

Grad Comp Seminar
Call for Project Proposals on
INTERACTIVITY

Graduate Composition Seminar | Focus on Interactivity, Oliver/Hoffman
Spring 2014 - Tuesdays 12:30 - 2:30 + complementary workshops at other times.

The Focus of the Composer Seminar will be on computer interactivity.

Some topics under consideration are outlined below. As we create the syllabus we would like to have a sense of student interests or predilections that already exist, toward formulating course emphases.

If you are interested in producing an interactive work in the context of the composition seminar, please send a brief project proposal to both our e-mails by November 10. Even if you think the project is vague or that it might change, your proposal will be helpful in showing us the size and scope of the seminar next semester. Your input need not be restricted to the topics below.

- modelling/designing real time responses -- what the computer will do, why, when, and how -- what kind of musical sounds (or actions) will the computer be generating?
- what do you want to be perceptible as the relationship between performer(s) and computer, and how important is this to your composition or installation?
- modelling/designing controllers -- how will the computer perceive the entit(ies) with which to interact? will the computer follow information temporally? will it recognize the input via models of human perception? how may one deal with single versus multiple parametric inputs? should the sensitivity to input recognition be quantizable? what are the unique possibilities of voluntary human input? what are the unique possibilities of using involuntary human input?
- modelling/designing self-generating activity -- how might a computer usefully be the driving instigator, contributing musical elements that are purely one-directional from computer out?
- designing behavior (mapping data) -- how will the information that is taken in be translated into musical and sonic results? what parametric assignments will be made? how can new types of data lead to mapping concepts that are sensitive to the uniquenesses inherent in the information? Such uniquenesses might be completely unpredictable translation of visual data, the use of gestural input that might not normally utilized, or simply databases that involve huge information sets that may be difficult to grasp or test for certain features except through audification.
- exploring in some depth the types of input data that may be useful -- what are some unique possibilities in modelling correlation or de-correlation? static versus streaming? storing the input data or not? using pre-existing datasets or unknown ones?
- audification/sonification techniques - what techniques currently exist? scanning, probing, other