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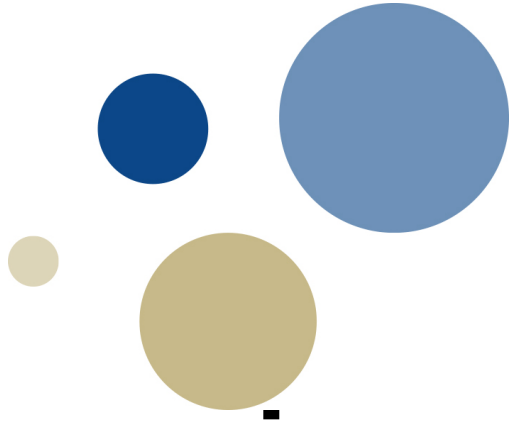


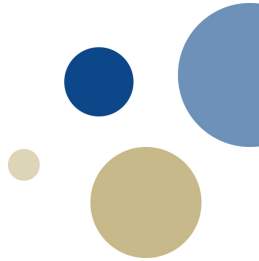
MCT4048: Audio Programming

The Extensions: Live Coding

Anna Xambó
Department of Music, NTNU

13 February 2019

Start setting up...

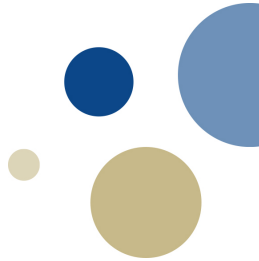


Download:
`https://github.com/axambo/audio-programming-workshop/`

Go to: code/d6/00-setting-up/checklist.md

Reflecting on The Blogposts

This Week: The Extensions (40% Group Work)

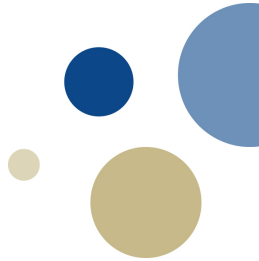


- **Syllabus**: `https://uio.instructure.com/courses/17406`
- **Assignment 4** (Total grade: 30%): Presentation mini-project 2 (group) – **days 6 (February 13, 2019) (10%)**, 7 (February 14, 2019) (10%), 8 (February 15, 2019) (10%)
- **Assignment 5** (Total grade: 10%): Written blog post about the mini-project 2 (group) – February 22, 2019

Program: Day 6 – 13 February, 2019

- 9.15-10.00: Setting up computers with the tools for the tutorial
- 10.00-12.30: Tutorial: Live coding
- 12.30-13.00: Lunch break
- 13:00-15:00: Mini-project 2 development (2/4)
- 15.00-16.00: Speedy presentations mini-project 2 (1/3)

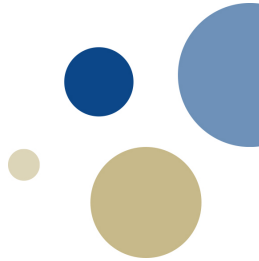
Learning Outcomes



- Get a sense of live coding as a musical practice.
- Get familiar with live coding in the browser focusing on collaborative live coding.
- Be able to work in a group project relating audio programming concepts and building up from previous knowledge.
- Be aware of best practices in web development in group projects.

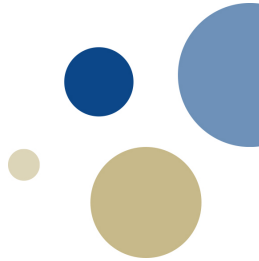
Warm-up Activity: What Do We Know About Live Coding?

Mini-Presentation: Live Coding



— Around SuperCollider and the Live Coding community.
— Around collaborative music live coding.

