

Wednesday 16th June

0800-0900	REGISTRATION UTS University Hall UTS Science Building Ground Floor 745 Harris Street Ultimo		
0900-1030	Controllers and Interfaces for Musical Expression A1-A5 UTS University Hall UTS Science Building 745 Harris Street Ultimo	1400-1530	Sonification C1-C5 UTS University Hall UTS Science Building Ground Floor 745 Harris Street Ultimo
A1	A Shift Towards Iterative and Open-Source Design for Musical Interfaces Owen Vallis, Jordan Hochenbaum and Ajay Kapur	C1	Cuebert: A New Mixing Board Concept for Musical Theatre Noah Liebman, Michael Nagara, Jacek Spiewla and Erin Zolkosky
A2	UnitInstrument: Easy Configurable Musical Instruments Yutaro Maruyama, Yoshinari Takegawa, Tsutomu Terada and Masahiko Tsukamoto	C2	Dynamic Interactivity Inside the AlloSphere Charles Roberts, Matthew Wright, JoAnn Kuchera-Morin, Lance Putnam and Graham Wakefield
A3	The Loudspeaker as Musical Instrument Jos Mulder	C3	Creating Meaningful Melodies from Text Messages Florian Alt, Alireza Sahami, Albrecht Schmidt, Stefan Legien and Julian Mennenöh
A4	An Ultrasound Based Instrument Generating Audible and Tactile Sound Miha Ciglar	C4	Epi-thet: A Musical Performance Installation and a Choreography of Stillness Tim Humphrey, Madeleine Flynn and Jesse Stevens
A5	Neurohedron: A Nonlinear Sequencer Interface Ted Hayes	C5	From Mozart to MIDI: A Rule System for Expressive Articulation Tilo Hähnel
1030-1100	Break	1530-1600	Break
1100-1230	Software Tools and Design B1-B5 UTS University Hall UTS Science Building Ground Floor 745 Harris Street Ultimo	1600-1700	Mobile Technologies (Full Papers) D1-D3 UTS University Hall UTS Science Building Ground Floor 745 Harris Street Ultimo
B1	Designing Custom-made Metallophone with Concurrent Eigenanalysis Nobuyuki Umetani, Kenshi Takayama, Jun Mitani and Takeo Igarashi	D1	Designing Mobile Musical Instruments and Environments with UrMus Georg Essl and Alexander Mueller
B2	Freepad: A Custom Paper-based MIDI Interface Sungkuk Chun, Andrew Hawryshkewich, Keechul Jung and Philippe Pasquier	D2	Evolving the Mobile Phone Orchestra Jieun Oh, Jorge Herrera, Nicholas J. Bryan, Luke Dahl and Ge Wang
B3	Music Programming in Minim J. Anderson Mills III, Damien Di Fede and Nicolas Brix	D3	Mapping Out Instruments, Affordances, and Mobiles Atau Tanaka
B4	An Epistemic Dimension Space for Musical Devices Thor Magnusson		
B5	Investigating the Potential for Shared Agency Using Enactive Interfaces A. Baki Kocaballi, Petra Gemeinboeck and Robert Saunders		
1230-1400	Lunch	Poster / Demo Session N1-N20 UTS Design Studios Level 7 UTS Peter Johnson Building (DAB) 702-730 Harris Street, Ultimo	

