

# Announcements

[Editor's Note: Owing to the COVID-19 pandemic, a number of events have been postponed or will be held virtually. For the latest information on the events listed below, please visit their respective websites.]

## ICMC 2020

The 2020 International Computer Music Conference (ICMC), hosted by the Pontificia Universidad Católica de Chile in Santiago, Chile, and originally scheduled to take place 5–11 July 2020, has been postponed to July 2021. The theme of ICMC 2020 is “Virtuoso Computer: Redefining Limits,” inviting participants to reflect on notions of virtuosity in the context of computer music, questioning whether performers or computers ought to be considered virtuosic within computer music performance, and prompting discussion on the relationship between acoustic and electronic virtuosity. The theme also references Chilean composer José Vicente Asuar’s 1973 album *El Computador Virtuoso*, an early example of computer music originating from the conference’s host country.

ICMC 2020 will host a scientific program comprising presentations of presentations, poster presentations, and research demonstrations. Suggested topics of presented research include three-dimensional audio, acoustic ecology, algorithmic composition, analysis of electroacoustic music, augmented and virtual reality, artificial intelligence and music, distributed and telematic music, mathematical music theory, music information retrieval, and music perception and cognition. ICMC 2020’s artistic program will include electroacoustic works, audiovisual music, works for fixed media, works for

dancers and electronics, and installations. The conference organizers have also called for works utilizing the reverberant space and virtual pipe organ of the neo-Romanesque church located within the host institution’s campus. Additionally, ICMC 2020 will host workshops on topics pertinent to computer music theory and practice.

Web: [icmc2020.org](http://icmc2020.org)

## NIME 2020

The 20th International Conference on New Interfaces for Musical Expression (NIME) will be held 21–25 July 2020, hosted virtually by the Royal Birmingham Conservatoire in Birmingham, UK. The annual conference brings together researchers, musicians, engineers, and other practitioners working in the confluence of interface design, human–computer interaction, and computer music. NIME 2020 will feature presentations of technical papers, demonstrations, musical performances, and workshops related to intersections of these research areas. The theme of NIME 2020 is “Accessibility of Musical Expression,” intended to address challenges to making musical expression accessible to all. As described by the organizers, this theme aims to provide a platform for researchers to explore accessibility and its different forms through music creation and education. Suggested research topics include musical interfaces designed by or with disabled or neurodiverse musicians, musical interfaces in education, accessible musical interfaces, new approaches to creation of custom-built instruments, strategies for improving the reach of accessible musical instruments, musical interfaces tailored to formally trained musicians, mobile music creation, sensor and actuator technologies, artificial intelligence and new in-

terfaces for musical expression, and discussions about the cultural and social impact of new interfaces.

Web: [nime2020.bcu.ac.uk](http://nime2020.bcu.ac.uk)

## ISMIR 2020

The International Society for Music Information Retrieval Conference (ISMIR) will hold its 21st edition 12–15 October 2020 in Montreal, Canada. The conference aims to provide a meeting place for the discussion of research related to musical information retrieval (MIR) and to foster the exchange of ideas across disciplines by bringing together researchers, developers, educators, librarians, students, and other professionals. To these ends, ISMIR 2020 will feature presentations of original research on topics such as fundamentals and methodology of MIR, domain knowledge related to MIR, computational analysis of musical features and structures, evaluation and reproducibility of MIR research, new data sets for MIR research, and philosophical and ethical discussions of MIR. The conference will also include an evening concert. A series of tutorial sessions related to MIR applications will precede the conference on 11 October. Additional ISMIR 2020 satellite events include a Women in Music Information Retrieval Workshop and a Workshop on Reading Music Systems, both on 10 October, a Digital Libraries for Musicology conference on 16 October, and a Hacking Audio and Music Research hackathon event 16–17 October.

