

## Net\_Dérive

Strategies, concepts, and platforms  
for mobile locative music

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## Interactive Music

- Sensor instruments
  - Capturing performer gesture
    - Not dance...
  - Musical articulation



BioMuse:  
electromyogram (EMG) biosignal sensing  
1990-

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## Interactive Music

- Sensor instruments
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  - Musical articulation
- Ensembles
  - Group dynamic
  - Instrument family



Sensorband  
Paradiso, Amsterdam 1993

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## Interactive Music

- Sensor instruments
  - Capturing performer gesture
  - Musical articulation
- Ensembles
  - Group dynamic
  - Instrument family
- Sound/Image
  - Interaction w visual media



S.S.S  
Musique Action, 2004

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## Network music (1997)

- Distributed performance
  - Time latency
  - *Acoustic of the Network*



Network concerts:  
1996-2002

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## Network music

- Distributed performance
  - Time latency
  - *Acoustic of the Network*
- Installations
  - spatial+net mixing



Constellations  
Webbar, Paris 1999

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## Network music

- Distributed performance
  - Time latency
  - *Acoustic of the Network*
- Installations
  - spatial+net mixing
- Hybrids
  - Sensor+network
  - Installation+performance



Global String

Ars Electronica, Linz 2001

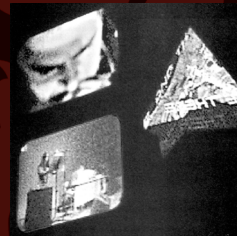
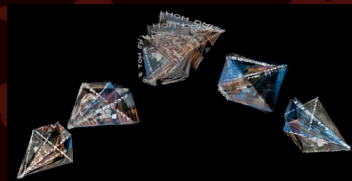
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## Prométhée Numérique (2002)

Internet "radio", Radio broadcast & telematic performance

- Hoerspiel for radio and internet
  - Commission SWR
  - Performed at ZKM, SAT Montreal, IAMAS Gifu Japan



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Maya Tzuc. "Composing as a Function of Infrastructure," in K. Ehrlich, B. LaBelle (eds.), *Problematology: Problematics of Site*. Errant Bodies Press, Los Angeles, 2003.





## Mobility: personal or social?

- 1970's: Walkman
  - Personal music listening device
  - Create a private sonic universe
  - Isolating oneself from the outside world
- 2000's: Mobile phone
  - Communications device
  - Network capable
  - Be in connection with your social sphere
- What stands between the two?

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## A musician's take on mobile music

Sony CSL research, 2003

- Interaction
  - Transposing sensors from the body to the device



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## A musician's take on mobile music

Sony CSL research, 2003

- Interaction
  - Transposing sensors from the body to the device
- Music engine
  - Studio on a server



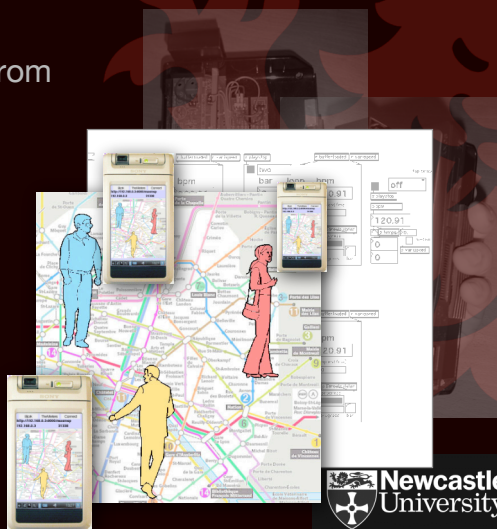
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## A musician's take on mobile music

Sony CSL research, 2003

- Interaction
  - Transposing sensors from the body to the device
- Music engine
  - Studio on a server
- Communities
  - Location based *Social Remixes*



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## Creating a locative media artwork

- Locative media, a field of artistic practice:
  - Mobile
  - Location aware
  - Social networking

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## Creating a locative media artwork

- Locative media, a field of artistic practice:
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- Mapping

(Blast Theory, Janet Cardiff)

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## Creating a locative media artwork

- Locative media, a field of artistic practice:
  - Mobile
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- Mapping - *Cartesian coordinates or Dimensional transformations*

(Blast Theory, Janet Cardiff)

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## Creating a locative media artwork

- Locative media, a field of artistic practice:
  - Mobile
  - Location aware
  - Social networking
- Mapping - *Cartesian coordinates or Dimensional transformations*
  - Locative Media
    - society, political, demographic
    - memory, collective narrative
  - Sensor instruments
    - gesture
    - articulating musical sound synthesis

(Blast Theory, Janet Cardiff)

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## Creating an artwork - *Net\_Dérive*

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## Geography as Musical Interface

- Extending interactive music beyond the stage and concert hall
  
- Connecting spaces
  - Gallery space
    - White box
    - Controlled environment
    - Minimizing distraction
  - Urban space
    - Rapid permanent change
    - Chaotic environment
    - Multiple demands soliciting attention

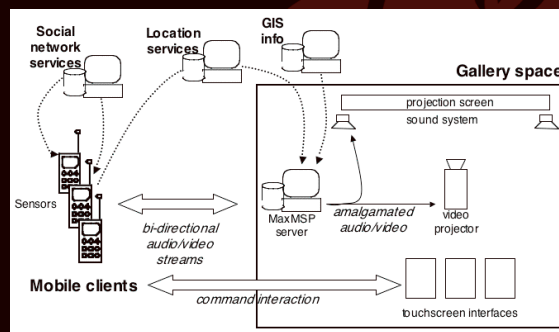


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## Scenario/architecture

- Mobile
  - Outdoors, mobile phone
  - Sound/image upstream
  - Task: game-like "mission"
- Gallery
  - Indoors
  - Media amalgam
  - Surveillance: "command central"



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## Conceptual abstractions

- Situationist Dérive
  - Adding interaction, multi-user
  - Adding Memory
  - Creating collective process
- *Horizontal and Vertical*
  - *Archaeology of the instant*
  - Representation->Reproduction->Composition (Attali)



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## Composing for such a framework

- Not the original, not the copy, but a *model*  
(Baudrillard)
- Composing as creation of a support structure for the potential of multi-user interventions

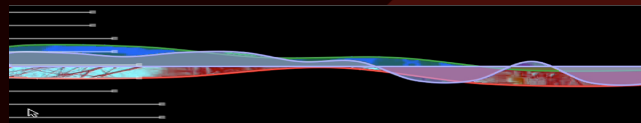


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## Net\_Dérive

- October 6/7, 2006 Maison Rouge Paris  
<http://www.csl.sony.fr/Events/IntensiveScience/>  
<http://www.we-make-money-not-art.com/archives/009042.php>
- Fluid audio and graphical response to geographic and social dynamic
- Drawing on musical interaction to create a live mobile media environment:



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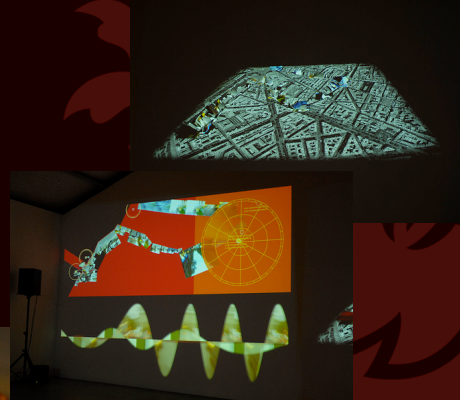




## Net\_Dérive

Atau Tanaka, Petra Gemeinboeck (2006)

- Locative Media
- Wearable Computing
- Situationist Dérive
- Live, fluid media synthesis



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