











# Ways of making people move: cross-domain mediation in the live generation of musical scores

Dorkbot Cambridge August 2013

Richard Hoadley Digital Performance Laboratory Anglia Ruskin University

# Contact

- > richard.hoadley@anglia.ac.uk research@rhoadley.net
- > this presentation is available at: <a href="http://rhoadley.net/presentations">http://rhoadley.net/presentations</a>

# Three streams

- > (automated) composition
- > physical computing
- > music notation

# Why?

- > to develop and exploit an understanding of what happens when we imagine, compose and perform, including the interaction between composer and performer via notation
- > notation is in particular a highly complex technical, creative and social phenomenon

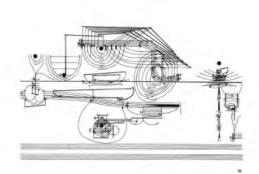
# Scores, notation, art



Richard Hoadley, Four Archetypes, 1994



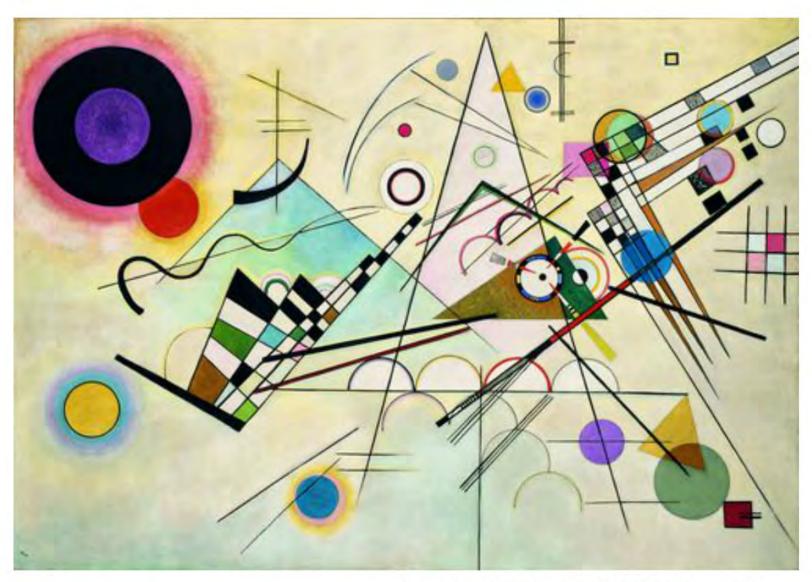
Wassilly Kandinksy, Komposition 8 1923



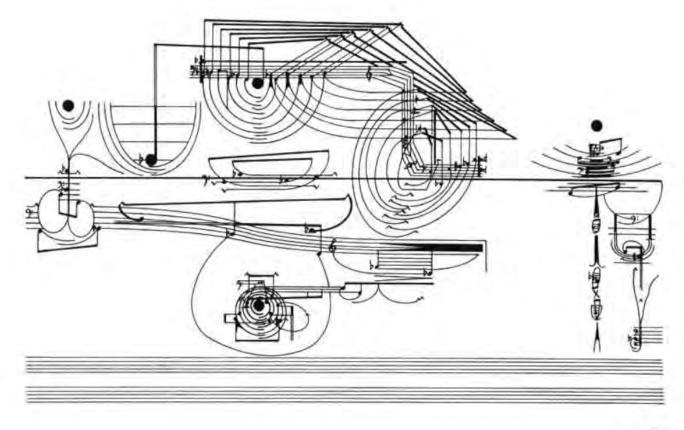
Cornelius Cardew, Treatise, 1968



Richard Hoadley, Four Archetypes, 1994



Wassilly Kandinksy, Komposition 8 1923



183

Cornelius Cardew, Treatise, 1968

# Why?

> my interest in physical computing is related to an interest in how music performance works from a somatic perspective (it also refines and extends the creative imagination)

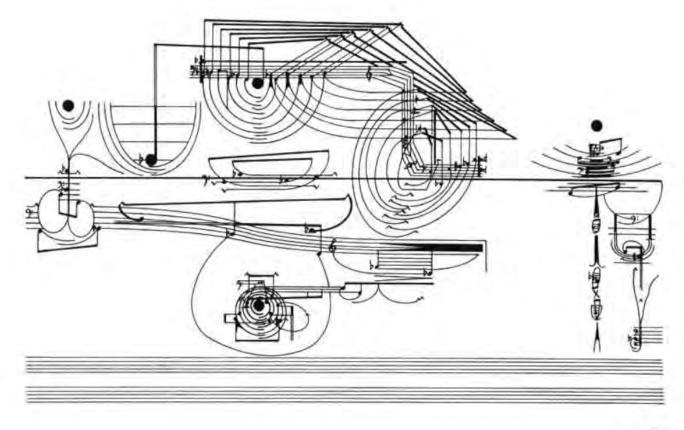
> a significant part of creativity is the result of the interplay of imagination and physical reality

## Other issues

- > NOT (yet) the computer as agent (machine listening, learning and responding)
- > notation: "a way of making people move, of getting them to be engaged in musical activity" (Cardew)



