

Launch of the **EASTN-DC**

European Art Science Technology Network for Digital Creativity

Launched in Brussels on 4 October 2017 by the *Education, Audiovisual and Culture Executive Agency* (EACEA), the **European Network Art Science Technology for Digital Creativity** enters into operational launch phase with all of its European partners : in **Grenoble, Novembre 13 to 17, 2017.**

Under the coordination of ACROE (Association for Creation and Research on Expression Tools), the EASTN-DC project is one of the 15 “big scale” projects selected in 2017 by EACEA among 548 responses to the Call *Europe Creative - Culture*.

The *Creative Europe - Culture Program* aims to support projects focusing on transnational mobility, audience development (accessible and inclusive culture) and capacity building.

One of the major challenges of the EASTN-DC project is the development of the digital creativity audience. In parallel with the size or diversity of audiences, it is important to foster the quality of digital creativity knowledge by everyone.

► EASTN-DC Project

The European Art - Science - Technology Network (AST) emerged from several European institutions involved in research, technology development, creation and education in the field of technologies applied to artistic creation.

Since its launch in January 2014, this network has allowed the reception in residence of 40 European artists or collectives, and the creation of many unique pieces.

The EASTN-DC project aims to stimulate and support the next digital revolution.

For this, EASTN-DC proposes to experiment in the artistic and cultural field a new methodology that combines **five essential poles**, until now separated, from the transformations inherent to the digital revolution:

Research | Creation | Pedagogy | Sharing | Economy

Transversality is put forward as an object of experimentation, even as a cultural object. The focus of EASTN-DC is limited to digital arts : **musical arts, interactive visual arts, and all performative or interactive arts.**

► EASTN-DC Network

The EASTN-DC project builds on the **strength of a long-standing European partnership**. The aim is to extend it considerably in terms of consortium, objectives, means of action and impact, in order to sustainably establish a European-wide network on the theme of digital creativity, **by associating artistic dimensions. scientific and technological, educational, dissemination and valorization.**



Co-funded by the
Creative Europe Programme
of the European Union

EASTN-DC brings together 17 partners including 14 from 10 European countries.

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- [ACROE, Grenoble Coordination](#)
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- [Cardiff School of Art and Design, Cardiff](#)
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► EASTN-DC Activities

Three types of actions :

- **EASTN-DC Residencies:** the development of new creations and content,
- **EASTN-DC Touring:** encounters of these new creations with the public
- **EASTN-DC Communication:** the shaping of materials, work and contents to ensure their sharing and sustainability.

More information:
www.eastn.eu

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Lancement du réseau européen **EASTN-DC**

European Art-Science-Technology Network for Digital Creativity

Réseau Européen Art-Science-Technologie pour la Créativité Numérique

Après son lancement à Bruxelles, le 4 octobre 2017 auprès de l'Agence exécutive Éducation, audiovisuel et culture (EACEA), le **Réseau Européen Art-Science-Technologie pour la Créativité Numérique** entre en phase de lancement avec l'ensemble de ses partenaires européens à **Grenoble du 13 au 17 novembre 2017**.

Projet “grande échelle”

Le projet EASTN-DC est coordonné par l'ACROE (Association pour la Création et la Recherche sur les Outils d'Expression). Il est l'un des 15 projets "grande échelle" sélectionnés en 2016 par l'EACEA parmi 548 réponses à l'Appel Europe Créative - Culture.

Projet en réseau

Le réseau européen Art-Science-Technologie est né sous l'impulsion d'institutions européennes impliquées dans la recherche, le développement de technologies, la création, et l'éducation dans le domaine des technologies appliquées à la création artistique. Depuis son lancement en janvier 2014, ce réseau a permis l'accueil en résidence de 40 artistes ou collectifs européens et la création d'autant de pièces inédites.

Ce solide partenariat européen sera étendu pour fonder durablement un réseau d'ampleur européenne sur la thématique de la créativité numérique.

Stimuler, accompagner, expérimenter

EASTN-DC propose de stimuler et d'accompagner la prochaine révolution numérique en expérimentant dans le domaine artistique et culturel une nouvelle méthodologie, articulée autour de cinq pôles essentiels, jusqu'à présent séparés : **recherche | création | pédagogie | diffusion | valorisation**.

