Concert 3: Move It

This short concert is part of Createworld 2009, at Griffith University in Brisbane, Australia.

All scores are projected as part of the performance.

The program of works in this short concert include:

Cat Hope: *In The Cut* (2009) for alto flute, bass clarinet, cello, laptop and turntable.
Lindsay Vickery: *Transit of Venus* (2009) for alto flute, bass clarinet, cello and MaxMSP.
Stuart James: *Untitled* (2009) for MaxMSP and bass clarinet.

- search

Categories

- Dates
- Pictures
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- Sounds

Pages

- About Decibel
- Concert 1: Tape It
  - music from TAPE IT
  - Tape It! Program notes
- Concert 2: SomAcoustica

        - music from SOMACOUSTICA
        - Somacoustica program notes
    - Concert 3: Move It
    - Concert 4: Still and Moving Lines – the music of Alvin Lucier
    - Decibel Biographies
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- # Links

    - Golden Fur Music Project
    - Jessyca Hutchens
    - The Australian Music Centre
    - Tura New Music
    - WAAPA

- # Archives

    - April 2010
    - March 2010
    - December 2009
    - November 2009
    - October 2009
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Entries (RSS) and Comments (RSS).

Development & Training for Digital Arts Professionals

30 Nov - 2 Dec 2009

Griffith University, Brisbane

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Welcome to CreateWorld 2009

This is the fourth Annual CreateWorld & in our endeavours to formulate a conference suited to the creative staff & students from AUC member universities we've developed a unique agenda. This consists of panel discussions & live presentations rather than singular presentations. We've taken on board your feedback from last year's event and hope that we're able to provide you with a world-class event intended to further & add to your everyday work environment.

During CreateWorld 2009 it is our fervent hope that delegates will further develop and share the skills, tools, and understanding necessary to make best use of the technology available. A combination of panels, presentations, live performances will be used during the event.

As well as the formal program, one of the major objectives of any AUC conference event is to bring people of like interests together, from a wide range of Universities, to help build personal networks. Email and the web are great tools, but so much better if you know the faces and people behind the names. Do take the opportunity during the breaks and social events to make new contacts and build new friendships. This would be a great time to exchange iChat addresses.

CreateWorld would not be possible without our many invited speakers, from within and beyond the AUC, who have valuable knowledge and insight to share during the conference. Our thanks to them for their time and effort and the distances they have travelled to be with us. As you participate in this year's event, please remember that many of our speakers are no different from you - they are staff and students from AUC institutions, and they are all passionate about creating & developing on Apple platforms.

I thank Andrew Jeffrey & the Conference Organising Committee ably led by Stephen Atherton from Apple (Paul Draper, Roly Sussex, Michael Docherty, Darryl Rosin, Alan Ellis, Denis Antonellie) for co-ordinating the event, and for all the hard work & organisation that goes into creating an event such as this. CreateWorld is a result of the unique relationship between Apple Australia and the Apple University Consortium. There are things we can do together that none of us could do alone, and CreateWorld is yet another demonstration of this ability.

Learn from this conference but also enjoy it & get to know delegates from other universities & share the knowledge.

Welcome to all delegates.

Denis Antonellie, Chairman

Agenda

Sunday 29 November			**Location**
12:00	16:00	Workshops	Various
Monday 30 November			
09:00	09:15	Welcome	Auditorium
09:15	10:00	Performance - Sounds of Computation	Auditorium
10:00	10:30	Morning Tea	QCA Courtyard
10:30	11:30	Performance - Kuuki & Paper Session 1	Various
11:30	13:00	Workshop - Unity Games Engine & Panel Sessions 1 & 2	Various
13:00	14:00	Lunch	QCA Courtyard
14:00	15:00	Keynote - This Is Not Your Fathers iPod	Auditorium
15:00	15:30	Afternoon Tea	QCA Courtyard
15:30	16:30	Paper Sessions 2 & 3	Various
19:00		Conference Dinner	Rydges Southbank
Tuesday 1 December			
09:00	09:15	Housekeeping	Recital Hall
09:15	10:15	Keynote - Sonic Babylon	Recital Hall
10:15	10:45	Morning Tea	QCA Courtyard
11:00	12:00	Keynote - In The Absence of Criticism	Auditorium
12:00	12:30	Performance - Video DJ	Auditorium
12:30	13:30	Lunch	QCA Courtyard
13:30	14:00	Demonstration - At Play & Paper Sessions 4 & 5	Various
14:00	15:00	Keynote - Bringing Down The Walls	Auditorium
15:00	15:30	Afternoon Tea	QCA Courtyard
15:30	16:30	Keynote - Creative People Wanted To Build Create Teams	Auditorium
		Free Night To Explore Brisbane	

