

Call for Papers and Demos

Nordic SMC 2019 welcomes contributions for oral, poster, and demo presentations examining all the core topics of the Sound and Music Computing field and, in particular, matching this year's featured topic: **Connecting art, technology, design, and humanities through research.**

The topic of the Nordic SMC 2019 aims to foster research related to sound and music computing, that incorporates artistic, engineering, design, and humanities methods. Interdisciplinary perspectives that explore new directions by combining and extending methods of these areas are strongly encouraged.

Nordic SMC 2019 conference topics include (but are not limited to):

- Acoustics and psychoacoustics
- AI and music performance
- Analysis/synthesis of the singing voice
- Applications in audio and music
- Architectural acoustics modeling and auralization
- Assistive technologies
- Audio and music for AR/VR
- Audio and music for games
- Audio interactions
- Audio recognition and birdsinging
- Auditory display
- Automatic music generation/accompaniment systems
- Bioacoustic modeling
- Biomusic and sound installations
- Computational archeomusicology
- Computational musicology
- Computational ethnomusicology
- Computational ornithomusicology
- Computer-aided real time composition
- Computer music software and programming languages
- Data sonification
- Digital signal processing
- Digital systems of tuning
- Educational tools
- Ethics of sound and new technologies
- Gesture, motion and music
- History and aesthetics of electroacoustic music
- New interfaces for interactive music creation
- Immersive audio/soundscape environments

- Improvisation in music through interactivity
- Interaction and improvisation
- Interaction in music performance
- Interactive environments for voice training
- Interactive music recommendation
- Interactive performance systems
- Jazz performance and machine learning
- Mathematical music theory
- Music and robotics
- Music games and music for games
- Music information retrieval
- Music technology in education
- Music therapy and technology for special needs
- New interfaces for musical expression
- New musical instruments
- Perception and cognition of sound and music
- Recording and mastering automation techniques
- Sonification
- Sound/music and the neurosciences
- Spatial sound and spatialisation techniques
- Physical models for sound synthesis
- VR applications and technologies for sound and music

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