## Program

### First Day: Monday May 21, 2012

<table>
<thead>
<tr>
<th>Time</th>
<th>Event</th>
<th>Presenters</th>
</tr>
</thead>
<tbody>
<tr>
<td>9:00-9:15</td>
<td>Opening Remarks</td>
<td>Georg Essl, Jason Corey</td>
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<tr>
<td>9:15-10:30</td>
<td>Keynote 1: David Wessel</td>
<td><em>Composing Instruments that we can Touch</em></td>
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<td>10:30-11:00</td>
<td>Coffee Break</td>
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<tr>
<td>11:00-12:30</td>
<td>Paper Session I – Actuation and Visualization (Ballroom)</td>
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<tr>
<td>11:00-11:25</td>
<td>Pencil Fields: An Expressive Low-Tech Performance Interface for Analog Synthesis</td>
<td><em>Palle Dahlstedt</em></td>
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<td>11:25-11:45</td>
<td>Left and right-hand guitar playing techniques detection</td>
<td><em>Loïc Reboursière, Otso Lähdeoja, Thomas Drugman, Stéphane Dupont, Cécile Picard-Limpens, Nicolas Riche</em></td>
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<td>11:45-12:10</td>
<td>Temporal Control In the EyeHarp Gaze-Controlled Musical Interface</td>
<td><em>Zacharias Vamvakousis, Rafael Ramirez</em></td>
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<td>12:10-12:30</td>
<td>Investigation of Gesture Controlled Articulatory Vocal Synthesizer using a Bio-Mechanical Mapping Layer</td>
<td><em>Johnty Wang, Nicolas d'Alessandro, Sidney Fels, Robert Pritchard</em></td>
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<tr>
<td>12:30-1:30</td>
<td>Lunch Break</td>
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</table>
1:30-2:30  Poster Session I (Koessler)

Towards Speeding Audio EQ Interface Building with Transfer Learning  
*Bryan Pardo, David Little, Darren Gergle*

Better Drumming Through Calibration: Techniques for Pre-Performance Robotic Percussion Optimization  
*Jim Murphy, Ajay Kapur, Dale Carnegie*

An Interface for Emotional Expression in Audio-Visuals  
*Kamer Ali Yuksel, Sinan Buyukbas, Elif Ayiter*

Play-A-Grill: Music to Your Teeth  
*Aisen Caro Chacin*

Interactive Mobile Music Performance with Digital Compass  
*Bongjun Kim, Woon Seung Yeo*

Multiple Pianolas in Antheil’s Ballet mécanique  
*Paul D. Lehrman*

A Component-Based Approach for Modeling Plucked-Guitar Excitation Signals  
*Raymond V. Migneco, Youngmoo E. Kim*

Graphic Score Grammars for End-Users  
*Alistair G. Stead, Alan F. Blackwell, Samuel Aaron*

Mapping to musical actions in the FILTER system  
*Doug Van Nort, Jonas Braasch, Pauline Oliveros*

Musician Assistance and Score Distribution (MASD)  
*Nathan Magnus, David Gerhard*

A Design Approach to Engage with Audience with Wearable Musical Instruments: Sound Gloves  
*Chi-Hsia Lai, Koray Tahiroglu*

A New Keyboard-Based, Sensor-Augmented Instrument for Live Performance  
*Red Wierenga*

Virtual Pottery: An Interactive Audio-Visual Installation  
*Yoon Chung Han, Byeong-jun Han*
A Survey and Thematic Analysis Approach as Input to the Design of Mobile Music GUIs  
*Atau Tanaka, Adam Parkinson, Zack Settel, Koray Tahiroglu*

Ecological considerations for participatory design of DMIs  
*A. Cavan Fyans, Adnan Marquez-Borbon, Paul Stapleton, Michael Gurevich*

Sensor Based Measurements of Musicians’ Synchronization Issues  
*T. Grosshauser, V. Candia, H. Hildebrandt, G. Tröster*

Gest-O: Performer Gestures Used to Expand the Sounds of the Saxophone  
*John Melo, Daniel Gómez, Miguel Vargas*