Agenda (cont)

Wednesday 2 December

09:00	10:00	Facility Tours	Various
10:15	11:00	Performance - Nature/Nurture	Recital Hall
11:15	11:45	Morning Tea	QCA Courtyard
11:45	12:45	Keynote - Theres An mLearning App For That	Auditorium
12:45	13:30	Lunch	QCA Courtyard
13:30	14:30	Paper Session 6 & Panel Session 3	Various
14:30	15:00	Performance - Decibel	Auditorium
15:00	15:30	Close & Post-Mortem	Auditorium
15:45		Bus Departs To Brisbane Airport	Grey Street

Keynote Speakers

This is not your Fathers iPod
Monday 14:00 to 15:00 - Auditorium
Andrew Scott, Inudtrial Design, QUT

On 23 October, 2001, Apple Computer Inc. revealed the iPod to a shocked and incredulous computer industry. A US$400 MP3 player? Of course the iPod has gone on to establish itself as the heart of an extensive ecosystem of products and accessories, the first cultural icon of the twenty-first century. It is the natural inheritor of the mobile music legacy of Sony's Walkman and is remaking the company that produces it, now Apple Inc.. The apparently unstoppable iPod juggernaut continues to transform itself and everything it touches in the form of the iPhone.

Nearing the end of a two-year longitudinal survey of twenty people and their iPods I am, in a sense, writing the personal histories or biographies of these iPods. The research shows that iPods, and now iPhones, are adopted as cherished and often cosseted extensions of personality and lifestyle.

As an industrial designer I'm interested in what the iPod, and its progeny tell us about how we adopt and inhabit technology, how we integrate it into our lives, how it helps us construct who we are. Most of all the iPod can teach us about our relationships with our things and perhaps, ultimately, how to create artifacts and experiences that foster relationships that are more meaningful, less disposable and more enduring.

Keynote Speakers

Sonic Babylon
Tuesday 09:15 to 10:15 - Auditorium
Prof Bill Duckworth & Nora Farrell live from New York
(hosted by Prof Paul Draper, Griffith University)

Sonic Babylon is a global art project planting interactive gardens of sound.
The intent of Sonic Babylon is to surround the world with music, sounds, and stories, local and universal, ancient and of tomorrow, easily accessible on everyday mobile devices. Each garden grows in selected spaces within a community, bringing the music, sounds, and stories of that locale's past and present into the future, and allowing networked visitors access to a world beyond the world they see. The gardens hang invisibly in the air and may be both heard and shaped by visitors on their Wi-Fi-enabled mobile devices when they visit or pass through.

In the absence of Criticism
Tuesday 11:00 to 14:30 - Auditorium
Justin Macdonnell, ANZarts Institute
With Prof Paul Turnbull, UQ & Prof Kate Foy, USQ

What happens to society, culture and the arts when criticism is no longer in the public domain? What will we remember? Has the WWW killed the capacity of newspapers and the print media to stimulate criticism and public debate? What public records of critique, dissent and ideas will remain once the internet takes over? What traces of our blogs, flicker, twitter, MySpace and web pages will be left to history, or does it even matter if these records are struck off?

Media and Art at the National Gallery of Victoria. Bringing down the walls.
Tuesday 14:00 to 15:00 - Auditorium
Jean-Pierre Chabrol, National Gallery of Victoria

The NGV has an extensive range of multimedia displays and new technologies are now a common tool used by curators. This presentation will give an overview of the different technologies with practical cases showing some of the outcomes.

Keynote Speakers

Creative People Wanted to Build Creative Teams to Deliver Creative Tools for Creative Professionals

Tuesday 15:30 to 16:30 - Auditorium
Dr Daniel Woo, University of New South Wales

From 2004-2007, AudioNomad, an ARC Linkage project under the Synapse Initiative produced public artworks in locative media. In conjunction with audio artist Nigel Helyer, we produced sound art installations that were triggered by the location of the listener. The installations immersed the audience in a sound surround environment consisting of 12 channels of audio, creating the illusion that sound was coming from the environment.

To deliver these technologies and artistic outcomes requires creative teams that have can meet both technical and creative challenges. The goal is to go beyond developing an artwork but developing the tools that can sustain the on-going creation of artworks, thus empowering the creative artist with a means to explore and push the limits their chosen medium of choice. The cycle continues, with creative software designers creating the next generation of tools that will deliver the next incarnation of artistic endeavour.

