Location-Based Media, an umbrella for Locative Audio, brings composers and sound designer the idea of customizing and associating sonic ideas to a specific geolocation. Mobile technologies, such as the GPS smartphones employed for locativeaudio.org project and custom made software provide the core tools for its realization. These unique tools enable sound artists to apply locative audio and media technologies to creative thinking and to take the results public as an extension and reinvention of the concert hall. By ‘Augmenting the Aurality’ of a specific everyday location, composers can recover memories of a particular place, produce sonic alternatives to repositories of visual information, and even attempt to forecast desired futures through sound.

Locative audio thrives on the notion of data sonification or data auralization, where information is transformed into sound and represented in a way that complements visual senses. By exploring this novel area of research through seamless integration of arts, science, and technology, locative audio has the potential to significantly lower the cognitive load as well as offer insight in new ways of perceiving and understanding complex data.

Participants: Ivica Ico Bukvic, Assistant Professor of Music in the College of Liberal Arts and Human Sciences, Virginia Tech, IMPACT Studio Head; Ricardo Climent, Co-Director of the NOVARS Research Centre, University of Manchester, UK; (also a large number of participants listed on locativeaudio.org)

Type: sonification, location-based technologies, telematic performance, interactive art installation

Date: June 2012, April 2013

Website: locativeaudio.org