The Human Skin as an Interface for Musical Expression  
*Alexander Müller-Rakow, Jochen Fuchs*

Making Sound Synthesis Accessible to Children  
*Christoph Trappe*

Developing the Dance Jockey System for Musical Interaction with the Xsens MVN Suit  
*Ståle A. Skogstad, Kristian Nymoen, Yago de Quay, Alexander Refsum Jensenius*

Introducing CrossMapper: Another Tool for Mapping Musical Control Parameters  
*Liam O’Sullivan, Dermot Furlong, Frank Boland*

<table>
<thead>
<tr>
<th>1:30-2:30</th>
<th><strong>Posters &amp; Demos (Room B)</strong></th>
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</thead>
</table>
|           | Music for Flesh II: informing interactive music performance with the viscerality of the body system  
*Marco Donnarumma* |

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<tr>
<th>1:30-2:30</th>
<th><strong>Demos (Room C)</strong></th>
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|           | Simpletones: A System of Collaborative Physical Controllers for Novices  
*Francisco Zamorano* |

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<tr>
<th>1:30-2:30</th>
<th><strong>Demos (Henderson)</strong></th>
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|           | Sonik Spring  
*Tomás Henriques* |
DrumTop: Playing with Everyday Objects  
*Akito van Troyer*

The EMvibe: An Electromagnetically Actuated Vibraphone  
*N. Cameron Britt, Jeff Snyder, Andrew McPherson*

The ‘interactive Music Awareness Program’ (IMAP) for Cochlear Implant Users  
*Benjamin R. Oliver, Rachel M. van Besouw, David R. Nicholls*

SenSynth: a Mobile Application for Dynamic Sensor to Sound Mapping  
*Ryan McGee, Daniel Ashbrook, Sean White*

The Electrumpet, Additions and Revisions  
*Hans Leeuw*

Borderlands: An Audiovisual Interface for Granular Synthesis  
*Chris Carlson, Ge Wang*

1:30-2:30 Posters & Demos (Room D)

*Pedro Patricio*

The body as mediator of music in the Emotion Light  
*Adinda van ’t Klooster*

Studying Aesthetics of Interaction in a Musical Interface Design Process Through ‘Aesthetic Experience Prism’  
*Matti Luhtala, Markku Turunen, Ilkka Niemeläinen, Johan Plomp*

Sinkapater - An Untethered Beat Sequencer  
*Jiffer Harriman*

LoopJam: turning the dance floor into a collaborative instrumental map  
*Christian Frisson, Stéphane Dupont, Julien Leroy, Alexis Moinet, Thierry Ravet, Xavier Siebert, Thierry Dutoit*

PocoPoco: A Kinetic Musical Interface With Electromagnetic Levitation Units  
*Yuya Kikukawa, Takaharu Kanai, Tatsuhiko Suzuki, Toshiki Yoshiike, Tetsuaki Baba, Kumiko Kushiyama*
1:30-2:30 Posters & Demos (Michigan)

Augmented Piano Performance using a Depth Camera
Qi Yang, Georg Essl

TC-11: A Programmable Multi-Touch Synthesizer for the iPad
Kevin Schlei

Pencil Fields: An Expressive Low-Tech Performance Interface for Analog Synthesis
Palle Dahlstedt

The Planetarium as a Musical Instrument
Dale E. Parson, Phillip A. Reed

The JD-1: an Implementation of a Hybrid Keyboard/Sequencer Controller for Analog Synthesizers
Jeff Snyder, Andrew McPherson

Musical Interaction Design with the CUI32Stem: Wireless Options and the GROVE system for prototyping new interfaces
Dan Overholt

The Music Ball Project: Concept, Design, Development, Performance
Alexander Refsum Jensenius, Arve Voldsund

Many-Person Instruments for Computer Music Performance
Michael Rotondo, Nick Kruge, Ge Wang

Kritaanjali: A Robotic Harmonium for Performance, Pedagogy and Research
Ajay Kapur, Jim Murphy, Dale Carnegie