In this talk I will describe the AudioNomad creative outputs and the underlying technologies. User centred design (UCD) is at the heart of the process so I will discuss why the UCD process should be part of all software development and strongly associated with the backend processes involved in artistic outcomes. Finally, I discuss how creativity of the team and their combined experience has influenced what we have been able to achieve.

"There's an mLearning app for that!" - An educators guide to developing applications for the iPhone & iPod Touch.

Wednesday 11:50 to 12:45 - Auditorium
John Burns, Director iKonstrukt

The iPhone is rapidly becoming the mLearning platform of choice worldwide and a non-technical background should not be a barrier to great pedagogical expertise on this device. Facilitated by the founder of iKonstrukt, the developers of Educate, this session is aimed at any educator who wishes to bring their iPhone app ideas into reality. Learn tips for scoping concepts, designing interfaces, managing contractors, liaising with Apple and marketing in the App Store. Ensure your professional input into what will most certainly be the number one mLearning platform for at least the next five years.

Performances

The sounds of computation?
Monday 09:15 to 10:00 - Auditorium
Andrew Sorensen, QUT
What does it mean to be an artist-programmer? What is computational art? What role does human agency play in generative content creation? These questions, and many more will be ignored during Andrew's presentation as he discusses new trends in computational art and some of his recent generative audiovisual projects.

Kuuki: the things we take for granted, but cannot live without.
Monday 10:30 to 11:30 - Auditorium
Gavin Sade, QUT
Kuuki is an art, design, and media production collective directed by Gavin Sade and Priscilla Bracks, based upon the Japanese concept of kuuki. Kuuki in Japanese commonly means air or atmosphere and is used colloquially to refer to "the things we take for granted, but can't live with out". This performance will survey how this concept is explored through several interactive media arts projects produced by Kuuki.

Video DJ
Tuesday 12:00 to 12:30 - Auditorium
Luke Toop
Luke shows the power of Quartz Composer as he DJs with archival footage and funky beats.

Nature/Nurture
Wednesday 10:15 to 11:00 - Recital Hall
Dr Rob Davidson, Uni of Qld
What is human nature? It's a question that won't go away. It fuels ongoing arguments amongst some of our best minds. Composer Robert Davidson makes music from these arguments, taking his melody from the spoken voices of scientists, writers and philosophers - people like Margaret Mead, ANU's Derek Freeman, Susan Blackmore, Steven Pinker, Richard Dawkins, Richard Lewontin, Stephen J. Gould, David Williamson, Peter Singer and Ian McEwan. Combining ABC Archive-supplied voice recordings with his performances on double bass, piano, guitar, voice and clarinet, Davidson explores, in humorous and multi-levelled ways, the heated conflicts and deep questions arising around who we are.

Decibel
Wednesday 14:30 to 15:00 - Auditorium
WAAPA @ Edith Cowan University
Decibel is Perth's freshest new music ensemble devoted to the nexus of acoustic and electronic instruments. The group was formed out of a desire to perform a range of music where electronic and acoustic instruments feature side by side and is dedicated to Australian music and emerging Western Australian composers.
http://decibel.waapamusic.com/

Panel Sessions

1 - What's the future for Universities in the virtual world?

Monday 11:30 to 13:00 - Auditorium
Chaired by Dr Allan Ellis, Southern Cross University

This panel discussion will explore what universities are currently doing with regard to teaching and learning using virtual world platforms such as Second Life(R). The panel members will outline activities at their respective universities then the session will be opened up for comments and questions from the audience.

2- Science visualization: Implications for and involvement with the creative arts

Monday 11:30 to 13:00 - Shipp Inn
Chaired by Aaron Tan, Uni of Qld (Centre for Educational Innovation and Technology)
with Photographer Steve Parish

The objective of this panel session is to engage engineers, scientists, physicists, writers, artists, graphic designers, visual communicators and others that rely upon visualisation as part of the critical thinking and problem solving process and gain a clear picture of the needs and challenges in improving current visualisation methods.

3 - iTunes U. Experience in anywhere, anytime content delivery. What's in it for the creative arts?

Wednesday 13:30 to 14:30 - Shipp Inn
Chaired by Prof Phil Long, Uni of Qld

iTunes U is now up and running in 12 ANZ higher education institutions with many more working on their sites. What are the implications for content creators in Creative Arts departments? Do podcasts actually impact learning outcomes? Phil will help share the experience of individuals who have worked on iTunes U sites as well as a skeptic outside of the university sector to answer these, and other, questions.

