

Third International Workshop on Social Behaviour in Music SBM 2012

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Hosted by the ICMI 2012 Conference

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Music making and listening are a clear example of human activities that are above all interactive and social. On the one hand, however, nowadays mediated music making and listening is usually still a passive, non-interactive, non-context sensitive, and non-social experience. The current electronic technologies have not yet been able to support and promote these essential aspects. On the other hand, new mediated forms of sharing music experience in a social context with local or remote users or as a part of a community are emerging. At the same time, an increasing need is observed for paradigms for embodied and active experience of music where non-verbal communication channels, and in particular movement and gesture, play a central role.

This workshop focuses on computational models and techniques for analysis and processing of social behaviour in small and large ensemble musical performance and audience experience. These are taken as an ideal test-bed for the development of models and techniques for measuring creative social interaction and related emotions in an ecologically valid framework. In particular, the focus is on exploring interpersonal interaction in (i) musician-musician, (ii) conductor-musicians, and (iii) musician-listener scenarios.

Workshop topics

The workshop focuses on the social signals and their features that are most significant for a qualitative and quantitative analysis of social behaviour and experience in music including the emotional dimension. We encourage papers and demos addressing fundamental research issues including, but not limited to, the following topics:

- theoretical approaches to social behaviour in music
- experimental methodologies for analysis of social behaviour in music
- computational models of social behaviour in music
- analysis of social signals in music
- synchronization of human behaviour in music
- analysis of social roles in performers and listeners groups
- analysis of attention and salience in social music experiences
- multimodal interfaces for active and social music experience
- cooperative social environments for participative music experience
- multi-user systems and application for social music experience
- social communication of emotions in performers and listeners

Electronic Submission

Papers should not exceed 6 pages, demos should not exceed 2 pages. Both papers and demos should be submitted electronically to the address <http://www.infomus.org/Events/SBM2012> and should comply to the guidelines available at <http://www.acm.org/sigs/publications/proceedings-templates>

For any further information please contact: sbm12@infomus.org

Acknowledgements

The workshop is partially supported by the EU-ICT-FET SIEMPRE project (<http://www.infomus.org/siempre>). Recently, SIEMPRE was extended to include non-European partners from US and Japan. The workshop will start from the knowledge acquired in the initial two years of SIEMPRE and will be open to new perspectives and experiences on social and emotional communication in music.

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