

Soundscaper

Jared Lamenzo, Mohit Santram,
Kuan Huan, Maia Marinelli

Mediated Spaces
225 East 4th St.
New York, NY 10009
917-405-4352

jared@mediatedspaces.com

Biographical information

The Soundscaper team has worked on many interactive projects and large-scale installations. The four met at NYU's Interactive Telecommunications Program. Their work collectively has been covered in The New York Times, Popular Science, The Village Voice, New York Metro, C|NET and others, and has been displayed at the Chelsea Art Museum, Sony Wonder Tech Lab, Eyebeam, 3rd Ward (Brooklyn), Proflux (RI), VIDEOFORMES (France), China Digital Entertainment Festival, New York University, University of British Columbia, Svevo Castle (Italy), DUMBO Arts Festival, Refusalon Gallery (San Francisco), STYLIN Festival (Miami), Schautankstelle Gallery (Berlin), Merce Cunningham Studio, Rockefeller Center, and many others.

Description of Piece

As John Cage demonstrated, even in silence, there is sound all around us. By detaching sound from observable cues, recordings often reveal more about our surroundings than passive hearing, i.e., the sound of industrialized society masking the natural world, and vice-versa. The Soundscaper is a tool to make geo-tagged recordings, entered from a mobile device. The soundscapes of cities and savannahs can be captured for later listening and manipulation, by increasingly sophisticated mobile devices. For NIME, we intend to walk around the city and the sea to create a Genovese soundscape using Nokia N95 phones—the sound of ships, church bells, factories, parks, buoys, etc. These recordings can be used for sound games in which people are sent out to find or retrieve specific sounds, games of hear-and-see, and other applications.

The SoundScaper widget contains a “See Waypoints” section and a “New Waypoint” section. The database contains a list of “Waypoints” entered by users. Users can enter new recordings, attached to a Waypoint, with a description of the sound. The database stores date and time information, and a Web page lists the sounds available for listening and download. N.B. The application does not operate on all networks in all countries. The only technical requirements are phones that run our widget, and small condenser microphones. A project description may be found at <http://mediatedspaces.com/soundscaper/> and a video at <http://mediatedspaces/lib/mov/soundscaperlow.mov>.

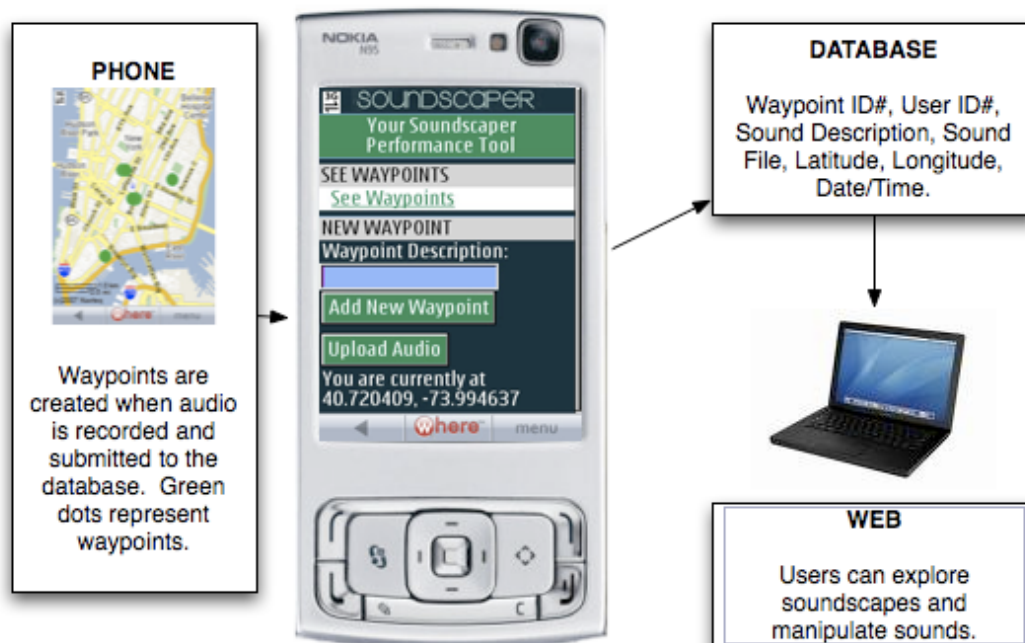


figure i. Major components of the Soundscaper.