

NIME 2009 Paper/Poster/Demo Sessions Preliminary Schedule

Paper ID	Session 1: Evaluation and Modeling	Thu, 9am - 11am	
	Welcome to NIME 2009	Noel Zahler	
168	From Real to Virtual: A Comparison of Input Devices for Percussion Tasks	Mike Collicutt, Carmine Casciato and Marcelo Wanderley	long
106	Probabilistic Model of Pianists' Arm Touch Movement	Aristotelis Hadjakos, Erwin Aitenbichler and Max Mühlhäuser	long
113	A Quantitative Evaluation of the Differences between Knobs and Sliders	Steven Gelineck, Stefania Serafin	long
170	Evaluation of 3D Haptic Target Rendering to Support Timing in Music Tasks	Ricardo Pedrosa and Karon Maclean	long
128	Evaluating Interactive Music Systems: An HCI Approach	William Hsu and Marc Sosnick	short
	Session 2: Posters and Demos	Thu, 12:15 - 1:45, 3:45 - 4:30	
58	The Ghetto Bastard: A Portable Noise Instrument	Neal Spowage	demo
186	The Navi Activity Monitor: On Using Kinematic Data to Humanize Computer Music	Eric Humphrey and Colby Leider	demo
60	Utilizing Tactile Feedback to Guide Movements Between Sounds	Alexander Müller and Georg Essl	demo
78	An Interface for Live Interactive Sonification	Samuel Ferguson and Kirsty Beilharz	demo
100	Responsive Music Interfaces for Performance	Alexander Reben, Mat Laibowitz and Joseph Paradiso	demo
110	Hands On Stage: A Sound and Image Performance Interface	Chi-Hsia Lai	demo
161	The Vibrobyte: A Haptic Interface for Co-Located Performance	Kyle McDonald, Dane Kouttron, Curtis Bahn, Jonas Braasch and Pauline Oliveros	demo
200	Multi-Laser Gestural Musical Interfaces: Solutions for Cost-Effective and Open Source Controllers	James Wiley and Ajay Kapur	demo
197	Mirms: Interactive Multimedia Live Performance System	Ryo Kanda, Mitsuyo Hashida and Haruhiro Katayose	demo
16	netBody - Augmented Body and Virtual Body II with the system, BodySuit, Powered Suit and Second Life - Its Introduction and The Case Study of An Application of The System	Suguru Goto and Rob Powell	demo
21	Life Game Orchestra as an Interactive Music Composition System Translating Cellular Patterns of Automata into Musical Scales	Keisuke Ogawa and Yasuo Kuhara	demo
35	Natural Materials on Stage: Custom Controllers for Aesthetic Effect	John Toenjes	demo
206	The Kalichord: A Physically Modeled Electro-Acoustic Plucked String Instrument	Daniel Schlessinger and Julius O. Smith III	+demo
9	Controlling Live Generative Electronic Music with Deviate	Sarah Keith	poster
40	SpiralSet: A Sound Toy Utilizing Game Engine Technologies	Andrew Dolphin	poster
202	LUMI: Live Performance Paradigms Utilizing Software Integrated Touch Screen and Pressure Sensitive Button Matrix	Mike Gao and Craig Hanson	poster
138	The SEC: A Pattern Recognition Toolbox for Musician-Computer Interaction	Nicholas Gillian, R. Benjamin Knapp and Sile Hiroki NISHINO	poster
67	A 2D Fiducial Tracking Method Based on Topological Region Adjacency and Angle		poster
	Session 3: Robotics and New Interfaces	Thu, 1:45pm - 3:45pm	
105	Anthropomorphic Musical Performance Robots at Waseda University: Towards Understanding the Nature of Human Musical Interaction	Jorge Solis, Takeshi Ninomiya, Klaus Petersen, Maasaki Takeuchi and Atsuo Takanishi	long
184	The Creation of a Multi-Human, Multi-Robot Interactive Jam Session	Gil Weinberg, Brian Blosser, Trishul Mallikarjuna and Aparna Raman	short
95	MusicGrip: A Writing Instrument for Music Control	Nan-Wei Gong, Mat Laibowitz and Joseph Paradiso	short
82	Let loose with WallBalls, a collaborative tabletop instrument for tomorrow	Grant Partridge, Pourang Irani and Gordon Fitzell	short
180	SORISU: Sound with Numbers	Hye Ki Min	short+
75	The Tactus: a Tangible, Rhythmic Grid Interface Using Found-Objects	Yotam Mann, Jeff Lubow and Adrian Freed	short+
90	Real-time Phase Vocoder Manipulation by Runner's Pace	Jason Hockman, Marcelo Wanderley and Ichiro Fujinaga	short+
	Session 4: Electroacoustics	Thu, 4:30pm - 6pm	
73	A discussion of multidimensional mapping in the Nymphophone2	Kristian Nymoen and Alexander Refsum Jensenius	short
206	The Kalichord: A Physically Modeled Electro-Acoustic Plucked String Instrument	Daniel Schlessinger and Julius O. Smith III	short+
46	Augmenting chordophones with percussive sound possibilities	Otso Iahdeoja	short
169	An electroacoustically controlled vibrating plate	Mark Kahrs, David Skulina, Stefan Bilbao and Murray Campbell	short
111	Dont Forget the Loudspeaker A History of Hemispherical Speakers at Princeton, Plus a DIY Guide	Scott Smallwood, Perry Cook and Dan Trueman	long

