

Music programme  
11th International Workshop on Haptic & Audio Interaction Design  
Film & Drama Studio, ArtsTwo, Queen Mary University of London  
August 25, 2022

The Augmented Instruments Lab presents the music programme for the 11th International Workshop on Haptic & Audio Interaction Design (HAID). Founded in 2011 and led by Prof Andrew McPherson, the Lab is part of the Centre for Digital Music (C4DM) at Queen Mary University of London. It is formed by members and collaborators from different backgrounds, including musicians, product designers, sound and textile artists, music technologists, electronic and telecommunications engineers, and physicists. Rooted in interdisciplinarity, the Lab's research is concerned with both the technical aspects of digital musical instrument design and the philosophical and cultural values embedded in them.

We invite the audience to enjoy our curated set of experimental performances, featuring in-house performers from the Augmented Instruments Lab and the Centre for Digital Music, and an invited performance from the Sonic Arts Research Centre (Queen's University of Belfast).

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## ALCI by James Cunningham

James Cunningham is a PhD student at Queen's University Belfast researching accessible music technology. As a visually impaired musician, James is deeply invested in making it possible for visually impaired and blind sound creatives to compose, perform and design in the same arena as their sighted peers. He is currently primarily focused on digital audio workstations, and how the entangled spheres of modality, community and human perception affect a visually impaired person's interaction with a complex and diverse musical ecosystem. Alongside his own research, James is also a member of the Bridging the Gap (BtG) project, which is a research group that partners with Queen Mary University of London and Creative United under the Performance without Barriers (PwB) network. James has a breadth of experience in live performance settings, and having explored the world of contemporary classical composition, he is keen to bridge out to the digital and electroacoustic domains.  
<http://performancewithoutbarriers.com>

ALCI (Accessible Long Cane Instrument) is a long cane, commonly used by visually impaired and blind people, that has been repurposed to

become a musical instrument. ALCI contains a stretch sensor, which runs the full length of the cane, and a pressure sensor in the cane tip. These sensors send information wirelessly to Max for Live, which allows Ableton Live to use ALCI as a MIDI device. ALCI can then be used to manipulate sound, encouraging interactions which are constrained and embodied.

Vilay (‘ वलिय ’) IV, for saxophone and live electronics, by Bleiz Macsen Del Sette & Soumya Sai Vanka

- I. Fly away
- II. Mother(Land)
- III. Re(Con)NE(c)T
- IV. By the sea

The performing duo (Soumya and Bleiz) was born from the curiosity of exploring each other's musical heritages. Both now PhDs of the AIM CDT at Queen Mary University, they have engaged with music at different points in their lives, both within and outside academia, and they are now bringing this experiences together to compose and perform electronic music and

investigate the world around them through sound.

The presented piece, Vilay (‘वलिय’) IV, is a dialogue between a saxophone player (Soumya) and electronic music materials (Bleiz) that stems from the experience of both the performing actors; Indian and European musical culture merge, as the title suggests, dissolving into the multiple influences that converged into this work. The piece is built of four short movements, in which sound is used to paint a representation of the link between physical distances and the sense of touch. Being both now privileged migrants and coming from countries that have well known migration in their history, we wanted to talk about the need of finding a better place (I), homesickness (II), the role of technology in reconnecting us to our beloved ones far away (III) and pay a small tribute to those who engage in this journeys at the risk of their lives (IV). The performance uses the sound of both the saxophone and its keys, as well as a number of pre-recorded samples, processed through a Max/MSP environment that elaborates the sound materials through multiple sound dimensions.

## Examinations by Franco Caspe & Xiaowan Yi

Franco Caspe is a PhD student at the Augmented Instruments Lab. He worked as R&D engineer in different areas including electronics, real-time systems, and communications. He is currently developing new ways of controlling synthesizers with musical instrument signals. Xiaowan Yi is a PhD student at the Centre for Digital Music at Queen Mary University of London, currently exploring AI for facilitating sample-based music composition. She used to work as an AI research engineer in computer vision. Xiaowan plays

drums, makes sounds and is keen on storytelling.

Franco and Xiaowan will be presenting an exploration of the uses of an AI algorithm for audio resynthesis through original musical pieces.

## AV Performance by Julia Set

Julia Set is an audiovisual performance duo curated by Lewis Wolstanholme and Francis Devine. Lewis Wolstanholme is a composer and creative coder based in London. Lewis is currently studying for his PhD in artificial intelligence and music at the Augmented Instruments Lab at Queen Mary University of London, prior to which he received his BMus and MMus in composition from Goldsmiths, University of London. Francis Devine is an interdisciplinary artist and musician based in London. Francis graduated from Goldsmiths, University of London, where he specialised in contemporary piano performance and experimental composition.

Julia Set will be performing an immersive audiovisual work centered around one of their augmented instruments, a repurposed Wacom drawing tablet. This instrument will be used to explore concepts surrounding the illusion of touch, texture and space, utilising the haptics embodied in this pressure sensitive drawing tablet. This performance will make use of live electronics, surround sound audio and visuals to convey these ideas through numerous sensory perspectives.

