
Announcements

NIME 2021

The 21st edition of the New Interfaces for Musical Expression conference (NIME) will be held 15–18 June 2021 at New York University Shanghai in Shanghai, China. Held annually, the 2021 edition of the conference will host lectures, installations, concerts, and workshops related to new musical interface design. NIME 2021's theme is "Learning to Play, Playing to Learn." To this end, the conference's organizers have encouraged participants to consider both machine learning and human learning, the applications of learning in creating and playing new musical instruments, and the role of music and play to motivate or assist learning. Research presented at the conference covers such topics as novel interfaces or instruments for musical expression, augmented instruments and hyperinstruments, technologies or systems for collaborative music making, sensor and actuator technologies, evaluation and user studies of new interfaces for musical expression, interfaces for musical expression for people with special needs, musical applications of robotics, machine learning in musical performance, web-based music performance, and pedagogical perspectives of new musical interfaces. NIME 2021's concert program will include musical works involving NIME technology. Due to the ongoing effects of the COVID-19 pandemic, the organizers have called for musical works that focus on novel forms of online performance. The organizers have also solicited musical submissions from underrepresented communities and

individuals both within and outside the academic community.

Web: nime2021.org

Audio Mostly 2021

The Audio Mostly 2021 Conference will take place 1–3 September 2021 at the University of Trento in Trento, Italy. Audio Mostly is an interdisciplinary conference on design and experience of interaction with sound. The annual conference brings together researchers and practitioners from academia and industry that share an interest in sonic interaction and the use of audio for interface design. This focus covers product design, auditory display, computer games and virtual environments, new musical instruments, and education and workplace tools. It further includes fields such as the psychology of sound and music, cultural studies, systems engineering, and other fields in which sonic interaction plays a role. The conference will include oral and poster presentations of research in these areas in addition to workshops and concerts. The theme of Audio Mostly 2021 is "Sonic Experiences in the Era of the Internet of Sounds," positioning the conference at the intersection of sound and music computing and the "Internet of Things." The conference will include keynote talks by Bob Sturm of the Royal Institute of Technology in Stockholm, Sweden, Paola Cesari of the University of Verona, and Marianna Obrist of University College London. The proceedings of Audio Mostly 2021 will be published by the

Association for Computing Machinery. The conference organizers plan to hold the event in-person, subject to restrictions with regard to the COVID-19 pandemic.

Web: audiomostly.com/2021

Music Encoding Conference

The 2021 Music Encoding Conference (MEC) will be held 25–28 May 2021 at the Universidad de Alicante in Alicante, Spain. The conference is the annual meeting of the Music Encoding Initiative (MEI) community and all who are interested in the digital representation of music. As stated by the conference's organizers, music encoding is a critical component for areas of study such as computational or digital musicology, digital editions, symbolic music information retrieval, digital libraries, digital pedagogy, and the wider music industry. The MEC has emerged as an international forum where researchers and practitioners from across these fields can meet and explore new developments in music encoding. The conference aims to present advances in established music encodings, novel technical proposals, and practical applications of music encoding in academic study, libraries, editions, pedagogy, and commercial products. The conference will include papers, posters, panels, and workshops covering these areas, in addition to an "unconference" session to facilitate informal discussions and meetings of interest groups.

Web: music-encoding.org/conference/2021