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0800-0900	REGISTRATION UTS University Hall UTS Science Building Ground Floor 745 Harris Street Ultimo		
0900-1030	Computational Interfaces and Methods E1-E5 UTS University Hall UTS Science Building Ground Floor 745 Harris Street Ultimo	1400-1530	New Interfaces and Robotic Music G1-G5 UTS University Hall UTS Science Building Ground Floor 745 Harris Street Ultimo
E1	Composing For Improvisation with Chaotic Oscillators Mark Havryliv	G1	ScoreLight: Playing with a Human-sized Laser Pickup Alvaro Cassinelli, Yusaku Kuribara, Alexis Zerroug, Masatoshi Ishikawa and Daito Manabe
E2	Beatback: A Real-time Interactive Percussion System for Rhythmic Practise and Exploration Andrew Hawryshkewich, Philippe Pasquier and Arne Eigenfeldt	G2	Disky: A DIY Rotational Interface with Inherent Dynamics Karl Yerkes, Greg Shear and Matt Wright
E3	Style and Constraint in Electronic Musical Instruments Adnan Marquez-Borbon, Michael Gurevich and Paul Stapleton	G3	Development of the Waseda Saxophonist Robot and Implementation of an Auditory Feedback Control Jorge Solis, Klaus Petersen, Tetsuro Yamamoto, Masaki Takeuchi, Shimpei Ishikawa, Atsuo Takanishi and Kunimatsu Hashimoto
E4	LUSH: An Organic Eco+Musical System Hongchan Choi and Ge Wang	G4	A Pedagogical Paradigm for Musical Robotics Ajay Kapur and Michael Darling
E5	TwinkleBall: A Wireless Musical Interface for Embodied Sound Media Tomoyuki Yamaguchi, Tsukasa Kobayashi, Anna Ariga and Shuji Hashimoto	G5	A Robot Musician Interacting with a Human Partner through Initiative Exchange Ye Pan, Min-Gyu Kim and Kenji Suzuki
1030-1100	Break	1530-1600	Break
1100-1230	Musical Mapping Strategies F1-F5 UTS University Hall UTS Science Building Ground Floor 745 Harris Street Ultimo	1600-1700	Mobile Technologies (Short Papers) H1-H4 UTS University Hall UTS Science Building Ground Floor 745 Harris Street Ultimo
F1	Expression and Spatial Motion: Playable Ambisonics Joanne Cannon and Stuart Favilla	H1	Introducing L2Ork: Linux Laptop Orchestra Ivica Bukvic, Tom Martin, Eric Standley and Michael Matthews
F2	Contrary Motion: An Oppositional Interactive Music System Nick Collins	H2	MoMu: A Mobile Music Toolkit Nicholas J. Bryan, Jorge Herrera, Jieun Oh and Ge Wang
F3	Images as Spatial Sound Maps Etienne Deleflie and Greg Schiemer	H3	Sound Bounce: Physical Metaphors in Designing Mobile Music Performance Luke Dahl and Ge Wang
F4	Relationship-Based Instrument Mapping of Multi-Point Data Streams Using a Trackpad Interface Kevin Schlei	H4	Use the Force (or something): Pressure and Pressure-Like Input for Mobile Music Performance Georg Essl, Michael Rohs and Sven Kratz
F5	Instrumentalizing Synthesis Models Lonca Wyse and Nguyen Dinh Duy		
1230-1400	Lunch	Poster / Demo Session H1-H20 UTS Design Studios Level 7 UTS Peter Johnson Building (DAB) 702-730 Harris Street, Ultimo	

Friday 18th June | *Two concurrent sessions are shown here. Participants need to choose which stream they will attend.*

