

Sound Studies and Sonic Arts

Summer Term 2018

Module Focus Seminar

Course Title Sound Thinking - Out of the Box

Course Times and Location Mondays, 3 – 7 p.m. / EIN 103

Instructors [Thomas Koch](#)

Email thomas.koch@udk-berlin.de

Office Hours and Location upon request after class

Course Description

The Seminar **Sound Thinking - Out of the Box** aims to explore artistic potential and challenges in the use of modern audio production and reproduction systems. Even though the technological breakthroughs of the last years offer a huge potential - theoretically we can create any acoustic situation we desire and interact with it in ways that are not physically possible - it seems that there are barely any strong artistic positions that make use of these new possibilities. To overcome this, we have to start thinking outside the box.

To be able to do that, we will try to look at the problem Top-down (what is the role of sound in our daily lives? How does technology affect our way of thinking? How can we explore the potential of an infinite amount of possibilities?) and Bottom-up, by actively exploring the possibilities and limitations of technologies at hand, e.g. (but not limited to) speaker-based 3D-audio /WFS and binaural audio in combination with head mounted displays (HTC Vive) and different kinds of interaction.

- Course format is a seminar with an embedded practical part
- Target audience are students with a practical or theoretical interest in sound & space, auditory perception, immersive A/V environments and audio technology
- After this class you will be able to assess and use different SOTA audio technologies as part of your artistic process.

Requirements for attending

Students need to have taken part in the Lecture 'Basic Listening', also basic knowledge in MAX is required.

Class is limited to 12 students.

Attendance

Regular attendance, active participation and independent study of the necessary tools is expected.

Exam / Credit Points

2 CP: Regular attendance and project presentation in class

4 CP: additional Term paper (8,000 words) **or** fixed media audio composition (binaural or WFS, 6-12'), due Nov 1, 2018.

Module

2 CP: Theory, Practice, Listening, Free Focus

4 CP: Practice, Listening, Free Focus

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Schedule

Mon	April 23	3-7 p.m.	EIN 103	Why. Do we need technology. For art.
Mon	April 30	3-7 p.m.	EIN 103	How do we use. Technology for art.
Mon	May 14	3-7 p.m.	EIN 103	Try. The Result is never what. You expect.
Mon	June 11	3-7 p.m.	EIN 103	Think. Why we do. What technology wants. Us to(o).
Mon	June 18	3-7 p.m.	EIN 103	Go. And use. New tools for freedom. And Art.
Mon	July 2	3-7 p.m.	EIN 103	Future never stops. And it's over already. Go further.
Mon	July 9	3-7 p.m.	EIN 103	Show. The world needs to. Know.

Supporting Media

Lanier, Jaron Zepel. *Dawn of the New Everything: A Journey Through Virtual Reality*. 2017

Roginska, Agnieszka, Geluso, Paul (Publisher). Audio Engineering Society presents: *Immersive Sound: The Art and Science of Binaural and Multi-Channel Audio*. Focal Press, 2017.

<https://www.acuteart.com/> - Online gallery, featuring Marina Abramović, Olafur Elisasson, Jeff Koons

<https://dimoda.art> - Digital Museum of Modern Art

<http://cabbibo.com/> - Isaac Cohen. Artistic interactive website, partially with binaural 3D-Audio.