Développer l'audience

Le programme Europe Créative - Culture vise à soutenir les projets axés sur la mobilité transnationale, le développement du public (culture accessible et inclusive) et le renforcement des capacités. L'un des enjeux majeurs du projet EASTN-DC est le développement de l'audience sur la créativité numérique. La qualité d'appropriation de la connaissance en matière de créativité numérique par tous sera particulièrement visée.

3 types d'activités

Le domaine d'intervention est dédié aux arts numériques : arts musicaux, arts visuels interactifs et tous les arts performatifs ou interactifs .

- Des **Résidences** afin de développer de nouvelles créations,
- Des **Tournées** pour la rencontre des nouvelles créations avec les publics,
- La **Communication** pour mettre en forme des matériaux, du travail et des contenus et assurer leur partage et leur durabilité.



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Le projet EASTN-DC rassemble 17 partenaires, dont 14 proviennent de 10 pays européens.

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- Grenoble INP, Grenoble

GRANDE-BRETAGNE

- Cardiff School of Art and Design, Cardiff
- OpenUp Music, Bristol
- NOVARS, University of Manchester, Manchester

ALLEMAGNE

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Plus d'informations :
www.eastn.eu

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Annie LUCIANI coord.admin@eastndc.eu



Grenoble, le 6 novembre 2017

Inauguration du réseau européen EASTN-DC

European Art-Science-Technology Network for Digital Creativity
Réseau Européen Art-Science-Technologie pour la Créativité Digitale



Sélectionné dans le cadre de l'appel européen *Europe Créative - Culture de l'EACEA**, EASTN-DC est l'unique projet "grande échelle" dont la coordination est française et l'un des 15 projets sélectionnés parmi 548.

* Executive Agency for Education, Audiovisual and Culture

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EASTN-DC Network

ACROE (*coordinateur*) - ICA, GRENOBLE, FRANCE

Le groupe ICA—ACROE, ACROE pour Association pour la Création et la Recherche sur les Outils d'Expression et ICA pour Ingénierie de la Création Artistique, couvrent un même projet global de recherche, de développement et de pédagogie en informatique musicale, image animée et synthèse. L'ACROE a été créée en 1976 par Claude Cadoz, Annie Luciani et Jean-Loup Florens à l'Institut National Polytechnique de Grenoble (Grenoble INP) avec le soutien du Ministère de la Culture et de la Communication. Le laboratoire ICA en tant qu'unité de recherche de Grenoble INP a été créé en 1999.

Les travaux scientifiques, technologiques et artistiques du groupe s'attachent à une problématique générale introduite dès sa création, se révélant aujourd'hui de pleine actualité : l'ingénierie pour la création artistique dans les arts instrumentaux du temps, arts recourant à des objets matériels produisant des effets sensoriels via l'interaction avec l'être humain :

- Les arts musicaux ;
- Les arts visuels ;
- Les arts chorégraphiques ;
- Et de leur combinaison éventuelle, pour aller vers un secteur scientifique et artistique nouveau : les arts multisensoriels numériques.

Les sciences et technologies nécessaires aux recherches du groupe :

- Les sciences et technologies de l'information, de la communication et de la modélisation des systèmes : architectures matérielles de calcul, langages, informatique temps réel, génie logiciel, interfaces personne-système, capteurs, actuateurs, traitement et synthèse du signal, modélisation de systèmes ;
- Les sciences de la perception et de la cognition : sons, images, mouvements, sensori-motricité, inscription cognitive, apprentissages sensori-moteurs, énaction, etc. ;
- Les études du champ artistique : musicologie, philosophie, histoire de l'art et des techniques.

Enfin, les choix conceptuels, comme la situation instrumentale en tant que paradigme central d'un outil de création artistique dans le contexte des technologies de l'information, s'argumentent au niveau des philosophies et des Histoires des Arts (musicologie, arts plastiques, arts du corps et de la scène) et de leur confrontation avec l'évolution des concepts scientifiques et techniques (informatique, représentations numériques, transductions sensorielles). Ce sont les analyses dans les mutations historiques et philosophiques dans les domaines des sciences et des arts qui pilotent le programme scientifique et technologique.



