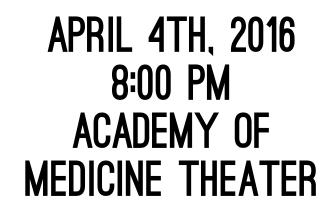
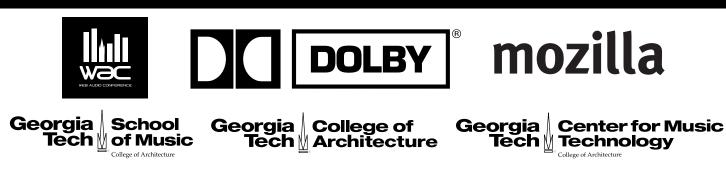
GEORGIA INSTITUTE OF TECHNOLOGY School of Music

LIVE CODING AND THE AUDIOVISUAL WEB



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CONCERT PROGRAM

LIVE WRITING: SHATTER 2015

Composers: Sang Won Lee, Mari Martinez ,Georg Essl, Pain Lee Performer: Mari Martinez (laptop)

LIVE CODING WITH EARSKETCH 2016

Composer: Jason Freeman Performer: Jason Freeman (laptop)

IMPROVISATION IN GIBBER 2016

Composer: Charles Roberts Performer: Charles Roberts (laptop)

THE LAST CLOUD 2016

Composer: Ben Taylor Performer: Ben Taylor (laptop)

LIVE LOOPING ELECTRONIC PERFORMANCE WITH MIDI HARDWARE 2016

Composer: Matt McKegg Performer: Matt McKegg (laptop)

BIOGRAPHIES

Sang Won Lee is a PhD Candidate in Computer Science at the University of Michigan. His works lie at the intersection of music and computer science, focusing on collaborative music making, live coding, and interactive music. He seeks to create environments that help people feel connected to music and he creates new ways to interact with other people and machines. Lee received his Master's Degree in Music Technology from Georgia Tech and has performed in many computer music concerts including NIME, ICMC, ACM Creativity and Cognition, and The Margaret Guthman New Musical Instrument Competition.

Mari Martinez is a musician, composer and writer. She is currently a junior in the Performing Arts Technology program at the University of Michigan School of Music, Theater and Dance.

Jason Freeman is a Professor of Music in the College of Architecture at Georgia Tech. As a composer and computer musician, Freeman uses technology to create collaborative musical experiences in live concert performances and in online musical environments, utilizing his research in mobile music, dynamic music notation, and networked music to develop new interfaces for collaborative creativity. His music has been presented at major festivals and venues, including the Adrienne Arsht Center (Miami), Carnegie Hall (New York), the Lincoln Center Festival (New York), Transmediale (Berlin), and Sonar (Barcelona), and it has been covered in the New York Times, on National Public Radio, and in Wired and Billboard. Freeman received his B.A. in music from Yale University and his M.A. and D.M.A. in composition from Columbia University.

Dr. Charlie Roberts is an Assistant Professor in the School of Interactive Games and Media at the Rochester Institute of Technology, where he researches humancentered computing in digital arts practice. He is the lead designer and developer of Gibber, an open-source, creative coding environment for the browser, and has performed with it throughout the US, UK and Asia in the experimental performance genre known as live coding.

Ben Taylor is an interdisciplinary artist and creative coder who specializes in web art, web audio, and networked performance practices. His research investigates the way ideas translate between the arts, and how we can apply that history to guide the artistic use of networks. Ben has presented his research internationally at conferences and festivals including the Pixilerations New Media Festival (Brown/RISD, 2011), New Interfaces for Musical Expression (Seoul 2013, London 2014), Web Audio Conference (IRCAM/Mozilla 2015), Leaders in Software and Art, International Computer Music Conference (2015), and others. He received an M.F.A. In Electronic Music & Recording Media from Mills College and has studied with members of the League of Automatic Music Composers and The Hub, Brian Harnetty, and Pauline Oliveros. He teaches creative coding at Goucher College Digital Arts.

Matt McKegg is a JavaScript hacker and backyard musician from Wellington, New Zealand. After becoming frustrated with existing tools for live electronic music performance, he started work on his own Web Audio powered software called Loop Drop. He currently spends most of his time creating music as DESTROY WITH SCIENCE and experimenting with new ways to make computer music feel more like playing an instrument. Just recently he released an album composed entirely using Loop Drop called "droptivist".

ACKNOWLEDGEMENTS

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Conference Chairs:

Music/Artwork Chairs:

Poster/Demo Chairs:

Hack Session Chairs:

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ABOUT US

The School of Music provides the highest level of education in music, facilitates research in music technology, and offers technology-rich performance activities. Embracing its co-curricular role, the Department will serve students throughout the institute promoting a variety of performance opportunities, offering innovative courses, and enhancing Georgia Tech's cultural and artistic environment. Faculty contribute to regional, national, and international constituencies through excellence in teaching, research, and service while creatively blending the traditional with the technical.

The Georgia Tech Center for Music Technology (GTCMT) is an international center for creative and technological research in music, focusing on the development of musical instruments and applications as well as the pragmatic and aesthetic deployment of them in performance.