



Making Unusual Sounds in Unusual Ways **Workshop**



● WHAT'S IT ABOUT?

Modern sensing and computing technologies enable endless ways to generate and interact with sounds. The workshop provides a entry level hands-on experience in designing, implementing, and playing a sonic interactive system, which captures and maps the gesture to control sound synthesis.

● WHAT WILL WE BE DOING?

We will introduce the principles of sonic interactive system, demonstrating how the human gesture is mapped onto sound control through various capturing and conversion stages. We will explain how to design and build a sonic interactive system using low-cost and fast-prototyping development systems. At the end of the workshop you will assemble and play sounds with the system you designed, choosing between a wide array of sensors and sound synthesis options.

● WHO ARE THE TEACHERS?

The Workshop is led by Dr. Stefano Fasciani (NTU) and Dirk Stromberg (SOTA), who are experts in music technology, electronics, hacking, programming, building instruments, and performing on stage. They combine all these skills both in their creative research and pedagogic work.

● [**Register Here**](#)

Workshop 1	1.45pm
Workshop 2	3.00pm
Workshop 3	4.15pm