Workshop @ Tsinghua University, Beijing

August 10 - August 21

Planning

Workshop planning

Date	General	Mathias	Bart	Jun
Aug 10	(Preparation)	Fly out, AMS 17:25		Fly out, AMS 17:25
Aug 11	Preparation: making groups, infrastructure, first tech workshop in the afternoon (Arduino + simple sensors)	Arrival Beijing, PEK 8:55, Hotel		Arrival Beijing, PEK 8:55, Hotel Tech WS (2-3 hours)
Aug 12	Tech Workshop (morning: Processing introduction, Arduino-Processing communication, afternoon: complex sensors)	Tech WS Processing, Complex sensors		Tech WS Arduino
Aug 13	Tech Workshop (Processing + Connectivity; MIDI basics)	Tech WS	Fly out, AMS 17:25	
Aug 14				
9-12	Q&A session technology	Arrival Beijing, PEK 8:55, Hotel		
13-18	Workshop	Purpose of the workshop. Hands-on musical basics, Music production basics. --- Introduction of the technical GMIS system		
19-22	Free work session			
Aug 15				
9-12	Workshop			

13-18	Workshop			
19-22	Free work session			
Aug 16				
9-12	Workshop			
13-18	Workshop			
19-22	Free work session			
Aug 17				
9-12	Workshop			
13-18	Demo + Concept freeze			
19-22	Free work session			
Aug 18				
9-12	Workshop			
13-18	Workshop			
19-22	Free work session			
Aug 19				
9-12	Workshop + Demo			
13-18	Workshop			
19-22	Free work session			
Aug 20				
9-12	Workshop			
13-18	Performance / Finish			
19-22	Clean-up		Bart leaves to PEK	
Aug 21		Fly out Beijing, PEK 10:55	Fly out Beijing, PEK 0:30	Fly out Beijing, PEK 10:55

Technology

We are aiming to build performative musical instruments and installations that allow for GMIS principles to be implemented in a group setting.

Overall, a networked multi-instrument setting will be implemented by using OOCSI as a **communication layer**, and Processing clients for sensors/interactive front-ends and MIDI translation.

The music or **sound** will be **generated** by a MIDI-capable sequencer (e.g., Logic Pro X or Ableton Live) with multi-track audio instruments, effects and audio tracks - which is connected to the OOCSI-MIDI bridge.

Processing serves as the basis for implementing interactive clients that might connect to external sensors such as Arduino-connected simple sensing modalities or complex sensors such as Kinect, Leap Motion or else.