0800-0900	REGISTRATION UTS University Hall UTS Science Building Ground Floor 745 Harris Street Ultimo		
0900-1000	Keynote Nicolas Collins UTS University Hall UTS Science Building Ground Floor 745 Harris Street Ultimo		
1000-1130	Controllers for Collaborative Performance J1-J5 UTS University Hall UTS Science Building Ground Floor 1745 Harris Street Ultimo	1000-1130	Augmented Instruments K1-K5 Bon Marche Studio UTS Bon March Building Level 1 755 Harris St, Ultimo
J1	Dislocated Sound: A Survey of Improvisation in Networked Audio Platforms Roger Mills	K1	Glitch Delighter: Lighter's Flame Base Hyper-Instrument for Glitch Music in Burning The Sound Performance Rudolfo Quintas
J2	DRILE: An Immersive Environment for Hierarchical Live-looping Florent Berthaut, Myriam Desainte-Catherine and Martin Hachet	K2	Augmenting the Acoustic Piano with Electromagnetic String Actuation and Continuous Key Position Sensing Andrew McPherson and Youngmoo Kim
J3	Hey Man, You're Invading my Personal Space! Privacy and Awareness in Collaborative Music Robin Fencott and Nick Bryan-Kinns	K3	Developing a Hybrid Contrabass Recorder Resistances, Expression, Gestures and Rhetoric Cesar Villavicencio
J4	Cross-Artform Performance Using Networked Interfaces: Last Man to Die's Vital LMTD Charles Martin, Benjamin Forster and Hanna Cormick	K4	The Bowed Tube: A Virtual Violin Alfonso Perez
J5	Evaluating the Subjective Effects of Microphone Placement on Glass Instruments Alexander Refsum Jensenius, Kjell Tore Innervik and Ivar Frounberg	K5	Multimodal Musician Recognition Jordan Hochenbaum, Ajay Kapur and Matthew Wright
1130-1200	Break		
1200-1300	Panel Session UTS University Hall UTS Science Building Ground Floor 1745 Harris Street Ultimo		
1300-1400	Lunch	Poster / Demo Session Q1-Q15 UTS Design Studios Level 7 UTS Peter Johnson Building (DAB) 702-730 Harris Street, Ultimo	
1400-1530	Live Performance, Algorithms and Rendering P1-P5 UTS University Hall UTS Science Building Ground Floor 1745 Harris Street Ultimo	1400-1530	Gesture and Music L1-L5 Bon Marche Studio UTS Bon March Building Level 1 755 Harris St, Ultimo
P1	"VirtualPhilharmony": A Conducting System with Heuristics of Conducting an Orchestra Takashi Baba, Mitsuyo Hashida and Haruhiro Katayose	L1	A Left Hand Gesture Caption System for Guitar Based on Capacitive Sensors Enric Gaus, Tan Ozaslan, Eric Palacios and Josep Lluís Arcos
P2	New Sensors and Pattern Recognition Techniques for String Instruments Tobias Grosshauser, Ulf Großekathöfer and	L2	Support Vector Machine Learning for Gesture Signal Estimation with a Piezo-Resistive Fabric Touch Surface

	Thomas Hermann		Andrew Schmeder and Adrian Freed
P3	Expressive Articulation for Synthetic Music Performances Tilo Hähnel and Axel Berndt	L3	Motion to Gesture To Sound: Mapping for Interactive Dance Jan Schacher
P4	Network Jamming: Distributed Performance using Generative Music Andrew Brown	L4	Generative Improvisation & Interactive Music Project (GIIMP) Ian Whalley
P5	Glass Instruments: From Pitch to Timbre Ivar Frounberg, Kjell Tore Innervik and Alexander Refsum Jensenius	L5	Searching for Cross-individual Relationships between Sound and Movement Features Using an SVM Classifier Kristian Nymoen, Kyrre H. Glette, Ståle A. Skogstad, Alexander R. Jensenius and Jim Tørresen
1530-1600	Break		
1600-1700	Sensor and Actuator Technologies M1-M4 UTS University Hall UTS Science Building Ground Floor 1745 Harris Street Ultimo		
M1	A Malleable Interface for Sonic Exploration Chris Kiefer		
M2	OSC Virtual Controller Victor Zappi, Andrea Brogni and Darwin Caldwell		
M3	Extending the Soundcard for Use with Generic DC sensors - Demonstrated by Revisiting a Vintage ISA Design Smilen Dimitrov		
M4	Disembodied and Collaborative Musical Interaction in the Multimodal Brain Orchestra Sylvain Le Groux, Jonatas Manzolli and Paul F.M.J Verschure		

