

Mobile Music

A new, creative field

Mobile Music is about musical activities going from stationary to mobile.

It takes place on portables devices that:

- can be used anywhere and on the move
- dynamically follow users and take advantage of the mobile setting: changes of location, social & environmental context, etc

Mobile Music is created, shared, located or heard in mobile settings:

from mobile soundscape recording /manipulation, to ringtones, to local area ad-hoc networked performances or sound art with mobile phones...

The Mobile Music Workshops

The International Workshops on Mobile Music Technology is a series of workshops that aims to map out this emerging field, shape its future and gather a community.

They have taken place at:

1. Viktoria Institute, Göteborg, SE (2004)
2. NIME'05, Vancouver, CA (2005)
3. University of Sussex, UK (2006)

Participants from music, design, industry, media studies, social science, contemporary art, bring a multi-disciplinary perspective to the workshops.

During the workshops, they share their experiences of the field through activities including: talks, projects presentations, demos, posters, brainstorming & *bodystorming* sessions, hands-on technology tutorials, and in-depth discussions.



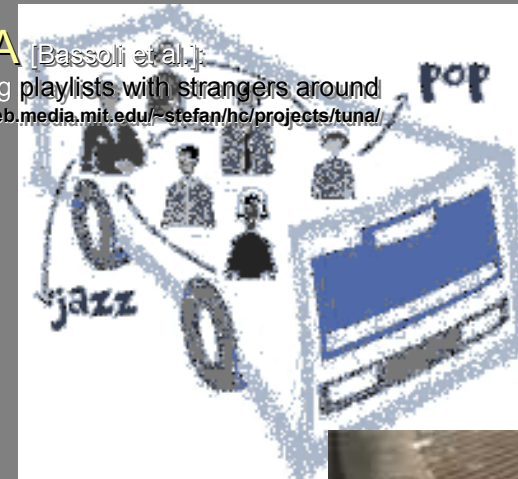
Contacts

Workshop organisers: Frauke Behrendt (University of Sussex, UK) , Lalya Gaye (Viktoria Institute, SWE), Atau Tanaka (Sony CSL Paris, France), Lars Erik Holmquist (Viktoria Institute, SWE), Drew Hemment (PLAN, Futuresonic, UK)

<http://www.viktoria.se/fal/events/mobilemusic/>

Some Projects

tuna [Bassoli et al.]:
sharing playlists with strangers around
<http://web.media.mit.edu/~stefan/hc/projects/tuna/>



Sonic City [Gaye et al.]: the urban environment as musical interface
<http://www.viktoria.se/fal/projects/sonicity/>



Location 33 [Carter et al.]:
album distributed over geographical area
<http://www.location33.net>



IMPROVE [Wideberg et al.]: mobile architecture for sonic socio-cultural exchange
<http://mlab.uiah.fi/improve>

Sound Mapping [Mott et al.]: participatory outdoors sound-art performance with GPS-enabled suitcases
<http://www.reverberant.com/SM/>



Tactical Sound Garden [Shepard et al.]:
cultivating digital sound gardens in WiFi hotspots
<http://www.andms.org/tes/>



Kadoum [Wagenaar]: remote heartbeats transmitted via mobile phone controlling a sound installation and a choir performance
<http://home.concepts-ict.nl/~jwagenaar/KADOUM/GB.Principle/>