Session 5: Computer Systems

Fri, 9am - 11am

97	Features and Future of Open Sound Control version 1.1 for NIME	Adrian Freed and Andrew Schmeder	long
98	A Low-level Embedded Service Architecture for Rapid DIY Design of Real-time Musical Instruments	Andrew Schmeder and Adrian Freed	short
182	Firmata: Towards making the microcontroller act like an extension of the computer	Hans-Christoph Steiner	long
79	Sharing Data in Collaborative, Interactive Performances: the SenseWorld DataNetwork	Marjie A.J. Baalman, Harry C. Smoak and Christopher L. Salter	short
159	Challenges and Performance of High-Fidelity Audio Streaming for Interactive Performances	Nicolas Bouillot and Jeremy R. Cooperstock	long
207	"Extension du Corps Sonore" - Dancing Viola	Todor Todoroff, Frederic Bettens, Loic Rebourriere and Wen-Yang Chu	long

Session 6: Posters and Demos

Fri, 12:15 - 1:45, 3:45 - 4:30

90	Real-time Phase Vocoder Manipulation by Runner's Pace	Jason Hockman, Marcelo Wanderley and Ichiro Fujinaga	+demo
180	SORISU: Sound with Numbers	Hye Ki Min	+demo
115	The eIBo and footpad: Toward Personalized Hardware for Audio Manipulation	Colby Leider, Douglas Mann, Daniel Plazas, Mike Battaglia and Reid Draper	demo
125	THE MIDI-AIRGUITAR, A SERIOUS MUSICAL CONTROLLER WITH A FUNNY NAME	Langdon Crawford and William Fastenow	demo
129	An early prototype of the PsychoPhone an augmented saxophone	Niels Böttcher and Smilen Dimitrov	demo
141	Catch Your Breath	Diana Siwiak, Jonathan Berger and Yao Yang	demo
155	A Wii-based gestural interface for computer conducting systems	Lijuan Peng and David Gerhard	demo
18	Chess-based Composition and Improvisation for Non-musicians	Dale Parson	demo
42	MagNular: Symbolic Control of an External Sound Engine Using an Animated Interface	Andrew Dolphin	demo
48	AUDIO ORIENTEERING Navigating an Invisible Terrain	Noah Feehan	demo
56	Developing the Cyclotactor	Staas De Jong	demo
75	The Tactus: a Tangible, Rhythmic Grid Interface Using Found-Objects	Yotam Mann, Jeff Lubow and Adrian Freed	+demo
77	Designing for Conversational Interaction	Andrew Johnston, Linda Candy, Ernest Edmonds	+demo
29	MIDI to OSC converter	Sébastien Schiesser	poster
50	Parallel Processing System Design with "Propeller" Processor	Yoichi Nagashima	poster
112	Where Did It All Go Wrong? A Model of Error From the Spectators Perspective	A. Cavan Fyans, Michael Gurevich and Paul Stapleton	poster
157	Advanced Techniques for Vertical Tablet Playing: A Overview of Two Years of Practicing the HandSketch 1.x	Nicolas d'Alessandro and Thierry Dutoit	poster
108	Gyroscope-Based Conducting Gesture Recognition	Andreas Höfer, Aristotelis Hadjakos and Max	poster

Session 7: Haptics and Extended Instruments

Fri, 1:45pm - 3:45pm

158	Using Haptics to Assist a Musician in Making Gestures	Edgar Berdahl, Guenter Niemeyer and Julius	long+
131	Using Haptic Devices to Interface Directly with Digital Waveguide-Based Musical Instruments	Edgar Berdahl, Guenter Niemeyer and Julius Smith III	short
171	Haptic Carillon Analysis & Implementation	Mark Havryliv, Fazel Naghdy, Greg Schiemer and Timothy Hurd	long
101	The Electrumptet, a hybrid electro-acoustic instrument	Hans Leeuw	long+
38	Sensor Technology and The Remaking of Instruments from the Past	Emmanuelle GALLIN and Marc SIRGUY	short
52	Twenty-first Century Piano	Sarah Nicolls	short

Session 8: Design and Graphics

Fri, 4:30pm - 6pm

77	Designing for Conversational Interaction	Andrew Johnston, Linda Candy, Ernest Edmonds	long+
147	Designing for Style in New Musical Interactions	Michael Gurevich, Paul Stapleton and Peter	short
156	SqueezeVox Maggie: Re-Designing Principles for Computer Music Controllers	Perry Cook	short+
88	Interfacing graphic and musical elements in Counterlines. - short paper	Jaroslav Kapuscinski and Javier Sanchez	short
45	FrameWorks 3D: Composition in the third dimension	Richard Polfremam	short