What is Gibber.cc

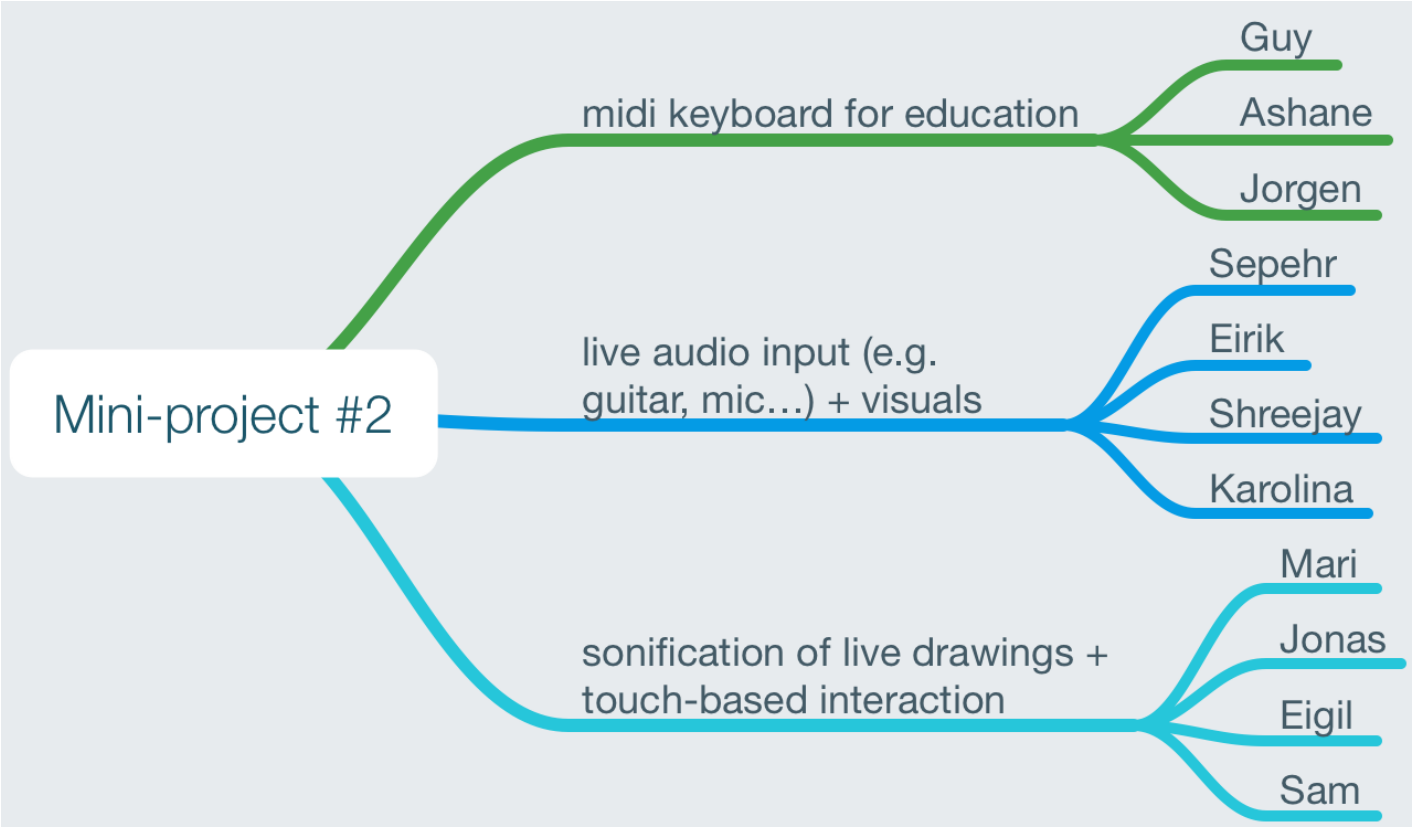


- Gibber is a creative coding environment for audiovisual performance and composition.
- It contains features for audio synthesis and musical sequencing as well as drawing capabilities (2d and 3d).
- To execute a line of code, place your cursor on it and hit Ctrl+Enter (line or block of code).

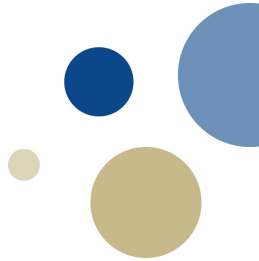
Live Coding with Gibber.cc

- Exploration of Gibber.cc (individual): report to the group one discovery using Gibber.cc in the browser.
- Exploration of Gibber.cc (small group): explore ways of collaborating using Gibber.cc in the browser.
- Group improvisations using Gibber.cc in the browser.

Organization of groups: Brainstorming



Mini-project development (2/4)



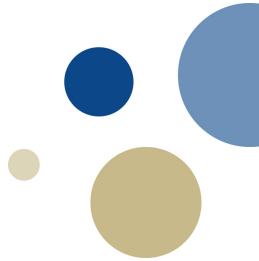
You are expected to create a mini-project in teams that should be doable within a week. The overall aim is to explore a little bit further Web Audio. Here are different approaches that you can take:

- Develop an idea based on what we are seeing in class. Feel free to build up everyday, or change if not convinced (from scratch approach).
- Adapt an existing code to your needs and document what are the changes (remake approach).
- Combine projects from last week (hybrid approach).
- Other?

Working style

- Work with the same team throughout the week, ideally across campuses.
- Make sure to clarify who has developed what part of the code. For example, divide the work into functions and add the author name at the header of each function.
- The instructors in both sites will keep an eye on the groups to catch up.
- There will be 4 time slots during the week to work on the project.
- Keep a research journal.

Relevant Links



— Syllabus: `https://uio.instructure.com/courses/17406/pages/syllabus`