



DESIGN CONTEST: CALL FOR PROPOSALS

FUTURE MOBILE MUSIC

Making and enjoying music for the users of tomorrow

www.sameproject.eu/contest

PRIZE

The Winners of the contest will be invited for a two-day stay at the 2010 Science Festival in Genova (Italy) www.festivalscienza.it (all expenses covered by the SAME project), will present their work to key players as well as to a general audience, and will be awarded by a representative of the European Commission.

DEADLINE FOR PROPOSALS

September 30, 2010

The European ICT project SAME (Sound And Music for Everyone, Everyday, Everywhere, Everyway) promotes a design contest for innovative applications/services/devices which make use of mobile phones for creating and enjoying music in an everyday situation. Designers are invited, but not limited to, to make use of the new technology available through the SAME Consortium. This technology enables mobile phones to be transformed into new expressive musical instruments which break the traditional ways of music listening. Today, by using SAME technology you can:

1. Extract and remix audio tracks in any song which you have in your portable device, in the same way as a DJ would do (Audio Explorer application)
2. Navigate in an orchestral score, listening only to the desired sections or instruments, by moving the mobile phone as a conductor would do (Mobile Orchestra Explorer application)
3. Use the emotion of your gestures for controlling and modifying in real-time the expressive parameters (such as tempo, articulation, dynamics, ...) in a piece of music (Moodifier application)
4. Sing a melody to your mobile phone, which will transform it into a piece played by a digital musical instrument in your phone (Mobile Composer application)
5. Analyze the context of the sonic environment (street, restaurant, car, meeting) and select a suitable playlist (Zagora application)
6. Transform a gesture mimicked with the mobile phone (pouring a glass of champagne, tooth brushing) into the sound corresponding to the real gesture (Fishing Game application);
7. Measure the empathy of users' gestures on mobile phones for modifying in real-time the performance of a piece of music (Sync'n'Move application)

SAME project Consortium Casa Paganini – InfoMus, Genova (Italy) :: Nokia Research Center, Helsinki (Finland) :: Royal Institute of Technology - KTH (Sweden) :: Pompeu Fabra University – UPF, Barcelona (Spain) :: Aalto University, Helsinki (Finland) :: IRCAM, Paris (France) The SAME project is funded by the Seventh Framework Programme (FP7) of the European Commission DG INFOSO Networked Media Systems Unit

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For more information please visit <http://www.sameproject.eu/contest>