## Visualisation & the Arts 2015

### Day 1 – Tuesday

#### Conference opened by Jonathan Bowen on behalf of Kia Ng, EVA London Chair

**Music & Performing Arts I (Wilkes 1-2)**

- [PULse 04: Be[ing] in the Zone – A Moist Emotion between Body Matter & Digital Media](#) [D]
  - Lorna Moore

- **LIVeMotion: A Multi-Sensory System to Encourage the Awareness of Mindfulness**
  - Isabel Briant, Jeremy Gaisie, Thomas Morris, Francis Robson, David Moore & Kia Ng

- **Enhancing Global Collaboration through Network-empowered Live Performance**
  - James C. Oliverio, Angelos Barmpoutis, Chad Juehring & Anton Yudin

### [Keynote]

**How Songkick is using Technology to Change Live Music**

- Dan Crow, Songkick

#### Refreshment Break

**Music & Performing Arts II (Wilkes 1-2)**

- **Configuring a Haptic Interface for Music Performance**
  - Joanne Armitage & Kia Ng

- **Mapping Motion II: Motion Capture and the Visualisation of Dance**
  - Kelly Hamilton

#### Lunch

**Tempo and Autonomic Control of the Heart**

- Beatrice Bretherton, Luke Windsor & Kia Ng

**United Kingdom Trade & Investment**

- Jonathan Robson

- Lunch continued – Research Workshop starts at 13:40

### Performing Arts III (Wilkes 1)

- **Sonic Heuristics in Ubimus**
  - Keller, Nuno Otero & Leandro Costalonga

- **a Borgean Musical Space: An Aural Interface for Exploring Musical Models**
  - Luís de Paiva Santana, Jônatas Bresson & Moreno Andreatta

- **Presenting Altered States of Consciousness in Computer Arts**
  - Jonathan Weinel

### Demonstrations (Wilkes 4)

- **[Demo] PULse 04: Be[ing] in the Zone – A Moist Emotion between Body Matter & Digital Media**
  - Lorna Moore

- **Sound Spirals**
  - Evan S. Raskob

- **[arra]stre – A Data-driven Ballet**
  - Paul Golz & Genevieve Smith-Nunes

- **Music of the Spheres**
  - Charlotte Jarvis & Nick Goldman

#### Research Workshop

- Towards a Digital Music Space
  - (Sarah Younan)

- Computer-aided Weave
  - Numerical Data to Generate
  - (Marios Koutsomichalis & Afroditi Psarra)

- Art Wonder: Using Technology to Enhance Learning (WELL)
  - in the Museum Context to Enhance
  - their Visitors’ Experience
  - (Francesca Guererra)

- Infinite Remix Machine: Automatic Analysis and Arrangement of Musical Recordings
  - (Marinos Koutsomichalis & Afroditi Psarra)

- MineCraft – A Media

---

*Registration*

*Electronic Visualisation & the Arts 201*