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1230-1400	Poster / Demo Session N1-N20 UTS Design Studios Level 7 UTS Peter Johnson Building (DAB) 702-730 Harris Street, Ultimo
N1	Designing Expressive Musical Interfaces For Tabletop Surfaces Jordan Hoehenbaum, Owen Vallis, Dimitri Diakopoulos, Jim Murphy and Ajay Kapur
N2	Controllable Untouchableness Yoichi Nagashima
N3	Jamming Gear So Kanno
N4	SensIT_II Tobias Großhauser
N5	Toward Algorithmic Composition of Expression in Music Using Fuzzy Logic Wendy Suiter
N6	Expressive Wearable Sonification and Visualisation: Design and Evaluation of a Flexible Display Kirsty Beilharz, Andrew Vande Moere, Barbara Stiel, Claudia Calo, Martin Tomitsch and Adrian Lombard
N7	Understanding and Evaluating User Centred Design in Wearable Expressions Jeremiah Nugroho and Kirsty Beilharz
N8	Online Map Interface for Creative and Interactive Music-Making Sihwa Park, Seunghun Kim, Samuel Lee and Woon Seung Yeo
N9	Analysis of Piano Playing Movements Spanning Multiple Touches Aristotelis Hadjakos and Max Mühlhäuser
N10	Designing a Shareable Musical TUI Sebastian Heinz
N11	Visualizations and Interaction Strategies for Hybridization Interfaces Adrian Freed, John MacCallum, Andrew Schmeder and David Wessel
N12	ANTracks 2.0 - Generative Music on Multiple Multitouch Devices Björn Wöldecke, Chris Geiger, Holger Reckter and Florian Schulz
N13	Hé(和): Calligraphy as a Musical Interface Laewoo Kang and Hsin-Yi Chien
N14	The Sponge : a Flexible Interface Martin Marier
N15	SurfaceMusic: Mapping Virtual Touchbased Instruments to Physical Models Lawrence Fyfe, Sean Lynch, Carmen Hull and Sheelagh Carpendale
N16	Mechanisms for Controlling Complex Sound Sources: Applications to Guitar Feedback Control Aengus Martin, Sam Ferguson and Kirsty Beilharz
N17	Wireless Sensor Data Collection Based on ZigBee Communication Jim Torresen, Eirik Renton and Alexander Refsum Jensenius
N18	Synchronization of Multimodal Recordings for Musical Performance Research Javier Jaimovich and R. Benjamin Knapp
N19	POLLEN: A Multimedia Interactive Network Installation Giuseppe Torre, Mark O'Leary and Brian Tuohy
N20	Irregular Incurve Xiaoyang Feng