Paper Sessions

1 - Monday 10:30 to 11:30 - Shipp Inn

Inside-Out Flutes: The Emergence of the Transformative Meta-flautist

Jean Penny, Queensland Conservatorium Griffith University

This paper discusses the performance of music for flute and electronics from the perspective of the flautist, the impact of technological interventions and the new performative elements introduced by this genre.

Computer use in music for the pipe organ and real time dsp - or the music of Janus

Andrew Blackburn, Queensland Conservatorium Griffith University

In this paper, I will place contemporary practice in music for the pipe organ and dsp - both recorded and real time - into an historical context, explore how every pipe organ spatially and acoustically relates to the room in which it is placed, and quickly move to consider the musical tasks required of the computer, and how this is being achieved within current compositional practice.

2 - Monday 15:30 to 16:30 - Shipp Inn

Presentation of a New Media Work

Ben Hamblin, WAAPA. Edith Cowan Uni

The main concept behind the works is the attempt to redefine the common sonic perception of the clarinet, via the use of electronics, and Max/MSP in particular. I constructed four distinct sound ideas based around the clarinet's acoustics and ideas of general auditory perception. Four pieces are vastly different in their sonic aesthetic. Works convey varying sound worlds, using the clarinet and the laptop. Sounds are created live based on one acoustic source to create four unique pieces. The work is divided into four simple acoustic properties; the clarinets tone, the clarinets reverberant chamber, the clarinets body (and it's percussive qualities), and the acoustic space in which the clarinet is heard (and reverberant objects in the space that may differently perceive that sound). The construction of the work will be discussed.

The war on the critical edition Volume 1

Dr Kim Cunio, Queensland Conservatorium, Griffith University

This paper documents 2 methods of consciously working against the notion of a critical edition. The first is three recorded realisations of the prologue to Hildegard of Bingen's 12th Century music drama Ordu Virtutum, (ABC Classics 2007). Each realisation becomes an existing work in itself and sets to prove that early music notation allows the space for significant new composition

Paper Sessions

3 - Monday 15:30 to 16:30 - S02.6.38

Interactive Show Control with Riiwind: A Communications Protocol Mash Up for manipulating audio visual performance via remote

Tim Landauer, WAAPA, Edith Cowan Uni

Riiwind is a program developed to use in conjunction with a Nintendo Wii controller, an Apple Mac computer running Max/MSP and standard lighting and sound theatre technology set up in a performance space. It is coded to interpret physical gestures of performers or technicians using a Wii controller into audio and visual control formats that interface with a lighting desk, visual playback system and audio in a multi channel speaker configuration. A preconceived sound and lighting design can be controlled in ways not possible with more traditional methods of operation.

iPod USB Camera interactive exhibition utilising gestural audio/video control

Dr Barry Hill, RMIT

This presentation discusses an installation that will be on site. The software in this installation tracks audience members gestures via a live camera feed in the gallery space and triggers audio-visual controller commands. Three ipods suspended from the ceiling have interactive touch interfaces. Attendees will be able to interact with the work.

4 - Tuesday 13:30 to 14:00 - Shipp Inn

Authority 3.0: Toward a digital press for university-based musicians, and its role in validating ERA outputs

Paul Draper, Griffith Conservatorium of Music

This paper examines dilemmas for Australian music academics in terms of quantifying their research equivalence in the recent Federal government ERA preparations. To do so, short written statements and limited digital assets were offered in a trial evaluation framework somewhat disconnected from the original musical contexts and their meanings, yet this assessment model will increasingly impact upon career progression, esteem, and research funding in future ERA rounds. Consequently, this paper reviews the salient features of recent web 1.0 and web 2.0 activity to argue the case for a scholarly digital resource peer-review system as 'authority 3.0'.

Paper Sessions

5 - Tuesday 13:30 to 14:00 - S02.6.38

Waving creatively: An examination of Google Wave to facilitate collaboration in creative processes

Andrew Dekker, Dr Stephen Viller, Aaron Tan, University of Queensland

Current technologies to support collaboration rely on either synchronous or asynchronous communication at any given time and a combination of multiple tools is often used, which in turn can get in the way of the creative activity itself. This paper explores the barriers and challenges in using digital collaborative tools in the creative process. We examine the role of Google Wave in creative collaboration and its potential to become an environment to support conceptual phases of design, and document the creative process.
Finally we explore the potential of Wave, and how it can be extended to integrate with current creative workflows and design tools through the development of CocoaWave: a Mac OS X Wave client.