2:30-3:30 Paper Session II – Augmented Instruments I (Ballroom)

2:30-2:50 Further Developments in the Electromagnetically Sustained Rhodes Piano
Greg Shear, Matthew Wright
4:40-5:00  A Qualitative Evaluation of Augmented Human-Human Interaction in Mobile Group Improvisation
Roberto Pugliese, Koray Tahiрогlu, Callum Goddard, James Nesfield

3:10-3:30  The EMvibe: An Electromagnetically Actuated Vibraphone
N. Cameron Britt, Jeff Snyder, Andrew McPherson

3:30-4:00  Coffee Break

4:00-5:00  Paper Session III – Gesture (Ballroom)

4:00-4:20  Musical Interaction with Hand Posture and Orientation: A Toolbox of Gestural Control Mechanisms
Thomas Mitchell, Sebastian Madgwick, Imogen Heap

4:20-4:40  Digito: A Fine-Grain Gesturally Controlled Virtual Musical Instrument
Nicholas Gillian, Joseph A. Paradiso

4:40-5:00  VOICON: An Interactive Gestural Microphone For Vocal Performance
Yongki Park, Hoon Heo, Kyogu Lee

5:30-8:30  Banquet (Cobblestone Farm)

9:00-10:30  Evening Concert (Lydia Mendelssohn Theatre)

Floating Points II
Matthias Schneiderbanger, Michael Vierling

Water Birds
Maria Helmuth, Rebecca Danard

4 Hands iPhone
Atau Tanaka, Adam Parkinson

Aphasia
Mark Applebaum
Violent Dreams  
*Hans Leeuw, Diemo Schwarz*

the ellipsis catalog  
*Kevin Patton, Butch Rovan*

Clarinet (Albino Butterfly)  
*Martin Marier*

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**11:00**  
**Overnight Concert (North Quad Space 2435)**

Music for Sleeping & Waking Minds  
*Gascia Ouzounian, R. Benjamin Knapp, Eric Lyon, R. Luke DuBois*
Second Day: Tuesday May 22nd 2012

9:00-10:30 Paper Session IV (Tabletop/Multitouch/Laptop)

9:00-9:25 Towards fast multi-point force and hit detection in tabletops using mechanically intercoupled Force Sensing Resistors
Mathieu Bosi, Sergi Jordà

9:25-9:45 TouchKeys: Capacitive Multi-Touch Sensing on a Physical Keyboard
Andrew McPherson

9:45-10:05 Wicked Problems and Design Considerations in Composing for Laptop Orchestra
Luke Dahl

10:05-10:30 Collaborative Composition and Socially Constructed Instruments: Ensemble Laptop Performance Through the Lens of Ethnography
Graham Booth, Michael Gurevich

10:30-11:00 Coffee Break

11:00-12:30 Paper Session V (Machine Learning)

11:00-11:20 Unsupervised Play: Machine Learning Toolkit for Max
Benjamin D. Smith, Guy E. Garnett

11:20-11:45 Exploring Reinforcement Learning for Mobile Percussive Collaboration
Nate Derbinsky, Georg Essl

11:45-12:05 Liveness and Flow in Notation Use
Chris Nash, Alan Blackwell

12:05-12:30 Movement to Emotions to Music: Using Whole Body Emotional Expression as an Interaction for Electronic Music Generation
Alexis Clay, Nadine Couture, Elodie Decarsin, Myriam Desainte-Catherine, Pierre-Henri Vulliard, Joseph Larralde
12:30-1:30 Lunch Break

1:30-2:30 Posters Session II (Henderson)

The ‘Interface’ in Site-Specific Sound Installation
Kirsty Beilharz, Aengus Martin

Non-invasive sensing and gesture control for pitched percussion hyper-instruments using the Kinect
Shawn Trail, Michael Dean, Gabrielle Odowichuk, Tiago Fernandes Tavares, Peter Driessen, W. Andrew Schloss, George Tzanetakis

Real-time Modification of Music with Dancer’s Respiration Pattern
Jeong-seob Lee, Woon Seung Yeo

