

Immersive Sounds – External Worlds | Call for Contributions

Research student meeting @ ABPU

Anton Bruckner University (Linz, Austria)

9th & 10th of September 2022

Since 2016 Anton Bruckner University has been hosting the ‘Sonic Saturday’ symposium and concert as part of the Ars Electronica Festival. For this year’s festival we will organize a research student meeting to allow for an informal, hands-on, in-person exchange of ideas of artistic researchers working in the field of immersive audio.

Symposium Theme

In accordance with the festival theme ‘Welcome to Planet B. A different life is possible! But how?’ the Ars Electronica digital music focus at Anton Bruckner Private University will lend its ears to immersive sonic creation as an artistic field of research sonically reflecting our world.

Convinced, or at least hopeful that multichannel speaker environments are capable of more than simply providing virtual substitute surroundings to distract from everyday life, we want to explore the roles multichannel audio in its various forms can play in reflecting and furthering our understanding of our social, physical, and biological environment.

For this we aim at bringing together artists and researchers working in the field of multichannel audio to exchange ideas on how immersive audio can help to understand, to hear more and to activate dissent rather than to simply enable ever more intricate aural pleasures, to be sold or rented out as ‘experiences’.

Call for Contributions

As an academic institution, we mainly seek proposals from doctoral or master’s students in related fields. If you are an artist not affiliated with any university wanting to contribute, please feel free to drop us a line of course.

We welcome proposals in the form of:

- **Talks (duration 20 mins)**

Submit a PDF document in the form of a short paper or poster presentation of artistic research projects involving immersive audio in relation with the symposium theme.

Talks will be held on Saturday, September 10th, 2022.

- **Workshops**

We aim for interactive workshops involving audience members. Maximum duration: 1 hour. Submit a PDF document with: Title, technical requirements, number of possible participants, content, and structure of the workshop in relevance to the Symposium theme.

Workshops will be held on Friday, Sept. 9th 2022.

- **Fixed media works (audio only, up to 20.2 channels)**

Submit a binaural or stereo version of the work (48 KHz.), preferably less than 20 min. of duration through a WeTransfer link. Add a PDF document with the next information: Title of the work, composer, year of composition, duration, program notes, relevance of the work with the Symposium theme.

Topics of interest:

- Immersive audio & the external world
- Composing virtual worlds & soundscapes
- Strategies of getting multi-channel audio out of the academic or entertainment industry bubble.
- Immersion vs. coercion
- Social media as massively multichannel delivery & control systems
- Spatial music & composition
- Technologies to enable & reflect (spatialisation, computer music, 3D audio/mixing/recording, binaural reproduction, live electronics/coding, etc.)
- Spatial audio perception
- Acoustic ecology & multichannel audio
- All the other relevant fields we failed to put on this list.

Send your proposals to: digitalmusicfocus@bruckneruni.at

Submission deadline: June 3rd, 2022 (you will hear back from us by June 20th)

Organization committee research student meeting:

Sam Erpelding, Isabella Forciniti, Tobias Leibetseder, Enrique Mendoza, Tania Rubio

Coordination: Enrique Mendoza

Supervision: Prof. Volkmar Klien