6 - Wednesday 13:30 to 14:30 - S02.6.37

Vertical Integration through Blended Learning: a whole-of-program case study

Matt Hitchcock, Queensland Conservatorium Griffith University

From 2004 -2008 this research project integrated a pedagogically embedded online whole of programme community designed discussion board. This reflected knowledge sharing structures occurring in professional workplaces through the vertical integration of knowledge, skills awareness and professional attributes in students.

iPrac - twittering to survive practicum

Dr Jason Zagami, Griffith University

This paper reports on student use of iPhones to maintain a strong social network during work integrated learning placements. Using the twitter micro blogging service and iPhone mobile devices, students were encouraged to share the 'trivia' of their placement experience and through this sharing of seemingly mundane experiences establish a supportive learning environment. The play associated with the use of mobile devices for social networking reduced inhibitions in student sharing of their work integrated learning experiences and promoted shared learning experiences that reduced individual perceptions of isolation and uncertainty.

Workshop & Demonstration

The Unity Game Engine

Monday 11:30 to 13:00 - S02.3.07 (Computer Lab)

Paris Buttfields-Addison & Jon Manning, University of Tasmania

Session attendees will get hands on experience with a real game development platform known as Unity. Unity provides a modern integrated development environment (IDE) for 3D content development on the Mac OS X desktop platform. It allows developers to assemble 3D games and simulations using a flexible drag-and-drop environment, and a fully integrated scripting environment, based on the JavaScript, Python and C# languages. Users develop on the OS X platform, and can deploy native applications to all OS X platforms, Microsoft Windows, the iPhone and the Nintendo Wii.

At Play – Students and Mobile Game Development

Tuesday 13:30 to 14:00 - Auditorium

Paris Buttfields-Addison & Jon Manning, University of Tasmania

This demonstration will introduce participants to the fundamentals of game development using modern development tools. The work from this student company will be highlighted.

Meals

Breakfast
Breakfast each day is at your own arrangements.

Morning & Afternoon Teas
Morning and afternoon teas will be served in the QCA Courtyard area outside. Toilets are located around the corner from the Auditorium.

Lunches
Lunch will be held in the QCA Courtyard area outside. Please note that the QCA Café is privately owned and operated and not part of the catering for CreateWorld. You are welcome to purchase food and beverages from the Café at your own cost.

Vegetarian and special meal options will be available during lunches and the dinner on Monday night only for those who have requested them.
Wireless internet access will be available in the break areas during the break times.

CreateWorld 2009 Dinner
On Monday night make the short walk to the Rydges SouthBank to join us for dinner on the 12th floor. With spectacular views over the Brisbane River towards the city we promise an enjoyable evening of good food and great company.

Please arrive by 7.00pm and you will be allocated a table.

You may find that people elsewhere in Australia are doing some interesting things with Apple technology. Share your knowledge, create some lasting friendships and enjoy yourself!

Rydges SouthBank
12th Floor Function Area
9 Glenelg Street, South Bank
Brisbane QLD 4101

Dinner will be a 3 course meal with dishes served as alternate drop. If you have requested a special meal (vegetarian, gluton free, etc) please let your waiter know when you sit down.

Dinner on Tuesday night is at your own arrangements. We encourage you to explore the SouthBank area and the numerous restaurants available locally.
www.visitsouthbank.com.au

General Information

Griffith University Security

Griffith Security Services operates a service centre next to the Auditorium. Phone Griffith Security on ext 7777 or call 1800 800 707.
For emergency situations please call 000.

Transport Contacts

Translink	13 12 30
www.translink.com.au	
Black & White Cabs	13 10 08
Yellow Cabs	13 19 24

Internet Access

Internet access will be via WiFi in the Auditorium and lunch areas.
Network Name (SSID):
CreateWorld2009
Username:
createworld2009
Password:
griffith

Banking & Retail Services

A number of ATM's are located within the SouthBank area. Local bank branches are located nearby in Brisbane across the river. Numerous retail shops and restuarants are located in the SouthBank area.
www.visitsouthbank.com.au