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EASTN-DC Network

CARDIFF SCHOOL OF ART AND DESIGN, CARDIFF, ROYAUME-UNI

Cardiff Metropolitan University's infrastructure has over 12,000 enrolled students, a staff of just over 1000. Cardiff School of Art & Design (CSAD), one of the University's five Schools, opened in 1865 and it is home to a range of centres and groups engaged in cutting-edge, world-leading research and creative practice. It is a unique creative environment that draws on classic craft traditions (workshops in printmaking, textiles, wood, metal, ceramics), as well as high-end technologies (electronic and programming laboratories, digital fabrication workshops, multi-media computer suites and studios for the creation/manipulation of audio and visual content). Part of CSAD is Fab Lab Cardiff, a small-scale workshop offering personal digital fabrication which is part of a global network of approximately 1000 labs. A Fab Lab is generally equipped with an array of flexible computer controlled tools that cover several different length scales and various materials, with the aim to make «almost anything». It offers access to modern means of invention, digital fabrication machines and tools, education, and is a platform for collaboration for its local members and the global network. CSAD will use the Fab Lab network, it's open access culture and public engagement activities to create and disseminate creative works related to the area of Art Science and Technology. CSAD, purposefully nurture the spirit of creativity and individual expression and through experiment, debate and innovation, situates it's students and academics to make a difference in the world.



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Alexandros Kontogeorgakopoulos

Cardiff School of Art and Design

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Alexandros Kontogeorgakopoulos is an academic, musician and artist, conducting transdisciplinary research and creating work at the intersection of art, science and technology. He has equally a scientific, engineering and musical background which is reflected into the nature of his creative practice and his techno-scientific exploration. After completing his PhD in 2008 in France, he joined Cardiff School of Art and Design at Cardiff Metropolitan University where he is currently Senior Lecturer. In this environment, he got exposed into the language and materials of visual arts, craft, design and architecture, which he assimilated in his work and thinking.

Alexandros over the last decade has written several academic publications, organised workshops, taught various modules related to computer music and sound art, and supervised theoretical and creative projects within the broader area of art and design. His artistic work, which includes audiovisual performances, installations and compositions, has been presented in Europe and in the US. The materials of his practice include sound, images, shadows, words, interaction, motion, digitally fabricated structures and 3D forms, composed algorithmically and physically. His research in the field of sound and music computing focuses principally on haptic musical interaction and on sound synthesis/processing by physical modelling. He is currently partner coordinator of the EU funded European Art Science Technology Network - Digital Creativity project.

alexandros-k.com

CARDIFF
SCHOOL of ART & DESIGN



Cardiff
Metropolitan
University

Prifysgol
Metropolitan
Caerdydd

EASTN-DC Network

ZKM | INSTITUTE FOR MUSIC AND ACOUSTICS, KARLSRUHE, ALLEMAGNE

The goal of the ZKM | Institute for Music and Acoustics (IMA) is to provide new impulses to electronic music through its activities in research and development. For this reason, guest artists are regularly invited to work at the institute and develop new works on site. The ZKM | IMA hereby acts as work, production, and performance space. The results of the artistic work are regularly made accessible to an interested public in performances, publications, and editions.

In addition to live electronics, one of the institutes main focuses is acousmatic music which is composed for presentation via loudspeakers either in combination with acoustic instruments or not.

In this case, the computer as a device with programmable and thus changeable attributes is combined with new interfaces to serve as a flexible and open (musical) instrument. At the ZKM | IMA, investigated in addition to acousmatic music are modern thematic fields, such as sound art, noise, live electronics, 3D-sound, and sound environments, psycho-acoustics, and audio-visuality in addition to the connection of sound and the movement of the human body.

The theme of spatial sound is also an important focus of the ZKM | IMA.

When electronic music began using space, new aesthetic possibilities arose, culminating in the simulation and implementation of acoustic environments. The developments of the ZKM | IMA team, for example, the ZKM_Sound Dome and the spatial sound control software Zirkonium, have contributed to advances in this field.



