

References

Cycling 74

<http://cycling74.com/>

Pure Data

<http://puredata.info/>

Physical Computing at ITP

<http://itp.nyu.edu/physcomp/>

The Arduino Project

<http://www.arduino.cc/>

Processing

<http://processing.org/>

Workshop announcement

http://www.richarddudas.com/hanyang/workshops_en.html

International Computer Music Association

<http://www.computermusic.org/>

New Interfaces for Musical Expression

<http://nime.org>



Hanyang Computer Music Workshops 2011

Physical Interaction in Hardware:
Building Musical Interfaces with

ARDUINO

Further Information

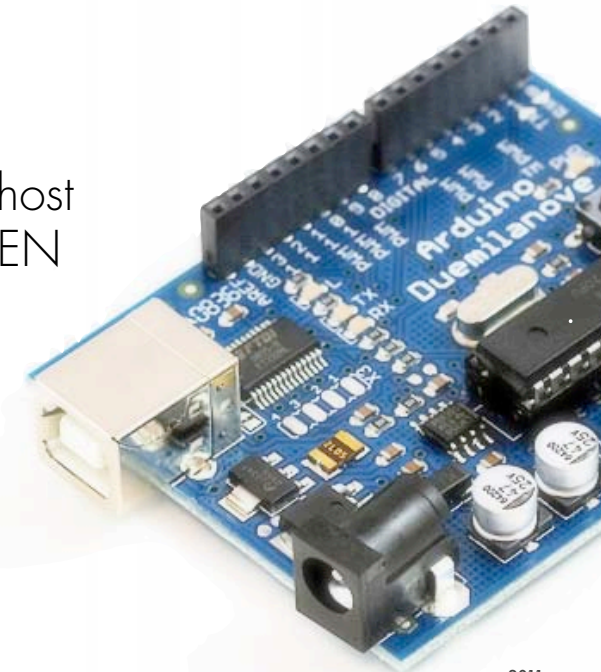
Further information call Hanyang Institute for Audio Technology and Musical Computing
Tel. +82 (0)2 2220-1709

For English language information via e-mail, contact [dudas \[at\] hanyang \[dot\] ac \[dot\] kr](mailto:dudas@hanyang.ac.kr)

Online registration here: <http://cafe.daum.net/commusiccenter>

with your host
JAMIE ALLEN

hardware-based
physical interaction
for sound and music



About the Workshop

The Hanyang University Summer computer Music workshops organized by the Hanyang Institute for Audio Technology and Musical Computing (IAM). Each year a different aspect of computer music is highlighted, and often we are able to invite international guests and institutes. This workshop, focusing hardware-based, physical interaction for sound and music using the Arduino is lead by artist-researcher Jamie Allen from Newcastle University's Culture Lab in the UK.

The workshops generally serve as an introduction to computer music topics for students interested in learning more about music and technology. Hardware topics are presented in the context of international performance and computer sound practices. The Arduino platform, representative of certain trajectories and motivations in the open-source and grassroots technology movements, is presented as a tool for reconfiguring and rethinking the palettes and potentials of the sonic practitioner.

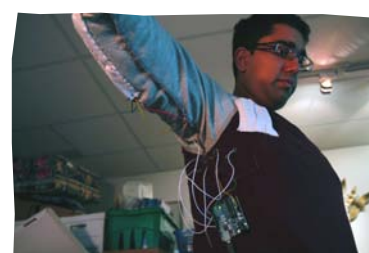
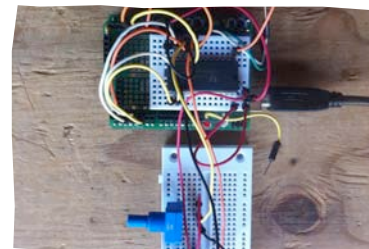
About Jamie Allen

Jamie Allen makes things with his head and hands. These things most often involve peoples' relationships to creativity, technology and resources. They often attempt to give people new, subversive and fun ways to interact with all of these. As someone who works at the intersection of art, social theory and technology, Jamie is an artist, a designer and a technologist, as well as a teacher, researcher and experimenter.

Allen's interests are in the ways people relate to electronic media and digital information in their diverse forms, beginning with their transduction into and from energy, as a material resource. In a technological culture, technologies suggest themselves as a realm for work inside and outside traditional approaches to artistic practice, providing new insight into how we shape our tools, and how our tools shape us. Much of his work deals with the hinterland between music and art - the signal as a raw, artistic material.

Jamie Allen
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The Plan



Friday June 30
11:00 am to 4:00 pm

Day 1 - Arduino for Music

Lab session: Blinks and bleeps!

Tuesday June 28
11:00 am to 4:00 pm

Day 2 - Signals and Sensors

Lab session: Create a basic instrument using hardware

Wednesday June 29
11:00 am to 4:00 pm

Day 3 - Interfacing to Max

Lab session: Create a computer-based instrument

Thursday June 30
11:00 am to 4:00 pm

Day 4 - Musical Mapping Strategies

Lab session: using today's techniques with your computer-based instrument

Friday July 1
11:00 am to 4:00 pm

Day 5 - Putting It All Together

Physical and material considerations
Case studies presentations
Discussion session