Airline Contacts

Qantas	13 13 13
VirginBlue	13 67 89
Regional Express	13 17 13
JetStar	13 15 38

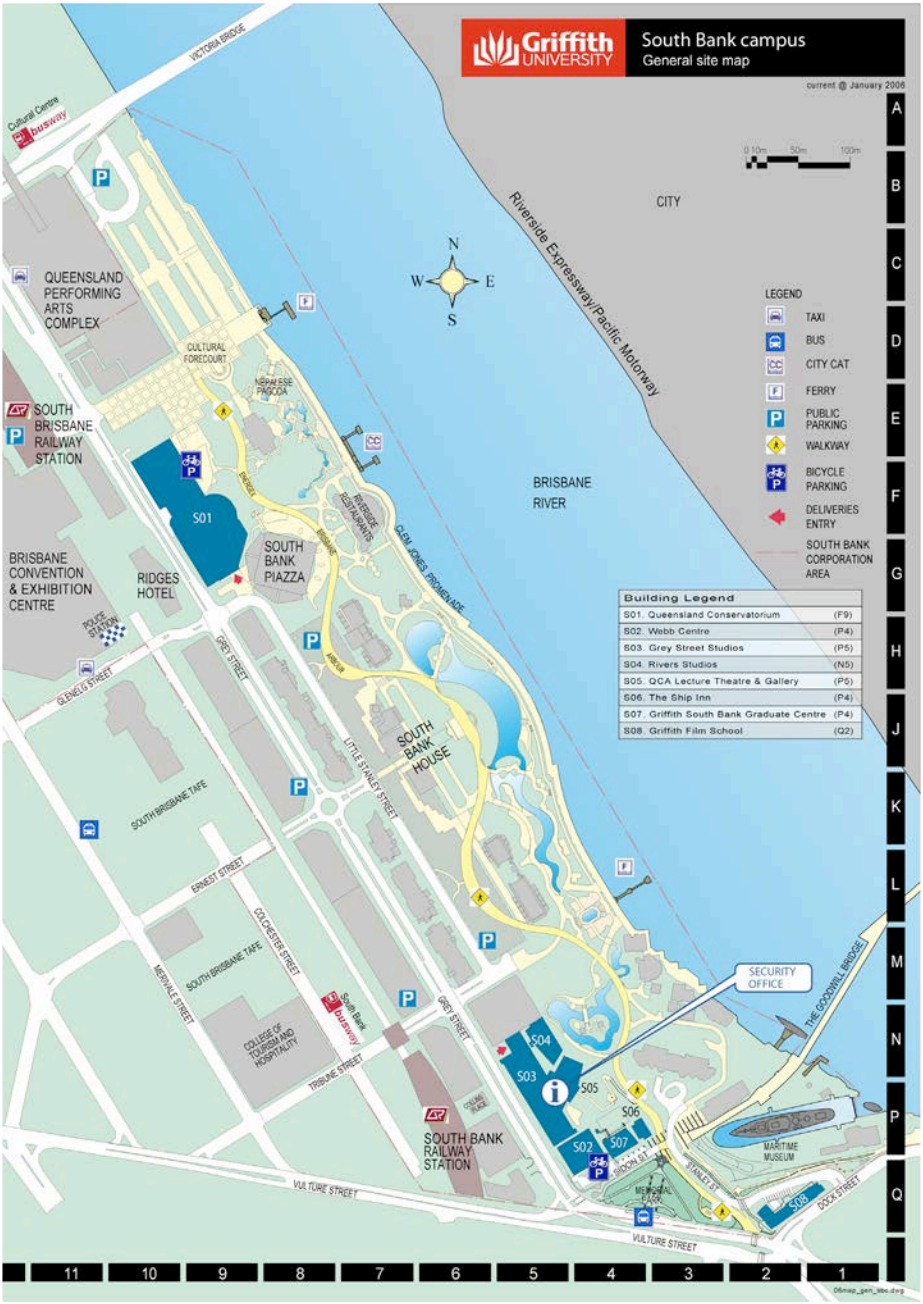
Accommodation Contacts

Rydges SouthBank	1300 857 922
Stamford Plaza	07 3221 1999
Quay West Suites	1800 672 726
Royal on the Park	1800 773 337

Organiser Contacts (Emergencies)

Andrew Jeffrey	04 0999 2019
Stephen Atherton	04 1102 0315

Griffith University & SouthBank Guide



Griffith University Room Locations

226 Grey Street, Southbank

Auditorium	- S05 Room 2.04
Shipp Inn	- S06 Room 2.02
Computer Labs	- S02 Level 3
Presentation Rooms	- S02 Level 6
Recital Hall	- S01 Conservatorium (10min walk)