

Sound Matters

a framework for the creative use and re-use of sound

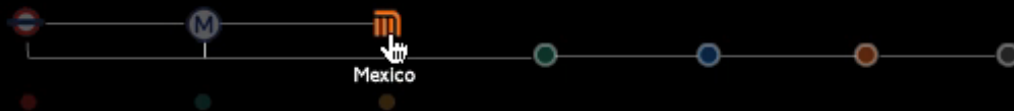


ual: university
of the arts
london

27/2/2015

Sound Matters: a framework for the creative use and re-use of sound

Research data spring



Link to VIDEO: <https://vimeo.com/28416673>

Link to Interface: <http://ximenaalarcon.net/soundingunderground/environment/sounding.html>

BEAM INTERFACE

v. 2.0

MASTERVOLUME

ON/OFF

-16

STEREOMODE

ON/OFF

-20

AudioOn/off

ON/OFF

AUDIOSSETTINGS

OPEN

SOUNDBED

sound folder

B

mute

Channel routing

L

R

1

2

3

4

5

6

7

VOLUME

-47

DATA

live

extended

simple

view data

save settings

load settings

SHIPTYPE SOUNDS:

mute

LIGHT FLASH SOUNDS:

mute

sound folder:

G

mute

VOL

-17

Azhikode (out 3)

3 flashes 20 secs

sound folder:

G

mute

VOL

-20

Cochin (out 4)

1 flash 20 secs

sound folder:

G

mute

VOL

-19

Ernakulam (out 5)

1 flash 4 secs

sound folder:

G

mute

VOL

-17

Manakkodam (out 6)

2 flashes 10 secs

sound folder:

G

mute

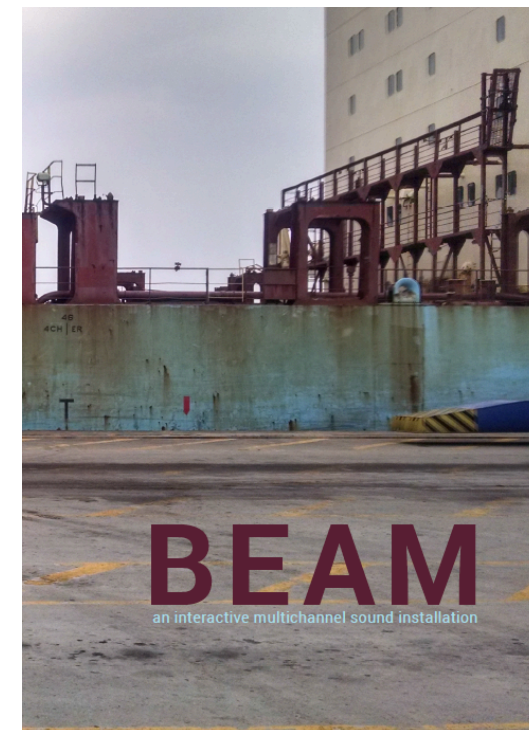
VOL

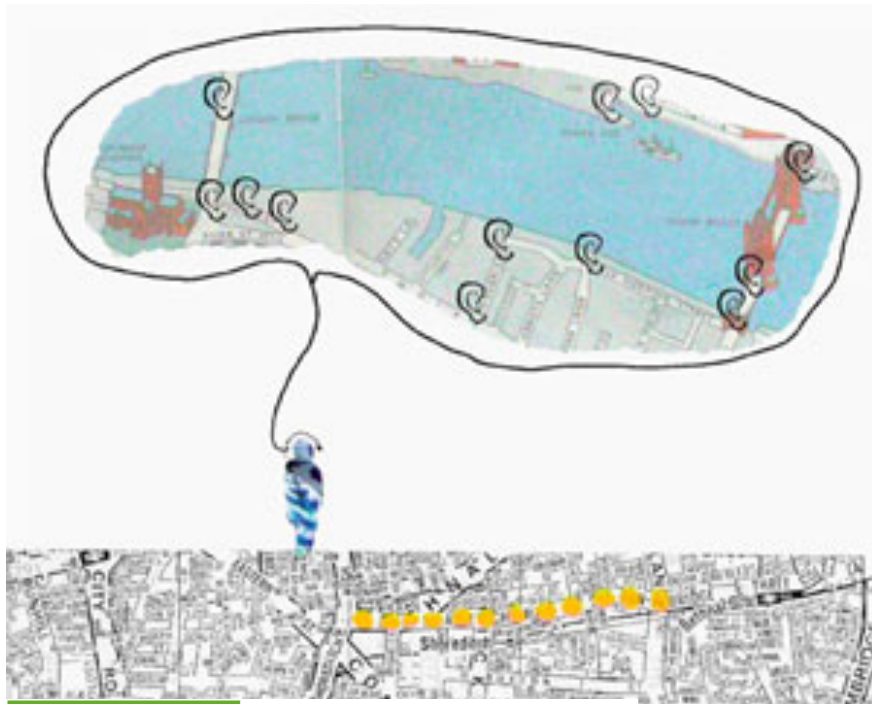
-18

Allepey (out 7)

