Fra: 125th_workshops@aes.org
Emne: **125th AES Convention: Workshop Proposal**
Dato: 22. maj 2008 19:57:00 GMT+02:00
Til: shn@tcgroup.tc

Your convention session proposal was submitted to the committee for their consideration. A representative from the convention committee will contact you by June 30, 2008 to let you know if your proposal was approved or rejected.

125th AES Convention: Workshop Proposal - Submitted 2008-5-22

1. Proposed by:
Soeren H. Nielsen, chairman of TC-HFAS.

2. Follow up contact person and contact details:
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3. E-mail address of contact person:
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4. Related AESTC(s):
Human Factors in Audio Systems, Studio Practices and Production

5. Proposed Convention:
125th

6. Day of event within Convention (Optional):
No preference

7. Proposed Title of Session:
Mastering Chaos in Sound Production -- From Mixer to Mouse, and Back Again.

8. Type of Proposal:
Workshop

9. Is this proposal linked to another proposal?

10. 125 Word Abstract:
Producing sound based one many sources, such as a multitrack recording or a live event, can be a very complex matter with a desire to control several parameters of the mix or processing simultaneously, or at least with a short access time. Large mixing consoles with associated outboard processing gear offer direct access the many parameters involved but the possibility for direct access has its costs, both in terms of economics and space. The other extreme is a compact computer based sound production system using just a single pointer, a mouse, to control all parameters in a more serial fashion, and at a comparatively low cost. Hybrids have emerged where some controls of a computer based system have moved out into a remote control which may look like traditional mixing or processing hardware. This workshop will address properties of the different approaches from a human

factors point of view, with topics ranging from the mental model of the user interfaces, the ergonomics, properties such as visual and tactile feedback, and speed and certainty of operation, and including practical user experiences of the different types of interfaces.

11. Intended audience:
Experienced as well as less experienced users of sound production systems. Also manufacturers of equipment may find inspiration in this workshop.

12. Anticipated size of audience:
50-100

13. Proposed Workshop Chair, or Tutorial/Master Class Presenter:
None yet.

14. Possible panel speakers:
2-3 representatives of users, both professionals and amateurs. The panelists should represent different ways of working with audio production: From the classical way using a large console and outboard processing gear, over hybrid approaches, to one which may never have used a traditional console but instead uses computer based tools exclusively, and is happy doing that - the typical home studio owner.

1 or 2 specialists in human factors and ergonomics, not necessarily from within the audio field.

15. Preferred event duration:
2 hours

16. Special facility needs:

*** END OF SUBMISSION ***