Announcements

ICMC-NYCEMF 2019

The 2019 International Computer Music Conference and the 2019 New York City Electroacoustic Music Festival (ICMC-NYCEMF) will be jointly held 16–23 June 2019 at New York University and Abrons Art Center in New York City. The joint event will comprise concerts, presentations of research papers, sound installations, panel discussions, and workshops. ICMC-NYCEMF's concert programming will include musical works for fixed media of up to 16 audio channels, works for live electronics, works for fixed or live electronics and acoustic performance, and works incorporating sound and video. Some works will take advantage of a three-dimensional spatialization lab, consisting of two eight-channel speaker arrays mounted at separate heights. Research topics to be presented at the conference include acoustic ecology, acoustics and spatialization, algorithmic composition, analysis of electroacoustic music, augmented reality and virtual reality in computer music, archival and preservation of electroacoustic music, computational musicology, digital signal processing, telematic music, languages for computer music, music information retrieval, music notation and scores, music perception and cognition, and sound synthesis. Sound installation works at the conference will include audience participation, data-driven works, interactive works, and multimedia installations. Continuing previous ICMCs' efforts at preservation of computer music works, participating artists' works will be preserved through the Electroacoustic Music Mine project.

Web: nycemf.org

NIME 2019

The 2019 New Interfaces for Musical Expression Conference (NIME) will be held 3–6 June 2019 at the Federal University of Rio Grande do Sul in Porto Alegre, Brazil. NIME 2019 will gather researchers and practitioners of new musical interface design to present research, perform musical works, exhibit sound installation works, and hold technical workshops relating new technologies to musical expression and artistic performance. The theme of the conference is "Blending Dimensions: Inspiration and Challenge," intended by the conference organizers to inspire musical interactions crossing from the well understood to the less apparent. Keynote speakers for NIME 2019 include musician and interdisciplinary artist Pauchi Sasaki, composer and researcher Eduardo Reck Miranda, sound artist and composer Ana María Romano Gómez, and digital musical instrument researcher Marcelo Wanderley. Topics of research presented at the conference include novel interfaces for musical expression, augmented musical instruments, technology for collaborative music making, sensor and actuator technologies, relationships between gesture and music, evaluation of consumer technologies in music expression, musical applications of robotics, Web-based music performance, and the social and cultural impact of new interfaces for musical expression.

Web: www.ufrgs.br/nime2019

ISMIR 2019

The 20th International Society for Music Information Retrieval Conference (ISMIR) will take place 4–8 November 2019 at the Delft University of Technology in Delft, Nether-lands. ISMIR is an annual conference providing a research forum on processing, analyzing, searching, organizing, and accessing music-related data. The conference's theme is "Across the Bridge," aimed at fostering and stimulating diversity of discipline, experience level, professional affiliation, and cultural background within the music information retrieval (MIR) community. Research topics presented at the conference will include signal processing, musical metadata, representations of music, philosophical and methodological foundations of MIR, extraction of musical features and properties, musical analysis, human–computer interaction for MIR, and music archival and retrieval systems, among others. Commemorating the 20th anniversary of the ISMIR conference, the organizers have also solicited reflections on the previous two decades of MIR research and elaborations on the future of MIR. The conference will also feature tutorial sessions focusing on instruction of individual MIR topics.

Web: ismir2019.ewi.tudelft.nl

International Workshop on Musical Metacreation

The seventh International Workshop on Musical Metacreation (MUME) will occur 17–18 June 2019 at the University of North Carolina at Charlotte in Charlotte, North Carolina, in conjunction with the tenth International Conference on Computational Creativity. As stated by the workshop organizers, musical metacreation involves the application of tools and techniques from artificial intelligence, artificial life, and machine learning to musical and creative activities. MUME intends to bring together artists, practitioners, and researchers working with

systems that autonomously recognize, learn, represent, compose, generate, accompany, or interpret music. As such, MUME offers a forum for contributions to the theory or practice of generative music systems and their applications in music, new media, digital art, and culture. MUME will include paper presentations related to these topics and themes, focusing on representations and algorithms for musical metacreation, systems and applications for musical metacreation, and evaluations of such techniques and systems. MUME will also feature musical works related to musical metacreation, including fully generative musical works, works involving generative systems controlled by performers, and works that generatively improvise with or compose for human musicians.

Web: musicalmetacreation.org

International Conference on Movement and Computing

The sixth International Conference on Movement and Computing (MOCO) will be held 10–12 October 2019 at Arizona State University in Tempe, Arizona. MOCO aims to gather researchers and practitioners interested in the computational study, modeling, representation, segmentation, recognition, classification, or generation of movement information, including dance, music, and other movement-based practices. According to the organizers, developing computational models for movement requires abstraction and representation of lived embodied cognition, offering a rich set of challenges in research and practice. As stated by the organizers, studies in movement and computing can draw from a range of disciplines, including human–computer interaction, cognitive science, dance, artificial intelligence and machine learning, visual arts, robotics, anthropology, music, and games. The conference will include presentations of research pertinent to movement and computing, as well as works of practice, widely comprising performances, demonstrations, games, artistic works, and movement workshops.

Web: moco19.movementcomputing .org