

tutorium CM & SA

(EN)

who am i

kobzar@iem.at

schedule

who are you

- name,
- how long are you in IEM,
- background(s),
- artistic interest(s),
- current problem(s)/questions?

goals of the course

- why tutorium?
- tutorium as a group lesson

what could **not** fit into the course

- home tasks for other lessons
- content-related questions, which you could ask the author of the course about

what could fit into the course

- topics, which are not/barely covered during the other lessons (like OSC communication or virtual sound devices)
- basics that you should be aware of, but you are not sure about (like hardware, software, programming etc..)
- project-related interests of using the kug facilities multichannel setups/ambisonics, automatic piano, iko, motion tracking etc...
- practice with anything you think was not enough during the other lessons

types of activities

- small presentation from my side
- discussion (if needed)
- practical part:
 - practice (w. soft-/hardware, programming)
 - problem-solving

generalization of problems

- formulate a question (ex., SC crashes)
- clean up the excerpt of your code, so that everyone can read it
- generalize/specify your question (SC crashes on Windows 11 while using PanAz with Madiface Pro)

final mark

- attendance + participation in the lesson
- final written text report: how did you apply any of the topics/activities to your own artistic practice (min.0.5 page A4 size, font Times New Roman 12 pt)

course materials

https://
iaem.at/
kurse/
ws2425/
tutoriumcomputermu
sik-undklangkunstfwf



course contents - your propositions

- deadline: best 1 week before the lesson, latest - Friday before the lesson on Monday.
- https://
 docs.google.com/
 document/d/
 1AaDD3hoPVDr_8TE
 mbXXUG_kd9xVpDn4I
 EVI9PXZkV1M/edit?
 usp=sharing



course contents - initial suggestion

 https:// docs.google.com/ spreadsheets/d/ 1szLY TeXo6ldDxzb-GhqtrSU58WcOowgnkGz3OEh6s/edit? usp=sharing



"TRY AGAIN. FAIL AGAIN. FAIL BETTER."



Samuel Beckett, 1977 | Photo: Roger Pic © Public Domain