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<http://zkm.de/>

||||||| ||| ZKM | Zentrum für Kunst und Medientechnologie Karlsruhe

||||||| ||| ZKM | Center for Art and Media Karlsruhe

||||||| ||| ZKM | Centre d'Art et de Technologie des Médias Karlsruhe

Lorenzstr. 19, D-76135 Karlsruhe

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EASTN-DC Network

MISO MUSIC PORTUGAL, LISBONNE, PORTUGAL

The Cultural Association **Miso Music Portugal**, with the status of Public Utility since 2013, was created as an extension of the Miso Ensemble, with the aim to develop and promote contemporary music creation in Portugal and the world over. It was founded by Paula and Miguel Azguime, composers, performers and multimedia artists, who, since the foundation of the Miso Ensemble in 1985, have been developing their tireless work in the field of new music, contributing in an active way for the expansion of contemporary art.

Miso Music Portugal's philosophy is reflected in its name: MISO is a traditional ingredient in Japanese cuisine obtained by a millenary fermentation process of grains, soy beans and salt, which conveys an ideal of personal and collective life. MISO produced according to traditional processes means slow fermentation, which is materialized as a symbol of perseverance, continuous maturing and search for balance. This symbolism is being propagated within various initiatives, which since the very beginning until today Paula and Miguel Azguime have been constructing at the Miso Music Portugal. These initiatives stimulate the audiences' curiosity for sound and music phenomena, and include the production and realization of promotional actions, editions, pedagogical activities, activities stimulating creation, as well as connected with the diffusion and valorization of the Portuguese music patrimony, both at the national and international level.



Miguel Azguime

Miguel Azguime is founder and director of the Miso Music Portugal, artistic director of the independent record label Miso Records and the Música Viva Festival as well as founder of the Miso Studio and the Sond'Ar-te Electric Ensemble.



www.misomusic.com

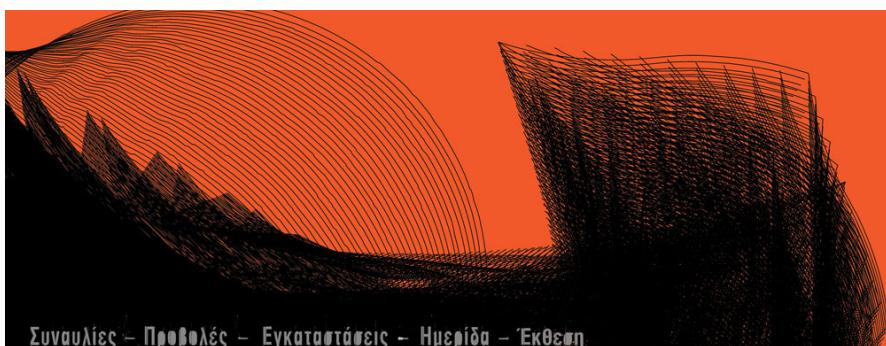
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EASTN-DC Network

DEPARTMENT OF AUDIOVISUAL ARTS, IONIAN UNIVERSITY, CORFOU, GRÈCE

Department of Audiovisual Arts, Ionian University, Corfu, Grèce

The Department of Audiovisual Arts (AVARTS) is an institution of Education and Research in Media Arts attached to the Ionian University. It was founded in 2004 and is located on the Island of Corfu, Greece. It has 15 Faculty members, ca 500 undergraduate and 50 Graduate Students (MA, PhD candidates). Its curriculum covers aspects of artistic production techniques for audiovisual arts as well as interactive arts and related media art genres, and provides foundations in theory and technology to support future artists. It has 3 research laboratories dedicated to interactive arts, performative and environmental arts, and digital processing. It organizes a yearly festival and conference and a series of summer schools dedicated to Hybrid Art forms ranging from Bio-Art to open source physical computing and wearables. Together with the Department of Music, AVARTS form the Faculty of Music and Audiovisual Arts of the Ionian University.



FESTIVAL 26-29 Μαΐου
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Τμήμα Τεχνών Ήχου & Εικόνας, Τμήμα Μουσικών Σπουδών

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EASTN-DC Network

AALBORG UNIVERSITY MULTISENSORY EXPERIENCE LAB, COPENHAGUE, DANEMARK

The Multisensory Experience lab is based in Copenhagen, and is part of the facilities of Aalborg University in Sydhavn.

