

Rolf Nordahl and Stefania

Serafin

Medialogy,
Aalborg University Copenhagen
Lautrupvang 15
2750, Ballerup, Denmark.
rn,sts@media.aau.dk

Abstract

In this paper we describe recent developments in the Medialogy education at Aalborg University Copenhagen focusing on the role of sound in interactive new media. Medialogy was founded on the observation that contemporary society has a wish for graduates that hold understanding of both scientific, technical aspects as well as mature creative thinking. The program is unique in Denmark as it combines elements from music technology, computer vision, computer science and arts.

Introduction

In 2002 the study of Medialogy was established at Aalborg University. The degree program was prompted by an urgent need for multimedia design graduate studies in Denmark.

Music technology was from the very beginning an essential component of Medialogy. 2004 brought a benchmark for Medialogy – both in conceptual strategy as well as within strengthening the part of music technology. This was done through several factors: starting intake of students from short degree IT-graduates programmes, revision of the undergraduate programme, starting the M.Sc. programme which further increased the elements of music technology through courses and projects in Interactive Acoustics, Cross-Sensorial Processing and Cross-modal perception.



Figure 12. The Medialogy logo.

Medialogy and interactive sound design

Research

Research in Medialogy focuses on designing new sound models for interactive media such as installations, computer games and virtual reality systems. Interactive sound models have been studied for a long time in the computer music community. The same approach can also be used to simulate everyday sounds. Such models are interesting for realistic real-time simulations and to use computers to extend sonic possibilities offered by the real word.

Some examples of Medialogy research projects, presented at international venues such as NIME 2005, ICMC 2005, QI and Complexity 2004 are shown in Figure 2.

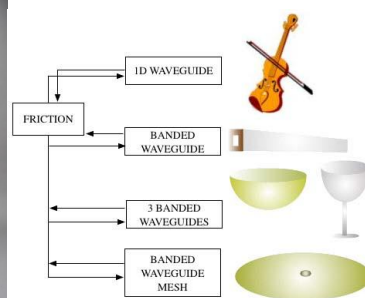
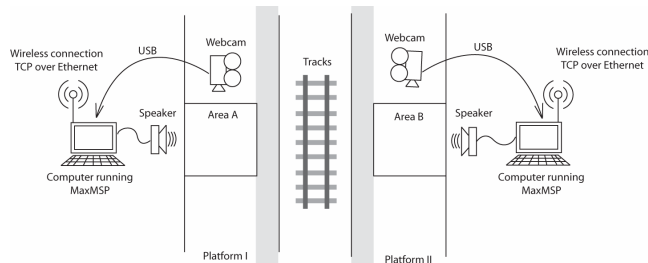
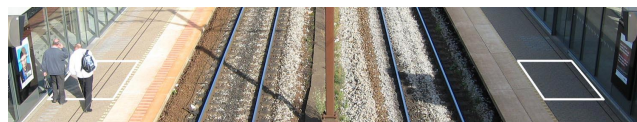


Figure 213. Examples of Medialogy research projects. Top installation connecting strangers at a train station, bottom the Cyber Angel(left) and sound of friction (right).