation Based on Automated Gait Classification.</i>
09:45 – 10:00	Vincent Lostanlen, Antoine Bernabeu, Jean-Luc Béchenec, Mikaël Briday, Sébastien Faucou and Mathieu Lagrange. <i>Energy Efficiency is Not Enough: Towards a Batteryless Internet of Sounds.</i>
10:00 – 10:15	Maksim Kukushkin and Stavros Ntalampiras. <i>Automatic acoustic classification of feline sex.</i>
10:15 – 10:30	Florian Hollerweger. <i>Streaaam: A fully automated experimental audio streaming server.</i>
International Workshop on the Internet of Sounds Session: Internet of Musical Things Session chair: Cristina Rottondi	
10:30 – 10:45	Rory Hoy and Doug Van Nort. <i>A Technological and Methodological Ecosystem for Dynamic Virtual Acoustics in Telematic Performance Contexts.</i>
10:45 – 11:00	Rômulo Vieira and Flávio Schiavoni. <i>Sunflower: an environment for standardized communication of IoMusT.</i>
11:00 – 11:15	Frederic Font. <i>SOURCE: a Freesound Community Music Sampler.</i>
11:15 – 11:25	Seth Thorn. <i>Telematic Wearable Music: Remote Ensembles and Inclusive Embodied Education.</i>
11:25 – 11:35	Ian Clester and Jason Freeman. <i>Composing the Network with Streams.</i>
11:35 – 11:45	Chad Bullard, Ananya Kansal and Jason Freeman. <i>Comparing Chat Methods for Remote Collaborative Live-Coding Music.</i>
11:45 – 11:55	Wei Zhao. <i>Ubiquitous Music-Making: A Critical Review.</i>
Pause (5 minutes)	
12:00 – 13:00	Keynote: Paola Cesari: “ <i>Sound in action</i> ”
Pause (1 hour and 30 minutes)	
14:30 – 18:30	Workshop: Florent Berthaut, Anil Çamcı and Çağan Arslan. <i>Designing XR Musical Instruments.</i>
Session: Music	
18:30 – 18:35	Turkar Gasimzada and Fidan Aghayeva-Edler. <i>Four Rubais For Fidan.</i>
18:35 – 18:40	Michael Trommer. <i>Ancient Thoughts and Electric Buildings.</i>
18:40 – 18:45	Stephen Roddy. <i>Signal to Noise Loops V4.</i>
18:45 – 18:50	Federico Visi, Mattias Petersson, Robert Ek and Stefan Östersjö. <i>The Global Hyperorgan: The TCP/Indeterminate Place Quartet performs with geographically far networked pipe organs.</i>
18:50 – 18:55	Se-Lien Chuang and Andreas Weixler. <i>Nagoya City Sonic Culture.</i>

18:55 – 19:00	Domenico De Simone. <i>HYPNOS</i> .
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Day 3: September 3rd 2021

Session: Digital Audio Effects & AI for Sound	
Session chair: Leonardo Gabrielli	
09:30 – 09:45	Thomas Hermann and Dennis Reinsch. <i>sc3nb - a Python-SuperCollider Interface for Auditory Data Science</i> .
09:45 – 10:00	Ruben Schlagowski, Silvan Mertes and Elisabeth André. <i>Taming the Chaos: Exploring Graphical Input Vector Manipulation User Interfaces for GANs in a Musical Context</i> .
10:00 – 10:15	Niccolò Pretto, Nadir Dalla Pozza, Alberto Padoan, Anthony Chmiel, Kurt James Werner, Alessandra Micalizzi, Emery Schubert, Antonio Rodà, Simone Milani and Sergio Canazza. <i>A workflow and novel digital filters for compensating speed and equalization errors on digitized audio open-reel tapes</i> .
10:15 – 10:30	Marcelo Wanderley, Travis West, Josh Rohs, Eduardo Meneses and Christian Frisson. <i>The IDMIL Digital Audio Workbench: An interactive online application for teaching digital audio concepts</i> .
10:30 – 10:40	Gordan Kreković. <i>A Concept of a Wavetable Oscillator Based on a Neural Autoencoder</i> .
10:40 – 10:50	Patrice Guyot, Fanny Alix, Thomas Guerin, Elie Lambeaux and Alexis Rotureau. <i>Fish migration monitoring from audio detection with CNNs</i> .
Pause (10 minutes)	
Session: NIME & Musical Structure	
Session chair: Victor Zappi	
11:00 – 11:15	Gonçalo Bernardo and Gilberto Bernardes. <i>Leveraging Compatibility and Diversity in Computational Music Mashup Creation</i> .
11:15 – 11:30	Adan L. Benito Temprano and Andrew McPherson. <i>A TMR Angle Sensor for Gesture Acquisition and Disambiguation on the Electric Guitar</i> .
11:30 – 11:40	Filippo Carnovalini, Antonio Rodà, Nicholas Harley, Steven T. Homer and Geraint A. Wiggins. <i>A New Corpus for Computational Music Research and A Novel Method for Musical Structure Analysis</i> .
11:40 – 11:50	Paul Cambourian, Oscar Gal, Arthur Pate, Simon Benacchio and Jérôme Vasseur. <i>Understanding the vibrotactile feedback of the electric guitar: Methodology for a physical and perceptual study</i> .
11:50 – 12:00	Cláudio Lemos, Diogo Cocharro and Gilberto Bernardes. <i>Understanding Cross-Genre Rhythmic Audio Compatibility: A Computational Approach</i> .
12:00 – 12:10	Giorgio Presti, Daniele Adriano, Federico Avanzini, Adriano Baratè and Luca Andrea Ludovico. <i>PhonHarp: A Hybrid Digital-Physical Musical Instrument for Mobile Phones Exploiting the Vocal Tract</i> .
12:10 – 12:20	Nicola Davanzo and Federico Avanzini. <i>Resin: a Vocal Tract Resonances and Head Based Accessible Digital Musical Instrument</i> .
Pause (10 minutes)	
12:30 – 13:30	Keynote: Marianna Obrist: <i>“Multisensory Experiences: Beyond Audio-Visual Interfaces”</i>

Pause (1 hour)	
14:30 – 17:30	Workshop: Wolfgang Aigner, Kajetan Enge, Michael Iber, Alexander Rind, Niklas Elmqvist, Robert Höldrich, Niklas Rönnerberg and Bruce Walker. <i>Workshop on Audio-Visual Analytics – Identifying Research Gaps for Integrating Sonification and Visualization.</i>
Session: Music	
17:30 – 17:35	Andreas Weixler and Se-Lien Chuang. <i>Flaming tears.</i>
17:35 – 17:40	Seth Shafer, Bradley Robin and Sarah Hamilton. <i>TeleFAUXcus.</i>
17:40 – 17:45	Alon Ilsar and Matt Hughes. <i>AirStream 2.</i>
17:45 – 17:50	Giovanni Sparano, Giorgio Klauer, Luca Richelli, Julian Scordato and Paolo Zavagna. <i>Jon Cage - Variations II.</i>
17:50 – 17:55	Chi Wang. <i>Kinesthetic Modes of Enunciation.</i>
Pause (5 minutes)	
18:00 – 18:30	Awards and closing ceremony