Performing experimental music by physical simulation
Julien Castet

Wireless Interactive Sensor Platform for Real-Time Audio-Visual Experience
Jia-Liang Lu, Da-Lei Fang, Yi Qin, Jiu-Qiang Tang

The Gesturally Extended Piano
William Brent

Electric Slide Organistrum
Martin Piñeyro

NIME Education at the HKU, Emphasizing performance
Hans Leeuw, Jorrit Tamminga

1:30-2:30 Posters & Demos (Michigan)

Granular Learning Objects for Instrument Design and Collaborative Performance in K-12 Education
Ivica Bukvic, Liesl Baum, Bennett Layman, Kendall Woodard

SABRe: The Augmented Bass Clarinet
Sébastien Schiesser, Jan C. Schacher
Bubble Drum-agog-ing: Polyrhythm Games & Other Inter Activities
Jay Alan Jackson

DIRTI - Dirty Tangible Interfaces
Matthieu Savary, Diemo Schwarz, Denis Pellerin

Direct and surrogate sensing for the Gyil african xylophone
Shawn Trail, Tiago Fernandes Tavares, Dan Godlovitch, George Tzanetakis

Temporal Control In the EyeHarp Gaze-Controlled Musical Interface
Zacharias Vamvakousis, Rafael Ramirez

1:30-2:30 Poster & Demo (Room B)

Tweet Harp: Laser Harp Generating Voice and Text of Real-time Tweets in Twitter
Ayaka Endo, Takuma Moriyama, Yasuo Kuhara

1:30-2:30 Posters & Demos (Room C)

MAGE – A Platform for Tangible Speech Synthesis
Maria Astrinaki, Nicolas d’Alessandro, Thierry Dutoit

Investigation of Gesture Controlled Articulatory Vocal Synthesizer using a Bio-Mechanical Mapping Layer
Johnty Wang, Nicolas d’Alessandro, Sidney Fels, Robert Pritchard

A Digital Mobile Choir: Joining Two Interfaces towards Composing and Performing Collaborative Mobile Music
Nicolas d’Alessandro, Aura Pon, Johnty Wang, David Eagle, Ehud Sharlin, Sidney Fels

1:30-2:30 Posters & Demos (Room D)

SoundStrand: Composing with a Tangible Interface for Composing Music with Limited Degrees of Freedom
Eyal Shahar

Approaches to Collaboration in a Digital Music Ensemble
Ian Hattwick, Kojiro Umezaki
The Sound Space as Musical Instrument: Playing Corpus-Based Concatenative Synthesis
*Diemo Schwarz*

<table>
<thead>
<tr>
<th>Time</th>
<th>Event Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>2:30-3:30</td>
<td><strong>Paper Session VI (Mobile)</strong></td>
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</tbody>
</table>
| 2:30-2:50  | Comparing Motion Data from an iPod Touch to an Optical Infrared Marker-Based Motion Capture System  
Kristian Nymoen, Arve Voldsund, Ståle A. Skogstad, Alexander Refsum Jensenius, Jim Torresen |
| 2:50-3:10  | massMobile - an Audience Participation Framework  
Nathan Weitzner, Jason Freeman, Stephen Garrett, Yan-Ling Chen |
| 3:10-3:30  | AuRal: A Mobile Interactive System for Geo-Locative Audio Synthesis  
Jesse Allison, Christian Dell |

<table>
<thead>
<tr>
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<tbody>
<tr>
<td>3:30-4:00</td>
<td><strong>Coffee Break</strong></td>
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<td>4:00-5:00</td>
<td><strong>Installation Time</strong></td>
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<td>5:00-7:00</td>
<td><strong>Dinner Break</strong></td>
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<tr>
<td>7:00-8:30</td>
<td><strong>Evening Concert (Lydia Mendelssohn Theatre)</strong></td>
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</tbody>
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|            | Of Dust and Sand  
*Per Bloland*                                                                 |
|            | Jack Walk  
*Scott Deal*                                                                  |
|            | Desamor I  
*Roberto Morales-Manzanares*                                                   |
|            | Flue  
*Bill Hsu*                                                                    |
Rachmaninoff-Wilson Medley
Jonathan Golove, Magnus Martensson

