

EXPLORING SOUND

A Digital Audio Arts Student Symposium

Recital Hall, University of Lethbridge

Thursday March 28, 2019

9.25am *Introduction - Dr. Amandine Pras*

Analog vs. Digital Gear & Mixing Practices

9.30am Virtual Gear: Compressor Modelling in the Open Source – Matthew Erdmann

9.50am Bill Nye the Sound Guy: The Psychology, Science, and Preference of Sound Engineers and Music Producers – Nate Thomas-Wall & Ajay Chacko Jameson

10.15am The Generation Gap - A Comparative Analysis of Analog and Digital Mixing Practices and Perception – Ryland Chambers-Moranz & Layne Murdoch

10.40am Music without Mixing – Ryan Ross

11.00 *Coffee break*

Digital Music Instruments

11.15am ***The Joyce and Ron Sakamoto Prize for Research in Digital Audio Arts 2018:*** Augmenting the drum set, and the drummer - Carter Potts & Kierian Turner

11.40am Music and the metaphysical: Multi-instrumentalists' experience of 'flow' and gestural patterns – Duncan Metcalfe & Aaron Richardson

12.05pm **Keynote:** Music Technology, design and disability - Dr. Adam Patrick Bell, University of Calgary

1.00pm *Lunch break*

Music Genre Studies & Audio Production

2.00pm Is Binaural Spatialization the Future of Hip Hop Music? – Kierian Turner

2.20pm The production process of *Djougouya* by Kouloula Bessé and Backozy Beats in Bamako, Mali – Toby Bol

2.40pm What Does Your Music Taste Say About You? The Significant Influences on Southern Albertan's Music Taste by Cailin Walker-Bent

3.00pm Audio Production Techniques in genre-based Music Information Retrieval Systems – Courtney McDermott

3.20pm Convincing 3D Audio: Comparative Study Among Three Binaural Technologies – Martin Suarez Tamayo

3.40am *Soft drink break*

Audio Spatialization Techniques for electroacoustic composition and films

4.00pm The Effects of Spatialization on Creativity – Michelle Chanminaraj

4.20pm A Better Way Of Listening? Binaural Playback For An Animated Film – Brayden Nakamura

4.40pm Mixing for films in stereo and 5.1 – Realistic spatialization vs. emotional impact - Brendan Lynn

Sound Design for Video Games

5.00pm How to enhance dynamic scores for video games – Parker Knibb

5.20pm Auricle on the trigger – Joel Bhaskaran

5.40pm The Binaural World: A comprehensive Look into dynamic audio localization – Bryn Oberlin

6.00pm *Pizza!*