

C O

Collaborative
Situating
Media

S I

M A

 **ircam**
Centre
Pompidou

 Orbe

École
nationale
supérieure
des Arts
Décoratifs

 **idscènes**
www.idscenes.com

esba **TALM**

nodesign.net

 ANR

collaboration

collective interaction

participation

mobile devices

ubiquitous

almost everybody has a smartphone
and takes it almost everywhere

multimodal sensing

multi-touch, 9-axis motion sensors,
microphone, camera, ...

audiovisual rendering

real-time audio and graphics processing,
high-resolution screen,
decent audio i/o

upcoming **web standards**

HTML5 & Javascript (ES6)

Web Audio API

sensor and geolocation APIs

DeviceMotion, DeviceOrientation, geolocation

WebSockets and WebRTC

+ Node.js

CoSiMa applications

extended sound walks

- + multimodal interactions
- + interactions among participants

interactive audiovisual installations

- + smartphones
- + collective/collaborative interactions

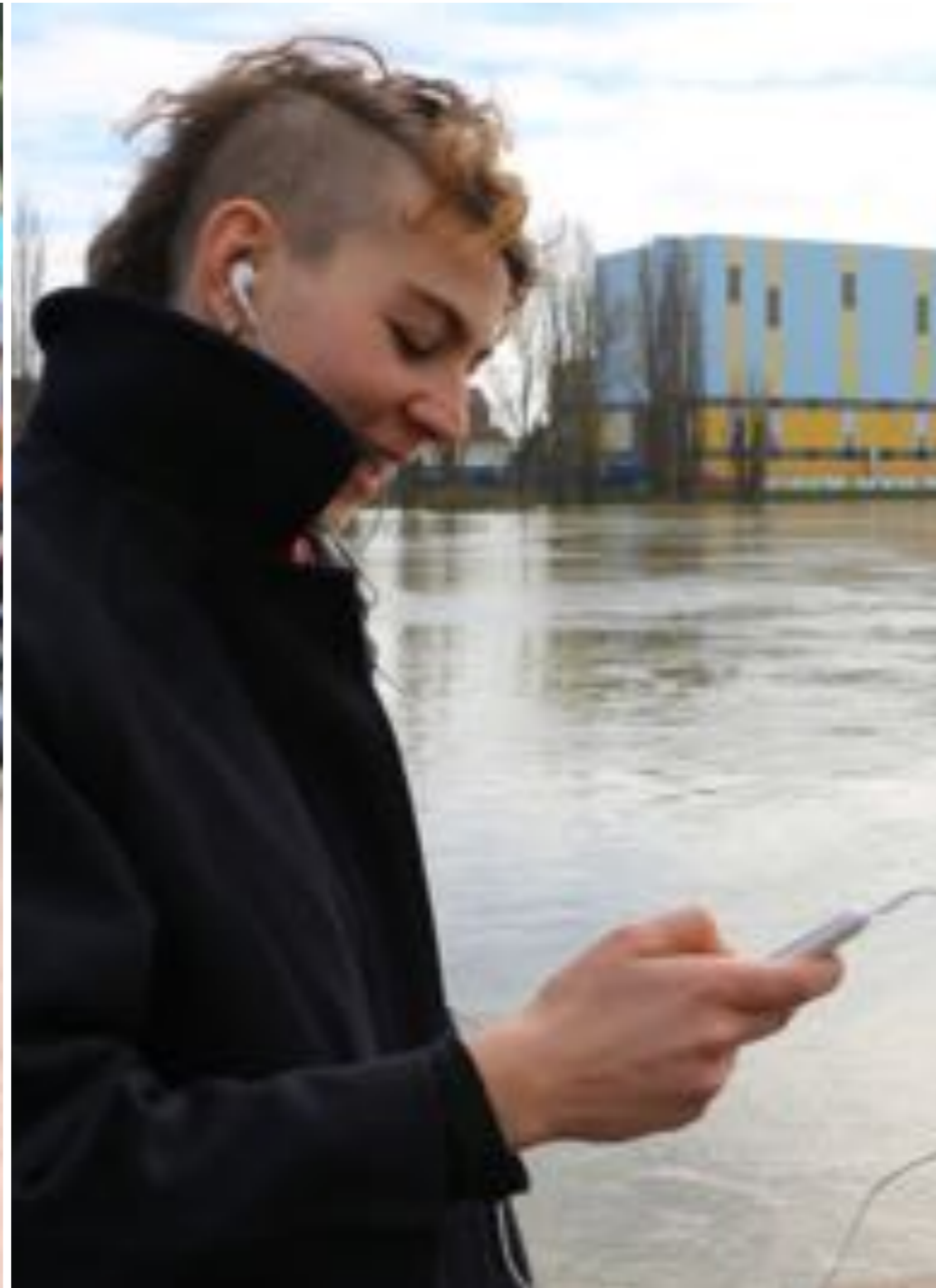
collective improvisations

participative concerts

- + smartphones

Murmures Urbaines / POPUP-Fest

Chalon dans la rue, 2015



Centon Digital / Espace^Espace

Festival Montpellier Danse, 2016



Surexpositon

Fête des Lumières, 2014 and Palais de Tokyo, 2016



Chloé x Ircam

Fête de la Musique, 2015



Chloé x Ircam

Nuit Blanche, 2015



Collective Loops

Open Doors and Forum Workshops Ircam, 2015



ProXoMix (working title)

Ircam CoSiMa, 2016



C

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Collective
Sound
Checks



- ✓ iOS ≥ 7 or Android ≥ 4.2 ?
- ✓ use Chrome or Safari
- ✓ visit apps.cosima.ircam.fr
- ✓ unmute + max volume

cosima.ircam.fr