Thought.Projection
Robert Alexander, David Biedenbender, Anton Pugh, Suby Raman, Amanda Sari Perez, Sam L. Richards

Eigenspace
Mari Kimura, Tomoyuki Kato

Where Are You Standing?
Bongjun Kim, Woon Seung Yeo

9:00-10:30 Late Night Concert (Necto)

Pencil Fields
Palle Dahlstedt

Munich Eunuch
Daniel Brophy, Colin Labadie

Thunderclap For Six Kinetic Light Drums
Jenn Figg, Matthew McCormack, Paul Cox

InHands: Improvisation for Mobile Phones
Koray Tahirolu

Modified Attack
Levy Lorenzo

Music for Flesh II, interactive music for enhanced body
Marco Donnarumma
### Third Day: Wednesday May 23rd 2012

<table>
<thead>
<tr>
<th>Time</th>
<th>Session</th>
</tr>
</thead>
<tbody>
<tr>
<td>9:00-10:30</td>
<td><strong>Paper Session VII (Augmented Instruments II)</strong></td>
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<tr>
<td>9:00-9:20</td>
<td>Extracting Human Expression For Interactive Composition with the Augmented Violin</td>
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<td><em>Mari Kimura, Nicolas Rasamimanana, Frédéric Bevilacqua</em></td>
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<td>9:20-9:45</td>
<td>A Quantitative Comparison of Position Trackers for the Development of a Touch-less Musical Interface</td>
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<td><em>Gabriel Vigliensoni, Marcelo M. Wanderley</em></td>
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<tr>
<td>9:45-10:05</td>
<td>SABRe: The Augmented Bass Clarinet</td>
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<td><em>Sébastien Schiesser, Jan C. Schacher</em></td>
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<td>10:30-11:00</td>
<td><strong>Coffee Break</strong></td>
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<tr>
<td>11:00-12:15</td>
<td><strong>Keynote 2: David Huron</strong></td>
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<td></td>
<td><em>Sound in Action</em></td>
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<tr>
<td>11:00-12:15</td>
<td><strong>Keynote II: David Huron</strong></td>
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<td>12:15-1:30</td>
<td><strong>Lunch Break</strong></td>
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<tr>
<td>1:30-2:30</td>
<td><strong>Poster Session III (Koessler)</strong></td>
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<td>Real-Time Music Notation, Collaborative Improvisation, and Laptop Ensembles</td>
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<td><em>Sang Won Lee, Jason Freeman, Andrew Collela</em></td>
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<td>Drum Stroke Computing: Multimodal Signal Processing for Drum Stroke Identification and Performance Metrics</td>
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<td><em>Jordan Hochenbaum, Ajay Kapur</em></td>
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<td>A Comparative User Study of Two Methods of Control on a Multi-Touch Surface for Musical Expression</td>
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<td><em>Blake Johnston, Owen Vallis, Ajay Kapur</em></td>
</tr>
</tbody>
</table>
Tok! : A Collaborative Acoustic Instrument using Mobile Phones
*Sang Won Lee, Ajay Srinivasamurthy, Gregoire Tronel, Weibin Shen, Jason Freeman*

A Reactive Environment for Dynamic Volume Control
*Dalia El-Shimy, Thomas Hermann, Jeremy Cooperstock*

Palm-area sensitivity to vibrotactile stimuli above 1 kHz
*Lonce Wyse, Suranga Nanayakkara, Paul Seekings, Sim Heng Ong, Elizabeth Taylor*

Network spaces as collaborative instruments: WLAN trilateration for musical echolocation in sound art
*Stelios Manousakis*

Strategies for Engagement in Computer-Mediated Musical Performance
*James Nesfield*

EnActor: A Blueprint for a Whole Body Interaction Design Software Platform
*Vangelis Lympouridis*

