

Action IC0601

SID – Sonic Interaction Design



Participating countries: AT, BE, CH, DE, DK, ES, FI, FR, GB, IE, IL, IS, IT, NL, NO, PT, SE; Non-COST Institutions: McGill University, CA; University of Canberra, AU
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Objectives:

- Foster research on the multifaceted sonic aspect of interactive artefacts.
- Establish a community where psychologists, cognitive scientists, acousticians, computer scientists, designers, and artists can talk and understand each other, under the common objective of understanding sonic interactions and designing future artefacts that exploit the auditory communication channel at the functional, informational, and aesthetic levels.
- Promote the growth of new design disciplines that will contribute to a better quality of life.
- Nurture and guide emerging scientific, technological, and cultural intercurses.
- Build a strong European network in the field which can give rise to future EC funded projects.

Working Group 1

Perceptual, cognitive, and emotional study of Sonic Interactions

The activity focuses on extending information and valuable resources (including bibliography, guidelines, methods, and workbenches) on experimental scientific findings about human sound reception in interactive contexts. New experimental paradigms in neurosciences, ergonomics and psycholinguistic open stimulating challenges. Basic research is included in these activities, promoting paper publication and dissemination.

Working Group 2

Product Sound Design

The activity focuses on collecting resources useful to establish a grounded design method for designing interactive products having a salient sonic behaviour. Initiatives are promoted, in the form of schools, studies, design exercises, etc., to improve the design culture and sensibility in this area. Relevant design patterns are collected and documented.

Working Group 3

Interactive Art and Music

The activity aims at promoting new productions in the interactive and performing arts, exploiting the role of enactive engagement with sound-augmented interactive objects. Artists are actively involved in COST – SID activities so to increase their awareness of the emerging possibilities in sound-mediated communication and interaction.

Working Group 4

Sonification

The activity collects prominent cases of data and information sonification, thus growing a body of sonification patterns, especially those emphasising the important role of interaction. Possibilities for killer applications will be highlighted and brought to the attention of scientific, educational, and industrial forums.

Main achievements of the first three years:

- CHI SID Workshop on Sonic Interaction Design, Firenze, 2008
- Training School on Biomedical Data Sonification, Bielefeld, 2008
- Workshop on Film and Theatre Sound Design, York, 2009
- Training School on Interactions with Environmental Sounds, Porto, 2009
- Special issue of the International Journal Of Human-Computer Studies, 2009
- 55 Short-Term Scientific Missions
- Workshop on Sketching Sonic Interaction Design, Holon, Tel Aviv, 2009
- Training School on Product Sound Design, Helsinki, 2010