In the Multisensory experience lab we work on virtual reality and multisensory experiences, exploring the combination of different input and output modalities in interactive applications. We are interested in both development of novel hardware and software technologies as well as evaluation of user experience.

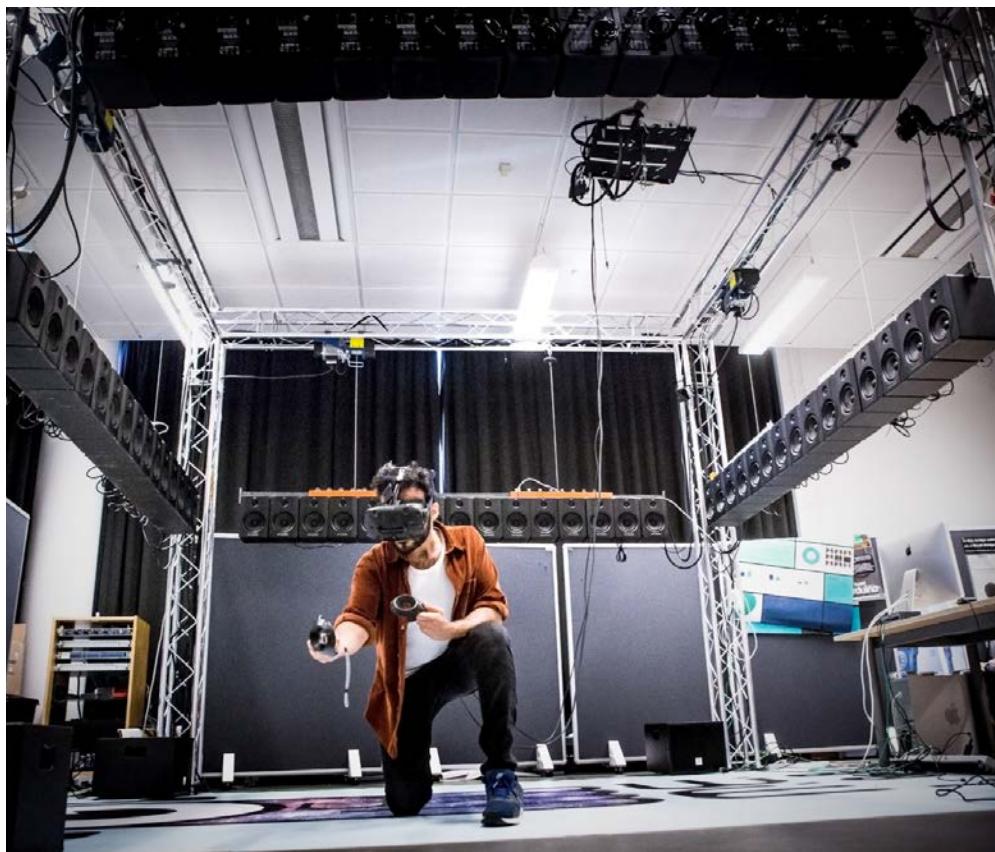
We apply our technologies to health, rehabilitation, education and entertainment.

We are particularly interested in researching topics related to sonic interaction design for multimodal environments, simulating walking experiences, sound rendering and spatialization, haptic interfaces, cinematic VR and evaluation of user experience in multimodal environments.

The multisensory experience lab is directed by Medialogy Professors Stefania Serafin and Rolf Nordahl.



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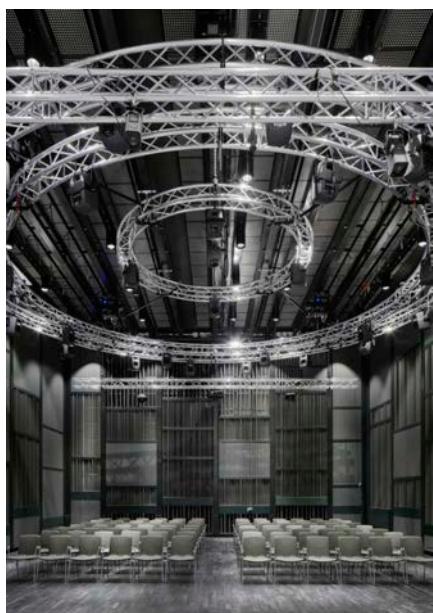
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EASTN-DC Network