1 flash 15 secs

TRIGGER





HUMBOLDT-UNIVERSITÄT ZU BERLIN

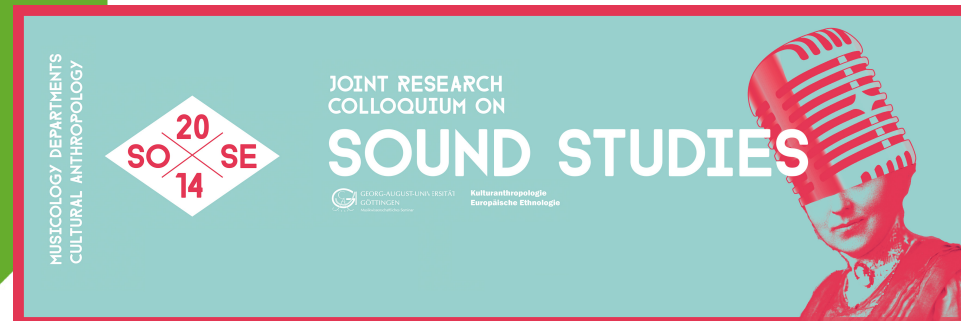
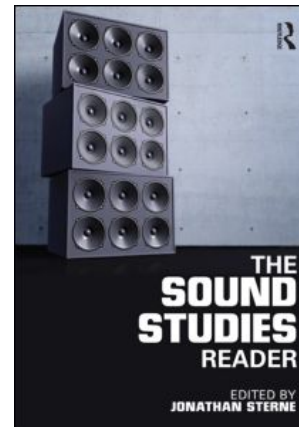
FUNCTIONAL SOUNDS

OCTOBER 4-6 / 2013

1ST INTERNATIONAL CONFERENCE
OF THE EUROPEAN SOUND STUDIES
ASSOCIATION

AUDITORY CULTURE
AND SOUND CONCEPTS
IN EVERYDAY LIFE

**SOUND
STUDIES
LAB**



- » Lack of understanding of the value of sound data as container of knowledge
- » Lack of sound specific contextual metadata
- » Lack of accesible sonic information retrieval tools
- » Lack of interfaces for relational playback

- » A framework for the use and re-use of sound that facilitates the interrogation and relational playback of non-musical sound material specifically **field recordings** and **speech**

A Listening-Led Environment

INTERROGATION

a. Search and Retrieval (meta-data)

b. Analysis (machine-led listening) sonic information retrieval



RELATIONAL PLAYBACK (human-led listening)

» Stage 1:

Identifying users' needs and technical platforms

Activities:

- User Survey and Tech tool review
- User co-design workshop
- Technical consultancy gathering (based on conversations during Sandpit workshop with CLIPPER (Glasgow and Open University), MediaHub – U of Edingburgh, Open Preservation Foundation, Nine by Nine, QMUL) and others

Output: Prototype proposal

Funding requested: £19000 (Researchers, Admin, workshop and gathering expenses)

» Stage 2:

Prototyping and user testing

Activities:

- Test of technical tools for search, retrieval and relational playback
- Collaboration CLIPPER
- Conference paper for “Sound, Images and Data” New York University July 23-25

Output: Working prototype

Funding requested: £31000 (Researchers, Admin, developer, collaborators expenses, conference expenses x 2)

» Stage 3:

Full development of phase 1 of environment (2 tools)

Activities:

- Full development of environment modeling the use and re-use of two types of sound: field recording and speech
- User testing
- Public academic event sharing the experience
- Showcase at JISC
- Conference Paper and publication

Output: Environment with 2 tools (field recording and speech)

Funding requested: £45000 (Researchers, Admin, developer, user testing, academic event)

- » Expand awareness of sonic understanding in the wider research community and beyond.
- » Developed framework for multidisciplinary sound specific meta-data.
- » **Accessible and open source** tool for the retrieval of sound specific data related to field recordings and to speech
- » Development of **an interdisciplinary community of users** for sustainability
- » A working interface for relational playback of sound that offers a experimental space for researchers and students at UK HE and FE institutions to interact with sound in a holistic and sensorial way

Dr. Ximena Alarcon – Research Fellow CRiSAP UAL

Prof. Cathy Lane – Co-director CRiSAP UAL

CRiSAP UAL Administrator

Sound specialists back-end and front-end developers

Possible Collaborators:

CLIPPER Project

British Library

