LITERACY IN PHYSICAL-VIRTUAL COMMUNICATION AND MUSIC

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DISCUSSION AND SHARING PRACTICES IN HOUSE TO HOUSE TECHNOLOGIES FOR DISTANT MUSICAL INTERACTION
AEC ANNUAL CONGRESS AND GENERAL ASSEMBLY, 6TH NOVEMBER 2020
ABOUT ME

- Associate Professor, Department of Musicology, University of Oslo

- Programme Leader and Coordinator of the Master’s Programme in Music, Communication and Technology

- Background in Electronic Engineering (academic) and Electronic Music (non-academic)

- Interest in technologies for sonic arts, audio DSP, machine learning & HCI for music, real-time embedded systems
EARLY 2020 CIRCA
ONLINE COLLABORATIVE MUSIC MAKING NEEDS

- Understand the problem at hand (what type of musical collaboration)
- Translate into technical requirement against available resources
- Evaluate alternatives and find best tradeoff between cost vs performances
- Implement and troubleshoot
WORKSHOP ANALOGY

- Find the problem
- Select the right tool
- Use the tool appropriately
- Assess the result

Need for specific **KNOWLEDGE** and **EXPERIENCE**
WHERE IS THE NETWORKED-MUSIC LITERACY PROMOTED?

- Literacy in networked-music requires
  - knowledge of the tools
  - space for extensive practice and experimentation
  - ability to communicate with other stakeholders

- Who should be a networked-music literate
  - music technologist
  - sound engineers
  - musicians
  - music educators
  - …

- This is not standard IT stuff (at least in 2020) or something we can just improvise
Establishment of the international Master’s Programme in Music, Communication and Technology (MCT)
- Jointly offered by UiO (Oslo) and NTNU (Trondheim)
- Offered by UiO from 2021 intake

Strong component in Pysical-Virtual Communication in Music

Minimum functional disruption due to Covid
MCT SETTINGS & PORTAL

- Portal: a laboratory for network-based musical communication
  - Students and teachers separated two physical rooms

- Portal Equipment
  - Multiple displays and multiple cameras
  - Multiple microphones and speaker systems, including optoponic array
  - Motion capture system
  - Audio and video routing facilities and acquisition cards
  - Easy to move/reconfigure layout

- Portal Communication Technology
  - LOLA, MVTP-TICO-4K, Zoom Room, Polycom, Ultragrid, Dante, Jacktrip
MCT CURRICULUM

- 16% of the ECTS from courses in Physical-Virtual Communication in Music
  - learn to operate and maintain the Portal
  - gain knowledge and experience on tools for online musical collaboration
  - further explore, integrate, develop technologies for the Portal
  - gain pedagogical experience through the transfer of knowledge

- Other ECTS from courses run in the same settings (or blended, i.e. from home)
  - Learn tools and soft skills for online synchronous and asynchronous musical and non-musical collaboration
  - Portal also used for discussion and socializing
  - MCT settings goal was sustainability (no pandemic) and having an extended network for collaboration

UiO University of Oslo
PORTAL ROOM UIO
MCT PORTAL
MCT WORKSHOPS
PORTAL MOTION TRACKING & SPATIAL AUDIO INTEGRATION
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Evaluate alternatives and find best tradeoff between cost vs performances

Implement and troubleshoot
MORE ABOUT OUR WORK

The MCT Blog
mct-master.github.io
section “Portal”

Twitter
@MCT_master
COLLABORATE WITH US

- Connect with the MCT portals for practicing with networked-music tools and trial performance/jam
- Applied projects for technology development and exploration
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