THE ROYAL COLLEGE OF MUSIC IN STOCKHOLM, STOCKHOLM, SUÈDE

The Royal College of Music in Stockholm (KMH) is an academic venue for artistic and scientific perspectives on knowledge in music. In 2016 a new campus was inaugurated which now provides artists, researchers, and students with an advanced digital infrastructure and optimised acoustics for diverse musical genres. In addition to dedicated control rooms and recording studios for production, the campus features several concert halls, one of which includes Klangkupolen: a modern instrument for sound spatialisation on up to 49 speakers in a dome-like configuration. KMH produces over 300 concerts per year in its four public concert spaces. Numerous national and international collaborations contribute to high quality in research and education and help KMH to strengthen its standing in the world.



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IMAL, BRUXELLES, BELGIQUE

iMAL (interactive Media Art Laboratory) was created in 1999, with the objective to support artistic forms and creative practices using computer and network technologies as their medium. In 2007, iMAL opened its new venue, a Centre for Digital Cultures and Technology in the heart of Brussels, followed by the opening in 2012 of the FabLab.iMAL, a creative atelier for digital fabrication. Thanks to a support from the European Regional Development Fund 2014-2020 (ERDF), iMAL will soon double its infrastructure next to the Brussels Canal and plans to reopen at the end of 2018 as a European Center where art, science, technology, innovation and integration meet. With this new center iMAL wants to formulate a response to a rapidly evolving digital society. The center not only provides space for (inter) national art practices that use, challenge and question innovative processes but will also be a place where technological developments and creativity are shared with a local community in the context of social inclusion.

iMAL (Interactive Media Art Laboratory) a été créé en 1999, avec l'objectif de soutenir les formes artistiques et les pratiques créatives utilisant les technologies informatiques et réseautiques comme support. En 2007, iMAL a ouvert son nouveau site, un Centre de Cultures et Technologies Numériques au cœur de Bruxelles, suivi par l'ouverture en 2012 du FabLab.iMAL, un atelier de création pour la fabrication numérique. Grâce au soutien du Fonds européen de développement régional (FEDER) 2014-2020, iMAL va bientôt doubler son infrastructure le long du canal de Bruxelles et prévoit de rouvrir fin 2018 en tant que centre européen où se rencontrent l'art, la science, la technologie, l'innovation et l'inclusion. Avec ce nouveau centre, iMAL veut formuler une réponse à une société numérique qui évolue rapidement. Le centre offre non seulement un espace pour les pratiques artistiques (inter)nationales qui utilisent, défient et remettent en question les processus innovants; mais il sera aussi un lieu où les développements technologiques et la créativité sont partagés avec une communauté locale dans un contexte d'inclusion sociale.



www.imal.org

iMAL, Center for digital cultures and technology
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EASTN-DC Network

LJUDMILA ART AND SCIENCE LABORATORY, LJUBLJANA, SLOVENIE

Ljudmila Art and Science Laboratory was established in 2010 as a successor to the Ljudmila - Ljubljana Digital Media Lab programme running since 1994.

It strives to connect research practices, technologies, science, art and civil society. It engages in the development and popularisation of open culture, free licences and software, and in new ways of distribution. It detects how the communication transformations affect the society and encourages innovative art practices.

Ljudmila is a place where hackers, researchers and artists meet, but also a platform for reflecting and modifying culture through the lens of politics, as generated by the developments in communications technologies.

Ljudmila's artistic endeavours, often partnering with Projekt Atol, usually fall under new media art. It focuses on young artists, offering them technological and other support for their productions. The laboratory also organises artist residencies, inviting and hosting one artist from abroad per year.

Ljudmila organises regular courses in basic and advanced use of open source software (Blender, Pure Data, MediaWiki), as well as the Free Circuit (Prosto-vezje) workshops and Digital Dish public lectures and artist talks by international new media artists.