Web: [ismir.github.io/ISMIR2020](http://ismir.github.io/ISMIR2020)

## CMMR 2020

The 15th International Symposium on Computer Music Multidisciplinary Research (CMMR), originally scheduled for 2–6 November 2020,

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has been rescheduled to fall 2021 in Tokyo, Japan. CMMR is a series of international symposia aimed towards multidisciplinary research related to music and computers, comprising technical and musical contributions towards these interests. This year's conference will have the theme of "Music in the AI Era," with the goal of confronting the many recent innovations in artificial intelligence technology and their consequences for computer music. Technical research presented at CMMR will address topics such as computational musicology, digital music libraries, mapping and sonification, multimodal perception, musical games and interactive learning, music representation and visualization, sound and architecture, and virtual and augmented reality. A selection of papers accepted to the conference will be published in the *Lecture Notes in Computer Science* series by Springer. The conference's artistic program will encompass musical and sound-art works for live electronics, fixed media, musical instruments and electronics, and dance and electronics.

Web: [cmmr2020.gttm.jp](http://cmmr2020.gttm.jp)

### **Audio Mostly 2020**

The Audio Mostly 2020 conference will be held 15–17 September 2020 at the Institute of Electronic Music and Acoustics in Graz, Austria. Audio Mostly is an interdisciplinary conference on design and experience of interaction with sound, aiming to embrace applied theory and reflective practice. Its annual gathering brings together practitioners from academia and industry, sharing an interest in sonic interaction and the use of audio for interface design. This interest encompasses product design, auditory display, computer games and virtual environments, new musical instru-

ments, and educational tools. It brings together fields such as the psychology of sound and music, cultural studies, system engineering, and other disciplines in which sonic interaction plays a role. The conference's theme is "Audio in Extended Realities," intended to bring focus to the role of sonic interaction in virtual and augmented reality, from the perspectives of design, engineering, and artistic practice. The conference will include paper presentations, research demonstrations, workshops, musical works, and installations related to these concerns. Audio Mostly 2020's technical proceedings will be published through the Association for Computing Machinery and be made available through their digital library. Concert works will be projected through the fifth-order Ambisonics system in the Ligeti Hall of the University of Music and Performing Arts Graz's House of Music and Music Theater.

Web: [audiomostly.com/2020](http://audiomostly.com/2020)

### **Australasian Computer Music Conference**

The Australasian Computer Music Conference (ACMC) will take place 8–11 July 2020, hosted virtually by the Australian National University in Canberra, Australia. The annual gathering of the Australasian Computer Music Association, ACMC offers a venue to present and discuss research and artistic progress in computer music, consisting of performances, installations, workshops, and tutorials. The conference's theme is "Inclusion," aiming to highlight the diverse contributors to Australia's computer music heritage, including artists and scholars who are young or emerging, with disabilities, who come from remote areas, who are First Nations people, or who have low or no income. Musical performances

at ACMC will include works for live electronics, laptop-ensemble works, live-coding performances, works for musical instruments and electronics, fixed-media works, and audiovisual works. The conference will include oral presentations of accepted research papers. Extended versions of accepted papers will be considered for publication in *Chroma*, the journal of the Australasian Computer Music Association.

Web: [acmc2020.com](http://acmc2020.com)

### **Joint Conference on Artificial Intelligence Music Creativity**

The Joint Conference on Artificial Intelligence Music Creativity will take place 22–24 October 2020 in Stockholm, Sweden. Organized by Stockholm's Royal Institute of Technology (KTH) and Royal Conservatory of Music, the joint conference brings together two distinct research fora, the Computer Simulation of Music Creativity conference and the International Workshop on Musical Metacreation. According to the organizers, research in computational simulation of musical creativity poses theoretical and technical challenges encompassing the domains of music, artificial intelligence, cognitive science, and philosophy. These concerns fall under the broader scope of musical metacreation, defined by the organizers as the design and application of generative tools and theories for music making. Bringing together scholars and artists working in these areas of research, the conference will include technical presentations, musical performances, and panel discussions. The conference will also feature keynote talks by Johan Sundberg of KTH and Alice Eldridge of Sussex University, UK.

Web: [kth.se/en/eecs/om-oss/konferenser-och-event/aimusic2020](http://kth.se/en/eecs/om-oss/konferenser-och-event/aimusic2020)