

AV Jam

Contributed by Deborah Turnbull
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General Information

Artist: Andrew Brown and Steve Dillon

Exhibition Dates:

5 February - 10 April 2008

Location:

Beta_space, Cyberworlds Gallery,

the Powerhouse Museum, Sydney

Cost:

Free with Entry to the Powerhouse Museum

Summary

AV-Jam is an application that generates music and video that you can control while it plays.

It is collaborative interactive artwork, enabling its subjects to jointly control the music and video using a network of control surfaces connected to a computer. Clever algorithmic processes generate music and video that shape the result by adjusting parameters on the AV-Jam interface. The user is able to jam just like a musician, but without the need for complex instrumental skills. It is particularly aimed at providing access to novice users. Though the AV-Jam system was designed to promote meaningful engagement with media art for people of all ages, it is specifically designed to encourage collaboration between children by facilitating the creation of media rich experiences that might otherwise require more advanced skills of a DV and VJ.

Research Focus

The focus of AV-Jam's collaborators is to encourage audience members to experiment and listen to the sound, generating an atmosphere of relaxed music. One can watch the video and adjust the visuals for their own personal aesthetic effect on their immediate space.

Previous prototypes also promote working with others to control all parts of the music and video. The key to success is to take risks, be creative and listen to the sounds that your actions make. Networked jamming embraces the computer as medium of expression, the network as a team and cyberspace as venue.

Networked jamming systems, such as AV-Jam, provide learning opportunities based on real-time improvisation. Such environments provide interaction as a public and enjoyable opportunity, accessible in the contemporary and familiar format of virtual and present collaborative learning spaces. The benefits of networked jamming are that it makes creative activities accessible and engaging. It embodies creative knowledge in an audio/visual environment allowing simultaneous reflective discussion or demonstration of musical understanding. A networked jamming environment provides opportunities to develop creativity skills while taking into account technical and interpersonal skills relevant to experimental and interactive artworks in a prototype phase. AV-Jam uses dynamic music technologies developed by the Creative Communities project of the Australasian CRC for Interaction Design (ACID).

Related Event

Saturday 16 February 2008

There will be an opening event whereby the general public can visit the site and hear the artists speak to their process. A live demonstration will be performed by both professional musicians, and a group of school children, for whom the artwork is directly designed for.

A private lunch for PHM staff, and ACID and CCS researchers will follow in the PHM cafe, level 3 at 12:30pm.

Location: Beta_space, ground floor PHM

Date/Time: 11am - 12:30pm

Private function: 12:30-1:30pm - RSVP essential to Deborah Turnbull - 0400 920 761

Acknowledgements

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Artists Biographies

Andrew Brown is an Associate Professor in Computational Arts at the Queensland University of Technology (QUT) and Research Manager at the Australasian CRC for Interaction Design (ACID). Andrew's expertise is in technologies that support creativity, algorithmic music and art, and the philosophy of technology. His current research focuses on adaptive media arts. He is an active computer musician and a builder of software tools for dynamic digital content.

Steve Dillon is a senior lecturer in Music and Sound at Queensland University of Technology in the Faculty of Creative Industries. He is internationally recognised as a leading researcher in the field of positive effects of school and community music programs, particularly on at risk youth. He is the Director of the save to DISC (Documenting Innovation in Sound Communities) research network, supervising a cohort of postgraduate students and collaborating with a team of international researchers. He is also founding Director of Save To Disc (documenting innovation in sound communities).