



09:00 **Registration**

09:30 **Welcome addresses**

09:45 **KEYNOTE PRESENTATION**

Listening to people, objects and interactions  
*by Tony Stockman*

**Paper Session**

chair: Thomas Hermann

10:15 Browsing RNA structures by interactive sonification  
*by Florian Grond, Stefan Janssen, Stefanie Schirmer, Thomas Hermann*

10:35 **Posters: speed presentations**

10:40 **Coffee break and Poster session**

**Paper Session**

chair: Andy Hunt

11:10 Interactive sonification of german wheel sports movement  
*by Jessica Hummel, Thomas Hermann, Christopher Frauenberger, Tony Stockman*

11:30 A pilot study using a technology probe to study preferences between six interactive sonifications designed for sporting activities  
*by Stephen Barrass, Nina Schaffert, Tim Barrass*

11:50 Listen to the boat motion: acoustic information for elite rowers  
*by Nina Schaffert, Klaus Matte, Alfred O. Effenberg*

12:10 Sonification of sculler movements, development of preliminary methods  
*by Gaël Dubus, Roberto Bresin*

12:30 **Lunch Break**

**Short paper session**

chair: Sofia Dahl

14:00 Growing Neural Gas sonification model for interactive surfaces  
*by Lukas Kolbe, René Tünnermann, Thomas Hermann*

14:15 Expressive sonification of footstep sounds  
*by Roberto Bresin, Anna de Witt, Stefano Papetti, Marco Civalani, Federico Fontana*

14:30 Sounds Like Home: Sonification and Physical Interaction in the Periphery and Center of the Attention

*by Saskia Bakker, Renée van den Berg, Sebastiaan Pijnappel, Elise van den Hoven*

- 14:45 Multimodal closed-loop human machine interaction  
*by Tobias Großhauser, Thomas Hermann*
- 15:00 An interactive framework for multilevel sonification  
*by Nuno Diniz, Michiel Demey, Marc Leman*
- 15:15 A virtual acoustic environment as auditory display for sonification  
*by Cesar Salvador*
- 15:30 **Demos: speed presentations**
- 15:35 **Coffee break** leading into
- 15:45 **Poster and Demo Sessions**
- 17:00 **Panel Discussion**
- 17:45 **Closing words**
- 18:00 **End of Official Programme**

## **POSTERS**

Versum: An environment for multi-modal data display in 3D  
*by Kelly Snook, Tarik Barri*

A wearable multi-modal sensor system for embedded audio-haptic feedback  
*by Tobias Großhauser, Thomas Hermann*

“Walk on the sun” Interactive image and movement sonification exhibit/technology  
*by Marty Quinn*

LAURIE – what is the sound of red?  
*by Helene Berg, Jonas Ericsson, David Österberg, Fredrik Mistander, Hans Müller*

A model-based sonification system for directional movement behavior  
*by Pieter-Jan Maes, Marc Leman, Micheline Lesaffre*

Improving Running Mechanics by Use of Interactive Sonification  
*by Martin Eriksson, Roberto Bresin*

## **DEMOS**

Creating and accessing audiotactile images with HFVE vision substitution software  
*by David Dewhurst*

Kinetic surface friction rendering for interactive sonification: an initial exploration  
*by Staas de Jong*

Tangible interaction with a rhythmic sonification of the “game of life” process  
*by Daniel Arfib, Valentin Vaals, Karine Xue*

Interactive sonification of emotionally expressive gestures by means of music performance  
*by Marco Fabiani, Gaël Dubus, Roberto Bresin*