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O1	Freepad: A Custom Paper-based MIDI Interface Sungkuk Chun, Andrew Hawryshkewich, Keechul Jung and Philippe Pasquier
O2	Peacock: A Non-haptic 3D Performance Interface Chikashi Miyama
O3	Associating Emoticons with Musical Genres Jukka Holm, Harri Holm and Jarmo Seppänen
O4	Untouchable Instrument "Peller-Min" Yoichi Nagashima
O5	Ground Me! An Interactive Sound Art Installation Javier Jaimovich
O6	Mmmmm: A Multi-modal Mobile Music Mixer Norma Saiph Savage, Syed Reza Ali, Norma Elva Chavez and Rodrigo Savage
O7	An Interactive Responsive Skin for Music Performers, AIDA Chih-Chieh Tsai, Cha-Lin Liu and Teng-Wen Chang
O8	Interactional Sound and Music: Listening to CSCW, Sonification, and Sound Art Nick Bryan-Kinns, Robin Fencott, Oussama Metatla, Shahin Nabavian and Jennifer Sheridan
O9	Using IR Optical Marker Based Motion Capture for Exploring Musical Interaction Ståle A. Skogstad, Alexander Refsum Jensenius and Kristian Nymoen
O10	"playing_robot": An Interactive Sound Installation in Human-Robot Interaction Design for New Media Art Pieter Coussemment, Benjamin Buch, Lueder Schmidt, Uwe Seifert, Jin Hyun Kim, Son-Hwa Chang and Jochen Arne Otto
O11	Multimodal Guitar: A Toolbox For Augmented Guitar Performances Loïc Reboursière, Christian Frisson, Otso Lähdeoja, J. Anderson Mills III, Cécile Picard and Todor Todoroff
O12	The GRIP MAESTRO: Idiomatic Mappings of Emotive Gestures for Control of Live Electroacoustic Music Michael Berger
O13	Sonic Virtual Reality Game: How Does Your Body Sound? Kimberlee Headlee, Tatyana Koziupa and Diana Siwiak
O14	Auditory Masquing: Wearable Sound Systems for Diegetic Character Voices Alex Stahl and Patti Clemens
O15	The Ghost: An Open-source, User Programmable MIDI Performance Controller Paul Rothman
O16	Towards a Taxonomy of Realtime Interfaces for Electronic Music Performance Garth Paine
O17	Humanaquarium: A Participatory Performance System Robyn Taylor, Guy Schofield, John Shearer, Pierre Boulanger, Jayne Wallace and Patrick Olivier
O18	Interactive Music Studio: The Soloist Hyun-Soo Kim, Je-Han Yoon and Moon-Sik Jung
O19	Surfing the Waves: Live Audio Mosaicing of an Electric Bass Performance as a Corpus Browsing Interface Pierre Alexandre Tremblay and Diemo Schwarz
O20	Examining the Spectator Experience A.Cavan Fyans, Michael Gurevich and Paul Stapleton
O21	A Malleable Interface for Sonic Exploration Chris Kiefer

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1230-1400	Poster / Demo Session Q1-Q15 UTS Design Studios Level 7 UTS Peter Johnson Building (DAB) 702-730 Harris Street, Ultimo
Q1	Sonic Beams / Acoustic Shadows Miha Ciglar and Nika Autor
Q2	Human Machine Music Barry Hill and Joshua Batty
Q3	Musical Exoskeletons: Experiments with a Motion Capture Suit Nick Collins, Chris Kiefer, Zeeshan Patoli and Martin White
Q4	The Helio: A Study of Membrane Potentiometers and Long Force Sensing Resistors for Musical Interfaces James Murphy, Ajay Kapur and Carl Burgin
Q5	FerroSynth: A Ferromagnetic Music Interface Stuart Taylor and Jonathan Hook
Q6	P[a]ra[pra]xis: Towards Genuine Realtime 'Audiopoetry' Mei-Ling Dubrau and Mark Havryliv
Q7	ImprovGenerator: Online Grammatical Induction for On-the-Fly Improvisation Accompaniment Kris Kitani and Hideki Koike
Q8	DeviceCycle: Rapid and Reusable Prototyping of Gestural Interfaces, Applied to Audio Browsing by Similarity Christian Frisson, Stéphane Dupont, Xavier Siebert, Damien Tardieu, Thierry Dutoit and Benoit Macq
Q9	Reflective Haptics: Resistive Force Feedback for Musical Performances with Stylus-Controlled Instruments Alexander Müller, Fabian Hemmert, Götz Wintergerst and Ron Jagodzinski
Q10	Revisiting Cagean Composition Methodology with a Modern Computational Implementation Alison Mattek, Mark Freeman and Eric Humphrey
Q11	Movement in a Contemporary Dance Work and its Relation to Continuous Emotional Response Sam Ferguson, Emery Schubert and Catherine Stevens
Q12	Gesture Controlled Virtual Instrument with Dynamic Vibrotactile Feedback Teemu Ahmaniemi
Q13	Creating Integrated Music and Video for Dance: Lessons Learned and Lessons Ignored Jeffrey Hass
Q14	Packages for ArtWonk: New Mathematical Tools for Composers Warren Burt
Q15	Wiiolin: A Virtual Instrument Using the Wii Remote Jace Miller and Tracy Hammond
Q16	The Planets Max Meier and Max Schraner