

## **Digital Platform, Noise-related Soundscape**

The Noise-related Soundscape is intended to be an innovative platform that represents the field of contemporary sound and serves as a dissemination tool to interactively demonstrate the research results in the field of noise-related sound. Cored in Italian futurism, the sound phenomena related to noise form a current trend in musicology for around hundred years now. It has been largely used in academic, popular and underground music. Yet there are almost no interactive, playful and educational media that would teach its history, inform about its antecedents, conceptual background and network of ideas linked to the idea of a noise-related sound.

Noise-related sound is a form of artistic means today that has a rich cultural background. Noise will be analyzed in this project as a cultural symbol to shed light on modern understanding of sound and to show the positive side of noise in the acoustic field represented not as waste but as artefact of sound ecology. The end-users of the game will be persons interested in the sectors of humanities and arts (students, new media artists, teachers) as well as general public interested in the ecology of culture. Noise-related sound is still a relatively new and fuzzy phenomenon that needs to be explained to the public without a specific education in arts.

The authors propose a methodological approach for the new media creation focused on research into contemporary theory of culture as well as serious gaming. It will be an interactive platform that serves as a knowledge bearer, informing the users about the cultural background of the noise-related sound, its theoretical context and artistic heritage. The platform is based partly on the results of the post-doctoral project that has been carried out at the Vidzeme University of Applied Sciences during the time period of 2018-2021. In the framework of the post-doctoral project "Leveraging ICT product innovations by enhancing codes of modern art" No. 1.1.1.2/VIAA/1/16/106, an innovative digital platform Art Space was created in a collaboration of the new media artists Kristaps Biters and Ieva Vīksne. The creative team is being led by the researcher Ieva Gintere who is the author of the concept. Art Space is a virtual environment with game elements that was made as a prototype for future new media product creation with the aim to develop the currently non-existing educational force of art games, to evolve serious games that teach contemporary aesthetics, and to support young artists by the educational platform where their creative results are represented. Noise-related Soundscape is a continuation of the post-doctoral project where the results of research into contemporary aesthetics were incorporated in an educational platform. It will continue the goal of knowledge transfer set in Art Space, and enhance the serious gaming industry with the subject of modern aesthetics of sound and its historical context that has been underrepresented in this area to date. Globally, there are almost no studies by now that would marry the fields of noise-related sound and educational platforms. The cross-cutting of arts' research, educational field, new media and ecology of sound is a unique focus that corresponds to the idea of interdisciplinary research.

The platform will function as an educational tool to teach the trends of modern sound art and the noise-related tradition in contemporary culture as well as the intertextual links to modern thought. The platform will be an interactive audio-visual, ambient environment presenting a three-dimensional atmospheric virtual world. The user will be able to enter the residences of sound and learn about the features of noise-related aesthetics and its artistic references. The sound residences will demonstrate short texts in a three-dimensional format, the examples of the noise-related sound tradition in digital gaming, academic, alternative, underground music, sound art and new media art, its historical antecedents such as the scores by Jean Tinguely, Karlheinz Stockhausen, John Cage, Michael Gordon as well as the trend of glitch that is a twin phenomenon of noise in the visual field.

Ieva Gintere is an expert in the noise-related trend in musicology as well as in contemporary art and serious gaming. The results of her previous research have been published internationally since 2014.

The authors of the new platform intend to deepen the understanding of modern sound that incorporates noise to a great extent, and to cultivate our noise-related aesthetic perception in order to appreciate noise as artefact. Thus, the project will support the collective consciousness to be able to sort various types of noise and to better coexist with those which are a natural part of contemporary culture. The platform will pave the way to a cultivated taste of modern sound and a better knowledge of contemporary sound culture. It will open new horizons to appreciation of noise-related sound, and help to write the new history of sound. The virtual audiovisual environment is planned to be structured in several spaces: ambient noise-related sound and the noise of silence, aggressive noise, academic experiments in the field of noise.

**The objective** is to develop the cross-cut of fields of digital art and serious games in the context of modern sound ecology.

**The tasks:**

- to create an innovative animated educative platform in order to teach the trends of modern sound art and the noise-related tradition in contemporary culture using the modern interactive media of gaming;
- to deepen the understanding of modern sound that incorporates noise to a great extent;
- to pave the way to a cultivated taste of noise-related sound and a better knowledge of contemporary sound culture, to support the social intelligence of modern aesthetics of sound;
- to strengthen the new ecology of sound as our natural cultural environment;
- to create new synergies between the disciplines of arts' research, serious gaming, and digital art.

**Methodology and Sustainability**

The methods used will be literature analysis (musicology, new media art theory, modern aesthetics, theory of culture and fields related to it), analysis of noise-related sound examples in academic music as well as underground, popular, alternative genres, and digital art. Methodology used in the Noise-related Soundscape will be largely inherited from the post-doctoral project thus opening a horizon of sustainable work in the area of digital education of contemporary art. Noise-related Soundscape will use new media as a tool for developing knowledge about recent artefacts and their historical backgrounds.

