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MATTHEW WRIGHT*, CONSTANTIN BASICA, JONATHAN BERGER, CHRIS CHAFE, HASSAN ESTAKHRIAN, TAKAKO FUJIOKA, CHRISTOPHER JETTE, FERNANDO LOPEZ-LEZCANO, JULIUS SMITH, GE WANG, NETTE WORTHEY

CCRMA Studio Report 2025

Stanford University's Center for Computer Research in Music and Acoustics (CCRMA) is still a multi-disciplinary facility where composers and researchers work together using computer-based technology as both artistic medium and research tool. We cover CCRMA's people, facilities, and activities (research, musical, and educational), during the 16 years since our previous Studio Report.

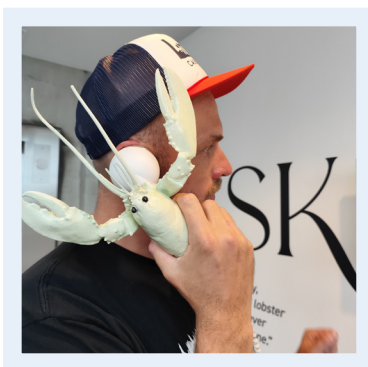
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HENRIK VON COLER*, HYUNKYUNG SHIN, ORLANDO KENNY

L42i – The Lab for Interaction and Immersion at Georgia Tech

The Lab for Interaction and Immersion at Georgia Tech's School of Music explores technologies and artistic concepts for human-machine and human-human interaction in music and sound art. With a focus on spatial audio and immersive experiences, the lab works at the intersection of arts, technology and science. This field is explored through the design of technological systems, which are then applied in creative processes as well as user experience experiments. This studio report gives an introduction to the structure of the lab and its facilities. In addition, it features the research and creative projects and gives an insight into the research goals and avenues of artistic explorations.



HENRIK VON COLER

Henrik von Coler is a composer/performer of electronic music and researcher. From 2015-2023 he was director of the TU Studio (TU Berlin). He is now an Assistant Professor at Georgia Tech's School of Music. His research encompasses spatial audio, human-computer - and human-human interaction and live electronics. In his performances and compositions, he combines state of the art digital systems with analog and simple sound generators to create immersive experiences with digital to organic textures and timbres.