Considering Audience’s View Towards an Evaluation Methodology for Digital Musical Instruments
*Jerônimo Barbosa, Filipe Calegario, Verônica Teichrieb, Geber Ramalho, Patrick McGlynn*

Development and Evaluation of a ZigFlea-based Wireless Transceiver Board for CUI32
*Jim Torresen, Øyvind N. Hauback, Dan Overholt, Alexander Refsum Jensenius*

Perfect Take: Experience design and new interfaces for musical expression
*Nicolas Makelberge, Álvaro Barbosa, André Perrotta, Luís Sarmiento Ferreira*

A Customizable Sensate Surface for Music Control
*Nan-Wei Gong, Nan Zhao, Joseph A. Paradiso*

LOLbot: Machine Musicianship in Laptop Ensembles
*Sidharth Subramanian, Jason Freeman, Scott McCoid*

Kugelschwung - a Pendulum-based Musical Instrument
*Jamie Henson, Benjamin Collins, Alexander Giles, Kathryn Webb, Matthew Livingston, Thomas Mortensson*
A Dimension Space for Evaluating Collaborative Musical Performance Systems  
Ian Hattwick, Marcelo Wanderley

Using a seeing/blindfolded paradigm to study audience experiences of live-electronic performances with voice  
Andreas Bergsland, Tone Åse

Exploring audio and tactile qualities of instrumentality with bowed string simulations  
Olivier Tache, Stephen Sinclair, Jean-Loup Florens, Marcelo Wanderley

Optoelectronic Acquisition and Control Board for Musical Applications  
Avrum Hollinger, Marcelo M. Wanderley

Bowing a vibration-enhanced force feedback device  
Marcello Giordano, Stephen Sinclair, Marcelo M. Wanderley

DIY Hybrid Analog/Digital Modular Synthesis  
Greg Surges

Patchwork: Multi-User Network Control of a Massive Modular Synthesizer  
Brian Mayton, Gershon Dublon, Nicholas Joliat, Joseph A. Paradiso

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1:30-2:30 **Demo (Room B)**

The Emotion in Motion Experiment: Using an Interactive Installation as a Means for Understanding Emotional Response to Music  
Javier Jaimovich, Miguel Ortiz, Niall Coghlan, R. Benjamin Knapp

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1:30-2:30 **Poster & Demo (Room C)**

Recontextualizing the Multi-touch Surface  
Patrick McGlynn, Victor Lazzarini, Gordon Delap, Xiaoyu Chen

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1:30-2:30 **Posters & Demos (Henderson)**
Unsupervised Play: Machine Learning Toolkit for Max
Benjamin D. Smith, Guy E. Garnett

TedStick: a Tangible Electrophonic Drumstick
Cory Levinson

Two Shared Rapid Turn Taking Sound Interfaces for Novices
Anne-Marie Skriver Hansen, Hans Jørgen Andersen, Pirkko Raudaskoski

Mobile Controls On-The-Fly: An Abstraction for Distributed NIMEs
Charles Roberts, Graham Wakefield, Matthew Wright

A Voice Interface for Sound Generators: Adaptive and Automatic Mapping of Gestures to Sound
Stefano Fasciani, Lonce Wyse

The Dual-Analog Gamepad as a Practical Platform for Live Electronics Instrument and Interface Design
Christopher Ariza

FutureGrab: A wearable synthesizer using vowel formants
Yoonchang Han, Jinsoo Na, Kyogu Lee

1:30-2:30 Posters & Demos (Room D)

Musician Maker: Play Expressive Music without Practice
John Buschert

Designing for Cumulative Interactivity: The derivations System
Benjamin Carey

Crossole: A Gestural Interface for Composition, Improvisation and Performance using Kinect
Sertan Sentürk, Sang Won Lee, Avinash Sastry, Anosh Daruwalla, Gil Weinberg

From the Eyes to the Ears
Zacharias Vamvakousis

Kinetic Light Drums / Community Beacons
Matthew McCormack, Jenn Figg

1:30-2:30 Posters & Demos (Michigan)
Designing Mappings for Musical Interfaces Using Preset Interpolation  
*Martin Marier*

