

Location Sensitive Audio Re-streaming

Antoine Authier, Atau Tanaka

Background

Network streaming audio systems

Peer-to-peer systems

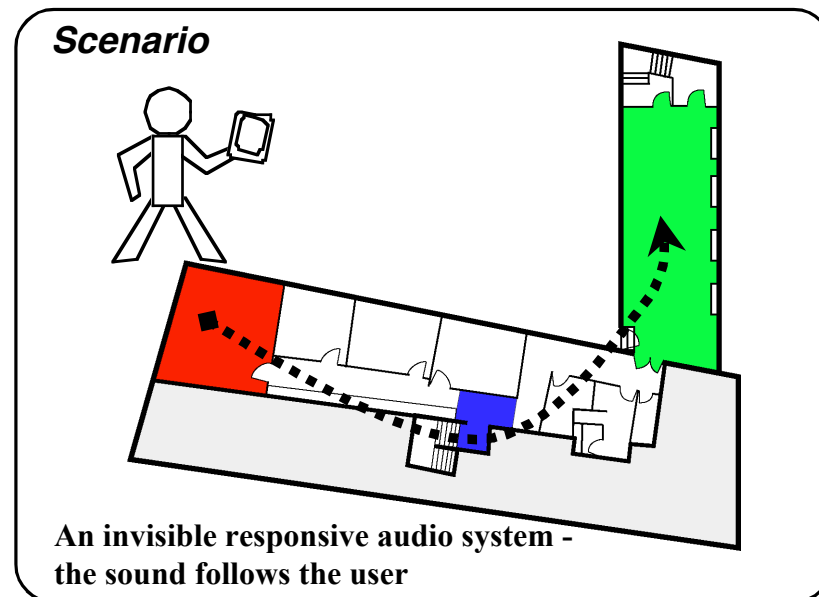
Location sensitive systems

Thesis

Network infrastructures make possible new dynamics for user interaction with music and sound

These possibilities are deeper than as just a means for file sharing or media storage

We need a way to study these new interaction models



Deployment on Linux

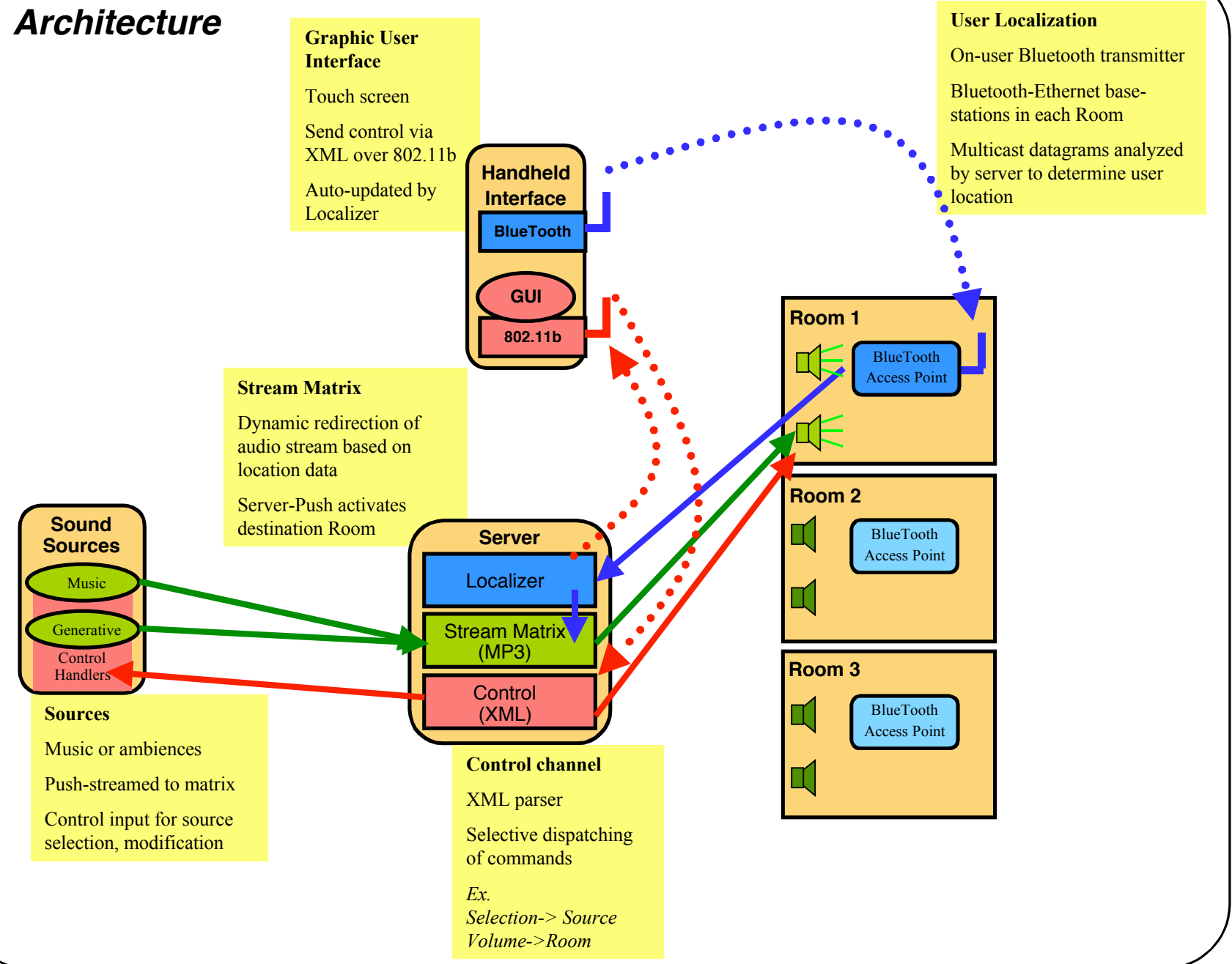
Single code library shared by all peers

Embedded Linux on Bluetooth base-stations

Thanks to

Inventel, Socket for generous loan of wireless equipment

Architecture



Vision

Sound is an invisible medium - Create a system that requires minimal user intervention

Rather than music as a commodity product, consider sound as an architectural element

Re-appropriate surveillance techniques for humanistic ends - do something beneficial rather than detrimental with localization

Future

Utilize this infrastructure to study human-sound interaction
Create models for sonic architecture to enhance the quality of daily life

Collision detection resolution of multiple sound sources
Mix generative sound and music to create personal space

Reference

A. Tanaka. "Musical implications of media and network infrastructures." In Balpe, J.-P., Leleu-Merveil, S. et al., editors, *Actes de H2PTM'01: Hypertextes hypermédias*, pp. 241-250, 2001. Hermes Science Publications Lavoisier.