

**ISEA2017**  
**23rd INTERNATIONAL SYMPOSIUM ON ELECTRONIC ART**  
**XVI INTERNATIONAL IMAGE FESTIVAL**  
**LEARNING CALL**

**1. Title**

SoundMind

**2. Duration (only workshops and tutorials)**

Half day \_\_\_\_ Full day \_\_\_\_

**3. Organizers and presenters' names and affiliations**

Tara Parker-Essig, University of California at Davis

**4. Abstract (ready for diffusion). 200 words maximum.**

SoundMind is a virtual environment in which, through the power of technology in combination with the mysterious phenomena of creativity, sound becomes visual. Participants can relax, observe, and participate in unified creative expressions. The goal is twofold: First to explore and understand the ways in which the technological environment affects the individual and the individual's interactions, and Secondly, with these understandings, to develop an environment that will build participant's empathy, curiosity, interpersonal understanding and soundness of mind via the sharing and receiving of audio and visuals.

**5. Rationale, ~~instructional methods~~, and description**

SoundMind is a virtual space where, though the power of technology in combination with the mysterious phenomena of creativity, sound becomes visual.

The human being builds to understand, experiments to understand, and deconstructs to understand. Except in the case of overwhelm, wherein a human is so saturated with stimuli and stress that they no longer care to explore the world, we each live as meaning-making biological machines. However, the translation between what things are and what they are perceived to be, is imperfect. The meaning one individual extracts from their experiences is rarely identical to another's. The importance of SoundMind lies in its experimental nature. SoundMind asks: In what new ways can one interact in a virtual environment? An environment that by its nature, so easily breaks the laws of nature we encounter in the everyday? The participant must act and interact in order to discover what is possible here. Simultaneously, all other participants, the creator included, can learn via observation and gain new understandings themselves. SoundMind inquires: Is meaning-making a biological phenomenon? Can everyday conflicts in interpersonal understanding be healed by a space where physical understanding is intentionally made difficult? Can a strange virtual experience bring people together in their common humanity? Will new thoughts leading to personal and interpersonal peace arise from a sense of timeless play? Can co-creation preserve and share culture and values? Can a space without location lead to increased peaceful coexistence in a world full of borders?

SoundMind is an experimental attempt to answer these questions and to, in turn, discover new ones.

**6. ~~Plan to solicit participation (only workshops and tutorials)~~**

**7. ~~URL of website (only workshops and tutorials)~~**

**8. ~~Technical Rider. Please provide the requirements (technological equipment, materials and~~**

~~characteristics of space) (only workshops and tutorials)~~

## 9. Biographies of the Author(s).

Tara Parker-Essig is a senior undergraduate at the University of California at Davis. Their studies focus on the interaction between human and tool, and on narrowing the gap between tool-maker and tool-user.

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**Title:** SoundMind

**Abstract:** SoundMind is a virtual environment in which participants can relax, observe, and participate in creative expressions. The goal is twofold: First to explore and understand the ways in which the technological environment affects the individual and the individual's interactions, and Secondly, with these understandings, to finally develop an environment that will build participant's empathy, curiosity, interpersonal understanding and soundness of mind via the sharing and receiving of audio and visuals.

**Keywords:** sound, music, audio, visual, image, landscape, virtual, psychological, social

**Sub-themes:** Please select one or more sub-themes

1. Critical perspectives on the use of technology for peace
2. Media art, landscape and heritage
3. Interdisciplinary platforms for coexistence
4. The cultural dimensions of bio-creation and peace
5. Design, Art, Science, and Technology