



09:00 **Registration**

09:30 **Welcome addresses**

09:45 **KEYNOTE PRESENTATION**

Listening to people, objects and interactions
by Tony Stockman

Paper Session

chair: Thomas Hermann

10:15 Browsing RNA structures by interactive sonification
by Florian Grond, Stefan Janssen, Stefanie Schirmer, Thomas Hermann

10:35 **Posters: speed presentations**

10:40 **Coffee break and Poster session**

Paper Session

chair: Andy Hunt

11:10 Interactive sonification of german wheel sports movement
by Jessica Hummel, Thomas Hermann, Christopher Frauenberger, Tony Stockman

11:30 A pilot study using a technology probe to study preferences between six interactive sonifications designed for sporting activities
by Stephen Barrass, Nina Schaffert, Tim Barrass

11:50 Listen to the boat motion: acoustic information for elite rowers
by Nina Schaffert, Klaus Matte, Alfred O. Effenberg

12:10 Sonification of sculler movements, development of preliminary methods
by Gaël Dubus, Roberto Bresin

12:30 **Lunch Break**

Short paper session

chair: Sofia Dahl

14:00 Growing Neural Gas sonification model for interactive surfaces
by Lukas Kolbe, René Tünnermann, Thomas Hermann

14:15 Expressive sonification of footstep sounds
by Roberto Bresin, Anna de Witt, Stefano Papetti, Marco Civalani, Federico Fontana

14:30 Sounds Like Home: Sonification and Physical Interaction in the Periphery and Center of the Attention

by Saskia Bakker, Renée van den Berg, Sebastiaan Pijnappel, Elise van den Hoven

- 14:45 Multimodal closed-loop human machine interaction
by Tobias Großhauser, Thomas Hermann
- 15:00 An interactive framework for multilevel sonification
by Nuno Diniz, Michiel Demey, Marc Leman
- 15:15 A virtual acoustic environment as auditory display for sonification
by Cesar Salvador
- 15:30 **Demos: speed presentations**
- 15:35 **Coffee break** leading into
- 15:45 **Poster and Demo Sessions**
- 17:00 **Panel Discussion**
- 17:45 **Closing words**
- 18:00 **End of Official Programme**

POSTERS

Versum: An environment for multi-modal data display in 3D
by Kelly Snook, Tarik Barri

A wearable multi-modal sensor system for embedded audio-haptic feedback
by Tobias Großhauser, Thomas Hermann

“Walk on the sun” Interactive image and movement sonification exhibit/technology
by Marty Quinn

LAURIE – what is the sound of red?
by Helene Berg, Jonas Ericsson, David Österberg, Fredrik Mistander, Hans Müller

A model-based sonification system for directional movement behavior
by Pieter-Jan Maes, Marc Leman, Micheline Lesaffre

Improving Running Mechanics by Use of Interactive Sonification
by Martin Eriksson, Roberto Bresin

DEMOS

Creating and accessing audiotactile images with HFVE vision substitution software
by David Dewhurst

Kinetic surface friction rendering for interactive sonification: an initial exploration
by Staas de Jong

Tangible interaction with a rhythmic sonification of the “game of life” process
by Daniel Arfib, Valentin Vaals, Karine Xue

Interactive sonification of emotionally expressive gestures by means of music performance
by Marco Fabiani, Gaël Dubus, Roberto Bresin