



Workshop 1 - Isomorphism: The Simple Elegance of Music

Date

Friday 15/07/05

Time

0900hours

Venue

Seminar Room 7, Level 3, Z2 Creative Industries Precinct

Duration

90 minutes

Cost

ACMC05 delegates free; general public \$10, students \$5

Presenter

Jim Plamondon

Details

Thumtronics has discovered a unifying principle of music which it calls "isomorphism" (from the Greek roots for "same shape"). Combined with tonic solfa, the result is "isomorphic solfa," as embodied in Thumtronics' forthcoming electronic musical instrument, the Thummer™.

Dr. Sam Leong, Director of Music Education at UWA, wrote that "Throughout my work in music education for 30 years, I have not seen any innovation with as much potential to revolutionise music education as the Thummer and isomorphic solfa."

Ron Gorow, author of "Hearing and Writing Music," wrote that "This is a dramatic advance in music theory, possibly the most innovative in 300 years, since the introduction of the piano keyboard and equal temperament."

This workshop will explore the use of isomorphic solfa in keyboard design, music theory, notation, and pedagogy. Hyperbolic or historic? Come to this workshop to decide for yourself.

Presenter Bio: Jim Plamondon is CEO of Thumtronics Ltd., which is developing a new electronic musical instrument, the Thummer. His degrees are in geology and computer science, and his experience is in marketing, but his heart has always been in music.

Workshop 2 - Impromptu

Date

Friday 15/07/05

Time

0900hours

Venue

Computer Lab, Level 1, Z2 Creative Industries Precinct

Duration

90 minutes

Cost

ACMC05 delegates free; general public \$10, students \$5

Presenter

Andrew Sorensen

Details

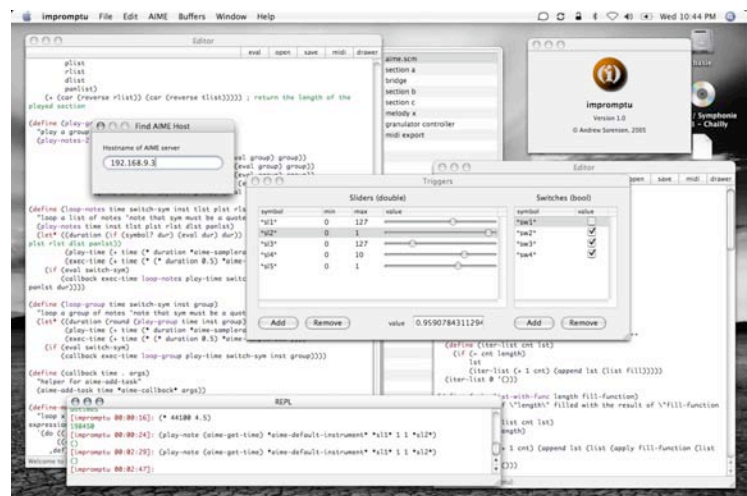
Impromptu is a new language for exploring live programming. Live programming, also known as real-time programming or on-the-fly programming, focuses attention on the exploration and development of algorithms at runtime. Impromptu provides an environment designed to allow performers to create, modify and extend running code.

Impromptu is a Scheme implementation incorporating a sample accurate scheduling engine, a shared multi-user runtime environment, sound synthesis/DSP libraries and an OSX IDE. Impromptu's main departure from other existing Lisp music systems is its shared runtime environment, ability to schedule code callbacks with sample-accuracy, and integrated audio processing.

This workshop will provide a brief overview of Impromptu's design and construction, followed by a hands on tutorial session which will introduce the Scheme language, Impromptu runtime and OSX IDE. Basic live programming techniques will also be discussed during the course of the workshop.

* Impromptu for OSX will be provided to all workshop attendees.

** The author will be happy to assist interested Windows and Linux users to install a command line only implementation before the workshop commences - pre-installing emacs is strongly recommended for command line users.



Workshop 3 - Working inside the system

Date

Friday 15/07/05

Time

1100hours

Venue

Seminar Room 7, Level 3, Z2 Creative Industries Precinct

Duration

90 minutes

Cost

ACMC05 delegates free; general public \$10, students \$5

Presenter

Jeremy Yuille

Details

Working with IT in institutions poses specific issues like: centralisation of support and resources, locking down of administrator access to those resources etc

These issues can lead to long term pedagogical problems, like planning curriculum around centralised time lines and the teaching of IT skills in humanities or design programs.

This workshop will explore some models for 'working inside the system' by presenting a number of small case studies and brainstorming possible ways for academics and IT support to work together.

Workshop 4 - The worlds first Networked Improvisational Musical Environment (NIME) for children.

Date

Friday 15/07/05

Time

1330hours

Venue

Computer Lab, Level 1, Z2 Creative Industries Precinct

Duration

90 minutes

Cost

ACMC05 delegates free; general public \$10, students \$5

Presenter

Dr Steve Dillon

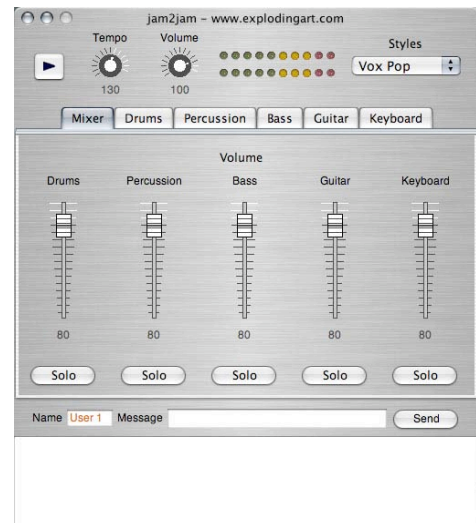
Details



jam2jam music technology workshop for children and teachers.

jam2jam is an application that generates music that you can control while it plays. Even better, you can connect via a network with your friends who have *jam2jam* to jointly control the music. Jam just like a band, but without the need to complex instrumental skills.

jam2jam was designed to promote meaningful music making with computers for musicians of all ages. The basic philosophy is to experiment and listen to the sounds you make and participate in making great grooves either on your own or with others. The key to success is to take risks, be creative and listen to the sounds that your actions make. We hope you enjoy playing with it as much as we did making it. Look out for new styles and versions at: <http://www.explodingart.com/> .



Experience the latest in music learning at a 1 1/2 hour workshop.

jam2jam was designed and developed by: Andrew Brown, Andrew Sorensen & Steve Dillon

Workshop 5 - AudioMulch Interactive Music Studio Clinic

Date

Friday 15/07/05

Time

1530hours

Venue

Computer Lab, Level 1, Z2 Creative Industries Precinct

Duration

90 minutes

Cost

ACMC05 delegates free; general public \$10, students \$5

Presenter

Ross Bencina

Details

Addressed to all levels of expertise, this workshop presented by AudioMulch's creator Ross Bencina will quickly bring beginners up to speed with this intuitive software environment and also covers some of the more esoteric features that even the most seasoned mulchista will find interesting. Expect practical applications and performance strategies in interactive sound design and processing, demonstrations of patches that Ross uses in performance, and an overview of the recently added Metasurface. Audience interaction guaranteed!

AudioMulch Interactive Music Studio is software for Windows PCs which allows sound to be generated and transformed in novel and musically expressive ways. AudioMulch is used on stage and in the studio. It's distributed as Shareware and can be downloaded from <http://www.audiomulch.com>