In 2013 Ljudmila launched the Strictly Analog Festival, then an international joint project with partner institutions from Graz, Trieste and Tokyo as well as with the locally based Lighting Guerrilla Festival, MoTA Museum of Transitory Art and Projekt Atol Institute.

PIFcamp, a temporary hacker-base set in the idyllic valley of Trenta, Slovenia, was first set up in 2015. Hands-on workshops, presentations, field trips, artistic explorations and random gadget tinkering take place in an atmosphere of collective research and creation.

Participants are assisted by experienced local and international guests from different fields.



www.ljudmila.org

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EASTN-DC Network

CITÉ DE LA MUSIQUE DE ROMANS, SMAC, ROMANS-SUR-ISÈRE, FRANCE

Des salles spécialement aménagées, une acoustique spécifiquement réfléchie, une scénographie particulièrement travaillée... La Cité de la musique a été entièrement pensée pour les musiciens amateurs et professionnels, mais aussi pour le public. Une partition originale qui se jouera au quotidien et en harmonie.

Le bâtiment de 4000 m² compte deux salles de spectacle, un auditorium de 270 places assises ainsi qu'une salle de musiques amplifiées de 300 places debout.

Ce nouvel équipement culturel est un véritable lieu de vie où se côtoient des genres musicaux et des intérêts différents puisque s'y retrouvent l'équipe de l'association Scène de Musiques Actuelles « *La Cordonnerie* », et celle du Conservatoire.

Ouvert au public, le bâtiment est facilement accessible et offre une restauration d'appoint. L'espace ressources permet aux particuliers de consulter des ouvrages spécifiques (Cds, revues...), et comprend un espace multimédia avec en écoute des playlists, et une parthothèque pour accéder aux partitions.

Les quarante-quatre professeurs du Conservatoire enseignent leurs 23 disciplines musicales et chorégraphiques dans des salles dédiées: batterie, percussion, musique de chambre ou orchestre...

Les amateurs de musiques amplifiées bénéficient, quant à eux, d'aménagements et de matériels perfectionnés : studios de répétition, régie d'enregistrement.

Et partagée avec tous les utilisateurs, une salle d'écoute et de rétro-projection.



Amar Soualmi
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valence
Romans **AGGLO**
CONSERVATOIRE



www.citemusique-romans.com

Cité de la musique
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CONSERVATORIO DI MUSICA “G. F. GHEDINI”, CUNEO, ITALIE

The “G. F. Ghedini” Conservatory of Cuneo, Southern Piedmont, is one of the State Conservatories in Italy, where students (both undergraduates and graduates) get the higher level of Degrees in music of the Italian education system.

The Conservatory hosts a Department for Music and New Technologies, named METS (Musica Elettronica & Tecnici del Suono), which students follow three different Degree programmes: a three-year long Bachelor’s degree in Electronic Music Composition, a three-year long Bachelor’s Degree in Sound Engineering and a 2-year long Master’s Degree in Music Creation and multi-sensorial interactive technologies.



CONSERVATORIO
G. F. GHEDINI
CUNEO



www.conservatoriocuneo.it
www.metscuneo.it

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EASTN-DC Network

THE NOVARS RESEARCH CENTRE, THE UNIVERSITY OF MANCHESTER

The University of Manchester

40,000: the largest student community in the UK.

The university also counts 25 Nobel Prize winners among its current and former staff and students.

Library: more than four million printed books and manuscripts, over 41,000 electronic journals and 500,000 e-books.

Research Excellence Framework (REF) 2014: 83% if University of Manchester Research outcomes are word leading or internationally excellent.



Credit : SALC

NOVARS Research Centre

About NOVARS Research Centre at the University of Manchester

Established in March 2007, the NOVARS research centre specialises in the areas of interactive media, electroacoustic composition, live game-audio and sound-art.



Ricardo Climent

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Ricardo Climent is Professor of Interactive Music Composition at University of Manchester (UK), where he serves as director of the NOVARS Research Centre and as head of Composition. For the last few years his research has focused on the potential of game-audio, physics and graphic engines for compositional purposes, using "the aural" as the primary source for navigation and exploration.



Credit : Beccy Lane (Positive Image)

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