> complexity of score, sight-reading (prima vista) and improvisation



183

Cornelius Cardew, Treatise, 1968

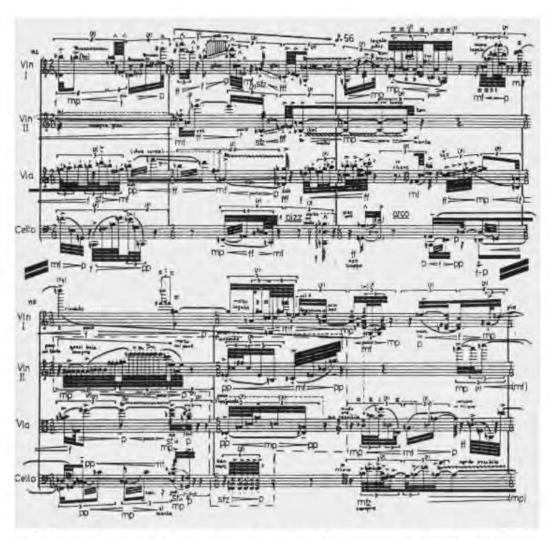


## Other issues

- > NOT (yet) the computer as agent (machine listening, learning and responding)
- > notation: "a way of making people move, of getting them to be engaged in musical activity" (Cardew)



> complexity of score, sight-reading (prima vista) and improvisation



Brian Ferneyhough, String Quartet No 2 (1980)





### **Performances**

















# Gaggle, HCI conference, 2009, Cambridge UK





Museums, Interfaces, Spaces and Technologies Conference, 2010, Cambridge UK



You Tube



725 / 905



Calder's Violin, London, 2012



The Fluxus Tree, Leeds, Coventry, London, 2012-13

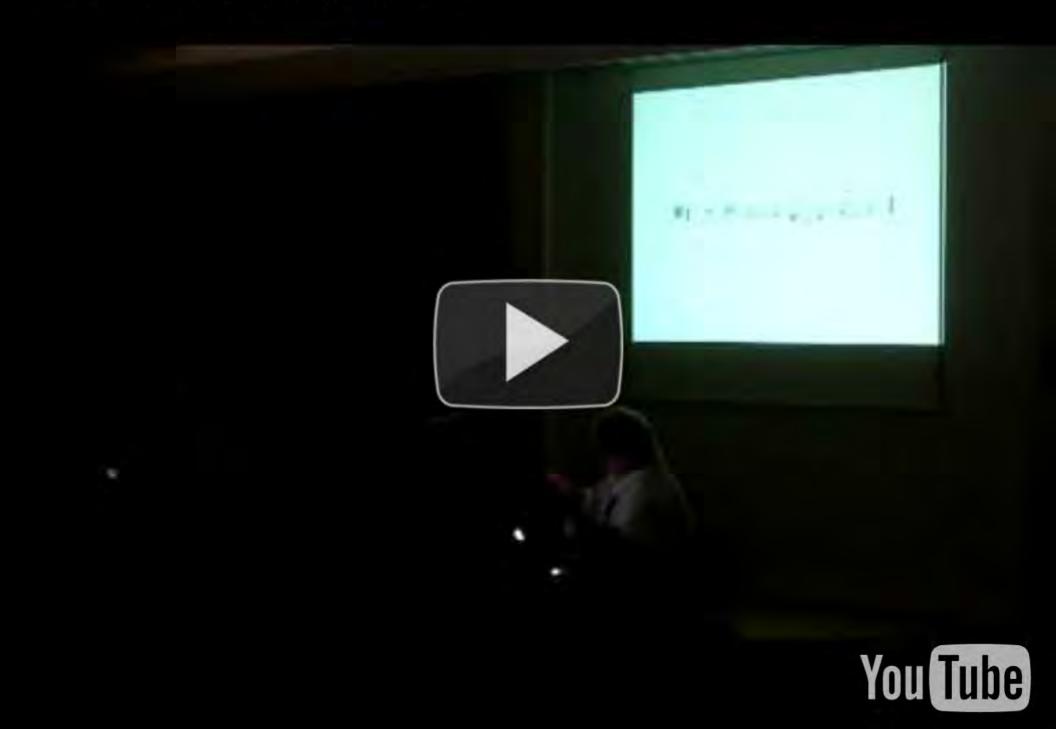


You Tube

The Fluxus Tree @ Phase Transitions, Cambridge, 2012



Three Streams, Cambridge UK, 2013



# Demonstration



### Next steps

### Physical

> the interplay between 'gesture' and 'touch'. How and why do we need our hands to control some things in detail? [ video => ]



- > finger, hand and gesture recognition (LEAP)
- > some gestures are full of meaning, others should be ignored. How to tell the difference?

#### Musical

- > multiple parts all generated live: 'group' structured improvisation
- > rhythmic synchronisation across parts and groups
- > dynamics, phrasing, annotation: more use of augmented score features and experiments in how they can be used
- > investigating the balance between composition, performance and improvisation

#### Technical etc.

- > machine listening
- > live coding of 'real' performance
- > therapeutic uses (gismos)
- > pedagogical uses, maybe particularly support for sight-reading and improvisation



You Tube

### Next steps

### Physical

> the interplay between 'gesture' and 'touch'. How and why do we need our hands to control some things in detail? [ video => ]



- > finger, hand and gesture recognition (LEAP)
- > some gestures are full of meaning, others should be ignored. How to tell the difference?

#### Musical

- > multiple parts all generated live: 'group' structured improvisation
- > rhythmic synchronisation across parts and groups
- > dynamics, phrasing, annotation: more use of augmented score features and experiments in how they can be used
- > investigating the balance between composition, performance and improvisation

#### Technical etc.

- > machine listening
- > live coding of 'real' performance
- > therapeutic uses (gismos)
- > pedagogical uses, maybe particularly support for sight-reading and improvisation

# Thankyou

> any questions?

contact: richard.hoadley@anglia.ac.uk research@rhoadley.net

this presentation is available at <a href="http://rhoadley.net/presentations">http://rhoadley.net/presentations</a>