

# NETWORKED INTERFACES WORKSHOP

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## ABSTRACT

Networks have become an fundamental component of the world's cultures and economies. The amount of information transferred over the internet is expanding at an exponential rate. New devices and form factors that utilize these connections are being introduced into markets at an ever increasing rate. Soon augmented reality technologies such as wearable computers will become common place and not just users, but the world itself will become a denizen of the global village. For these reasons network technologies are becoming increasingly important. This workshop will introduce participants to fundamental concepts of networking and guide them through the process of programming a networked interface. In the process, key skills will be learned that can be applied in further projects, which will serve to further connect and enrich our global village.

## 1. WORKSHOP DETAILS

This workshop will introduce fundamental networking concepts to the participants as well as the necessary skills to apply networking techniques and technologies to their projects, be they hardware or software. Participants need only a basic background in programming as the Processing environment, a lightweight Java based graphics framework which will be used throughout, greatly simplifies many technicalities of graphics programming. Interested parties include musicians, artists, developers, game designers, instrument makers, clothes designers and anyone else interested in harnessing the power of the internet in their creations. The workshop will last three hours, culminating in the creation of a network based graphics program, and the skills learned to make that possible. If participants have any questions regarding the workshop, feel free to contact the instructor at C.Mckinney@sussex.ac.uk

## 2. ABOUT THE INSTRUCTOR

*Chad McKinney* is an experimental musician/electronic necromancer. He has an MFA in Electronic Music and Recording Media from Mills College where he studied with Chris Brown, John Bischoff, and Roscoe Mitchell. He received his Bachelor of Music degree in 2007 from the University of Oklahoma, studying with Christian Asplund, John Haek, and Michael Lee. McKinney has recently been studying towards a doctorate at the University of Sussex under Nick Collins where he is researching topics in network music.

Chad McKinney is well qualified to instruct this course because of his experience in network music performance and software development. As 1/4th of the intercontinental laptop quartet Glitch Lich, he regularly performs shows spanning multiple time zones and countries. Additionally, his research on topics in network music has been published in several conference proceedings including the International Computer Music Conference (ICMC), Sound and Music Computing (SMC), and the Symposium on Laptop Ensembles and Orchestras (SLEO).

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