**References**

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Gintere, I. (2017). Codes of Musical Modernism and Latvian Contemporary Music. Proceedings of the 4<sup>th</sup> International Multidisciplinary Scientific Conference on Social Sciences & Arts (SGEM), Vienna, Book 6, Science and Arts, vol. 1, pp. 435-442.

Gintere, I. (2014). The Musical Time-space in European Avant-garde and in Latvian New Music. Dimensions of Artistic Education: European Culture between East and West – Tradition and Modernity, Vol. 10. Iasi, Romania: George Enescu University of Arts. pp. 6-14. Available at: <http://tinread.usarb.md:8888/tinread/fulltext/pasca/educatie10.pdf>.

### **Structure of the Noise-related Soundscape**

The virtual environment is planned to be structured in 5 spaces:

Ambient noise

<https://www.youtube.com/watch?v=6tyavwttt-k&t=4s>

<https://www.youtube.com/watch?v=MdA1ExZXras>

Aggressive noise

<https://www.youtube.com/watch?v=8TXWp6lvHps>

Academic noise-related sound

<https://www.youtube.com/watch?v=JJgtaCl0Zek>

<https://www.youtube.com/watch?v=H4QaMwpVXVM>

Noise of silence

[https://www.youtube.com/watch?v=peUqHX\\_ZOx8&t=215s](https://www.youtube.com/watch?v=peUqHX_ZOx8&t=215s)

Glitch noise

[https://www.youtube.com/watch?v=H\\_ggsOLnmkk&t=35s](https://www.youtube.com/watch?v=H_ggsOLnmkk&t=35s)

<https://www.youtube.com/watch?v=omDK2Cm2mwo&t=39s>

### Risk assessment

| No. | Risk    | Risk description              | Assessment  |        | Risk prevention/<br>reduction measures   |
|-----|---------|-------------------------------|-------------|--------|--|
|     |         |                               | Probability | Impact |  |
| 1.  | Finance | Risk of insufficient finances | Low         | Medium | Risk is reduced by carefully planning the finances in the project planning stage.  |
| 2.  | Finance | Accounting review risk        | Low         | High   | Project management system prevents accounting risks, continuous account monitoring is carried out  |
| 3.  | Finance | Double funding risk           | Low         | High   | Project management system ensures work hour recording. Documents produced in the project will be marked with a reference to the project.   |
| 4.  | Finance | Cost increase risk            | Medium      | High   | In case of cost increase all costs will be recalculated together with the financier and in case extra costs will be needed, decisions about optimization and/or cost coverage form the budget of the project applicant will be made. |

|    |                |                                   |        |        |  |
|----|----------------|-----------------------------------|--------|--------|--|
| 5. | Implementation | Research risks                    | Low    | Medium | The research results defined in the project will be based on the competency and scientific capacity of the research group and along the lines of common practice of scientific research.   |
| 6. | Implementation | Technology risks                  | Low    | Low    | The technology capacity of the project submitter was considered when developing the project goals and tasks.   |
| 7. | Implementation | Human resource availability risks | Medium | Medium | Human resources in the project are employees whose experience and motivation reduces the risk of significant turnover. If changes occur a new equivalent participant will be found, possible substitutes have been identified during project proposal development. |
| 8. | Implementation | Organizational structure risk     | Low    | Low    | During project proposal development project activities have been planned together with the responsible participants with clear tasks and responsibilities. The organizational structure is defined clearly in the proposal.  |

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|-----|---|------------------------------------|-----|--------|---|
| 9.  | Implementation                          | Task definition risk               | Low | Medium | Each project activity has aims, tasks, result and outcome plans defined. Tasks and work progress will be discussed in regular meetings during project lifetime.                     |
| 10. | Achieving results and impact indicators | Activity planning risks            | Low | Medium | Project activity planning has been carried out benefiting from project coordinators and participants' competencies and experience from similar project planning and implementation. |
| 11. | Achieving results and impact indicators | Risks of not achieving set targets | Low | Medium | Project coordinators extensive experience in similar project leading and internal auditing tools (incl. project meetings) will ensure reaching targets and outcomes.                |
| 12. | Project management                      | Organizational management risks    | Low | Medium | Project management regulations determine uniform and transparent project implementation and monitoring processes.   |

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|-----|--------------------|---------------------------|--------|--------|---|
| 13. | Project management | Research leadership risks | Medium | Medium | The involved personnel are highly qualified to lead and carry out scientific research and the organizational structure of the project ensures timely and high quality research results. |
|-----|--------------------|---------------------------|--------|--------|---|