TouchKeys: Capacitive Multi-Touch Sensing on a Physical Keyboard  
*Andrew McPherson*

Concept Tahoe: Microphone Midi Control  
*Dan Moses Schlessinger*

The Deckle Project: A Sketch of Three Sensors  
*Hongchan Choi, John Granzow, Joel Sadler*

Instant Instrument Anywhere: A Self-Contained Capacitive Synthesizer  
*David B. Gerhard, Brett Park*

Digito: A Fine-Grain Gesturally Controlled Virtual Musical Instrument  
*Nicholas Gillian, Joseph A. Paradiso*

Node and Message Management with the JunctionBox Interaction Toolkit  
*Lawrence Fyfe, Adam Tindale, Sheelagh Carpendale*

AuRal: A Mobile Interactive System for Geo-Locative Audio Synthesis  
*Jesse Allison, Christian Dell*

Empathetic Interactive Music Video Experience  
*Myunghee Lee, Youngsun Kim, Gerard Jounghyun Kim*

The Fingerphone: a Case Study of Sustainable Instrument Redesign  
*Adrian Freed*

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2:30-3:30 Paper Session VIII (Hardware platforms & toolkits)

2:30-2:50 Musical Interaction Design with the CUI32Stem: Wireless Options and the GROVE system for prototyping new interfaces  
*Dan Overholt*

2:50-3:10 The JD-1: an Implementation of a Hybrid Keyboard/Sequencer Controller for Analog Synthesizers  
*Jeff Snyder, Andrew McPherson*
3:10-3:30 To be inside someone else’s dream: On Music for Sleeping & Waking Minds
  *Gascia Ouzounian, R. Benjamin Knapp, Eric Lyon, R. Luke DuBois*

3:30-4:00 Coffee Break

4:00-5:00 Paper Session IX (Augmented Instruments III)

4:00-4:20 Techniques and Circuits for Electromagnetic Instrument Actuation
  *Andrew McPherson*

4:20-4:40 OMaxist Dialectics: Capturing, Visualizing and Expanding Improvisations
  *Benjamin Lévy, Georges Bloch, Gérard Assayag*

2:50-3:10 An Electronic Bagpipe Chanter for Automatic Recognition of Highland Piping Ornamentation
  *Duncan W. H. Menzies, Andrew McPherson*

7:00-8:30 Evening Concert (Lydia Mendelssohn Theatre)

  Motion-Influenced Composition
  *Eli Stine*

  Fragments
  *Thomas Ciufio*

  Fragmentation
  *Alberto Novello*

  Måne Havn (mounhoun): An Exploration of Gestural Language for Pitched Percussion
  *Shawn Trail, Thor Kell, Gabrielle Odowichuk*

  Texturologie 12: Gesture Studies
  *James Caldwell*

  Mimi: Multi-modal Interaction for Musical Improvisation
  *Isaac Schankler, Alexandre François, Elaine Chew*

  Ambiguous Devices
  *Paul Stapleton, Tom Davis*
<table>
<thead>
<tr>
<th>Time</th>
<th>Event</th>
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<tbody>
<tr>
<td>9:00-11:00</td>
<td><strong>Late Night Concert (Necto)</strong></td>
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<tr>
<td></td>
<td>The Theremin Orchestra</td>
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<td><em>Mercedes Blasco</em></td>
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<td>Stelaextraction</td>
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<td><em>Alexander Dupuis</em></td>
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<td>Fieldwork</td>
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<td><em>Christopher Burns</em></td>
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<td>four fragments—A Performance for Swarming Robotics</td>
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<td><em>Yuta Uozumi, Keisuke Oyama, Jun Tomioka, Hiromi Okamoto, Takayuki Kimura</em></td>
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<td>Sandbox#3.6</td>
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<td><em>Pierre Alexandre Tremblay</em></td>
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<td>DaisyLab, a Phonetic Deconstruction of Humankind</td>
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<td><em>Nicolas d’Alessandro, Diemo Schwarz</em></td>
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