Session 9: Sensing and Conducting

Sat, 9am - 11am

92	Novel and Forgotten Current-steering Techniques for Resistive Multitouch, Duotouch, and Polytouch Position Sensing with Pressure	Adrian Freed	long
166	A Force-Sensitive Surface for Intimate Control	Randy Jones, Peter Driessen, Andrew Schloss and George Tzanetakis	long+
160	A Flexible Mapping Editor for Multi-touch Musical Instruments	Greg Kellum and Alain Crevoisier	short+
81	Phalanger: Controlling Music Software With Hand Movement Using A Computer Vision and Machine Learning Approach	Chris Kiefer, Nick Collins and Geraldine Fitzpatrick	short+
165	The UBS Virtual Maestro: an Interactive Conducting System	Teresa Nakra, Yuri Ivanov, Paris Smaragdis and Chris Ault	long
44	The Vocal Augmentation and Manipulation Prosthesis (VAMP): A Conducting-Based Gestural Controller for Vocal Performance	Elena Jessop	short+

Session 10: Posters and Demos

Sat, 12:15 - 1:45, 3:45 - 4:30

44	The Vocal Augmentation and Manipulation Prosthesis (VAMP): A Conducting-Based Gestural Controller for Vocal Performance	Elena Jessop	+demo
137	Designing Smule's iPhone Ocarina	Ge Wang	+demo
72	The Drummer: a Collaborative Musical Interface with Mobility	Andrea Bianchi and Woon Seung Yeo	+demo
101	The Electrumpet, a hybrid electro-acoustic instrument	Hans Leeuw	+demo
104	Double Slide Controller	J Tomas Henriques	demo
158	Using Haptics to Assist a Musician in Making Gestures	Edgar Berdahl, Guenter Niemeyer and Julius	+demo
135	Scratch-Off: A gesture based mobile music game with tactile feedback	Nicholas Gillian, Sile O'Modhrain and Georg Essl	+demo
147	Designing for Style in New Musical Interactions	Michael Gurevich, Paul Stapleton and Peter	+demo
156	SqueezeVox Maggie: Re-Designing Principles for Computer Music Controllers	Perry Cook	+demo
160	A Flexible Mapping Editor for Multi-touch Musical Instruments	Greg Kellum and Alain Crevoisier	+demo
166	A Force-Sensitive Surface for Intimate Control	Randy Jones, Peter Driessen, Andrew Schloss and George Tzanetakis	+demo
36	HSP: A Simple and Effective Open-Source Platform for Implementing Haptic Musical	Edgar Berdahl, Günter Niemeyer and Julius	demo
81	Phalanger: Controlling Music Software With Hand Movement Using A Computer Vision and Machine Learning Approach	Chris Kiefer, Nick Collins and Geraldine Fitzpatrick	+demo
43	VERSUM: AUDIOVISUAL COMPOSING IN 3D	Tarik Barri	poster
86	Towards a humane graphical user interface for live electronic music	Jamie Bullock and Lamberto Caccioli	poster
66	YARMI, an Augmented Reality Musical Instrument.	Tomás Lorenzo, Ernesto Rodríguez and Juan	poster
83	SpeedDial: Rapid and On-The-Fly Mapping of Mobile Phone Instruments	Georg Essl	poster
102	ForTouch: a Wearable Digital Ventriloquized Actor	Sidney Fels, Robert Pritchard and Allison Lenters	poster

Session 11: Control Strategies and Installations

Sat, 1:45pm - 3:45pm

91	Words, Movement and Timbre	Alex McLean and Geraint Wiggins	long
76	A Meta-Instrument for Interactive, On-the-fly Machine Learning	Rebecca Fiebrink, Dan Trueman and Perry R. Cook	long
139	Action and Perception in Interactive Sound Installations: An Ecological Approach	Jan Schacher	short
208	The Argus Project: Underwater Soundscape Composition with Laser-Controlled Modulation	Jonathon Kirk and Lee Weisert	short
173	PlaySoundGround: An Interactive Musical Playground	Michael St. Clair and Sasha Leitman	short
140	The Fragmented Orchestra	Daniel Jones, Tim Hodgson, Jane Grant, John Matthias, Nicholas Outram and Nick Ryan	long

Session 12: Mobile Music

Sat, 4:30pm - 6pm

137	Designing Smule's iPhone Ocarina	Ge Wang	long+
135	Scratch-Off: A gesture based mobile music game with tactile feedback	Nicholas Gillian, Sile O'Modhrain and Georg Essl	short+
164	ZooZBeat: a Gesture-based Mobile Music Studio	Gil Weinberg, Andrew Beck and Mark Godfrey	short
72	The Drummer: a Collaborative Musical Interface with Mobility	Andrea Bianchi and Woon Seung Yeo	short+

"long+" or "short+" means there is a corresponding demo, and "+demo" means there is a corresponding short or long paper