

**SOUND FURNITURE WORKSHOP****NABA June 8<sup>th</sup> to 11<sup>th</sup> 2009**

Have you experienced the interactive bar that plays music depending on your choice of drink and motivates you to collaborate with strangers by playing music together? Or a sounding intelligent pillow that makes you wake up with a happy smile meanwhile it jogs your mind, making you smarter. Or, the therapeutic sofa that gives you a soothing sound massage while it hooks you up in a network with people with similar problems and questions all over the world. Why haven't you? Maybe because nobody have invented them yet!



Mother and child playing and relaxing in the interactive sound furniture Vinings at Ingvar Kamprad Design Center in Lund, Sweden 2007.  
Made by MusicalFieldsForever. Photographer: Birgitta Cappelen.

Welcome to join the 4 day workshop, June 8<sup>th</sup> -11<sup>th</sup> 2009. Experiment and be one of the first to explore a promising field combining interior design, music, sound design, interaction design, experience design and service design with Sweden's most experienced interactive sound furniture designers.

**Content**

In the workshop you will design interactive furniture and interior design that combines sound, music and physical design, creating interactive ambient, motivating, democratic and playful furniture.

The workshop is based on French composer Eric Satie's ideas in the 1920's about furniture music, *Musique d'Ameublement*, meant to accompany and be a background to other activities rather than be listened to, to background music for shopping malls, new age music, and Brian Eno's soothing ambient music and the art group MusicalFieldsForever's interactive audio-tactile environments for collaboration and co-creation in public environments and for families at home ([musicalfieldsforever.com](http://musicalfieldsforever.com)).

## Teachers

Teaching is the Swedish sound designer and musicologist *Anders-Petter Andersson* assistant professor at the Interactive Sound Design BA Programme at Kristianstad University ([interactivesound.org](http://interactivesound.org)). Also teaching is the Swedish composer, performer, video artist and programmer *Fredrik Olofsson* working in Berlin, London, Japan, and Sweden ([fredrikolofsson.com](http://fredrikolofsson.com), [klippav.com](http://klippav.com), [craftwife.com](http://craftwife.com)).

Together with Norwegian industrial designer and interaction designer *Birgitta Cappelen* (assistant professor at AHO, Oslo school of Architecture and Design), they are pioneers in the field of interactive sound furniture where they have worked in the group *MusicalFieldsForever* since they met at the Swedish Interactive Institute in the year 2000. The group have since then worked with the computer's democratic potential for collaboration and co-creation with music and sound. The group has exhibited their artworks at the Ogaki Biennale at IAMAS in Japan, ICA in London (Institute of Contemporary Art), *Rooseum* in Malmö, Sweden (Centre for Contemporary Art), *House of Culture* in Stockholm, Sweden, Museum of Contemporary Art in Roskilde, Denmark, House of Culture in Hässleholm, Sweden, Designåret/Design Year H05 in Helsingborg, Sweden, *DogA* (Center for Design and Architecture) in Oslo, Contemporary Music and Art festival in Växjö, Sweden and *Museum of Modern Art* in *Stockholm*.

## Preliminary workshop schedule

### Monday

Morning. *Lecture on Sound Furniture* with examples from music, interaction design, interior design, and art by *MusicalFieldsForever*, *redFrik*, *IKEA*, *Philips Design*, *Brian Eno* ++.

Afternoon. *Exercise* where you *create physical and sounding experiences* by playing sounds in existing furniture as chairs, sofas, tables and curtain. Learn the basics in sound editing and music composition and present your sketches to the class.

### Tuesday

Morning. *Lecture on musical actions and sensor technology* for installations and for playing music for the stage using Italian micro computer *arduino* ([arduino.cc](http://arduino.cc)).

Afternoon. Formulating an *idea* and *mood board* (graphics, sound, tactile, interaction) for a project where you create *Sound Furniture*. Project work in small groups (2-3 persons) creating a *Sound Furniture*.

### Wednesday

Morning. *Exercise* in sound composition, sound editing, and sensors. Project work...

Afternoon. Project work...

### Thursday

Morning. Project work...

Afternoon. Presentation and opening of the exhibition of *Sound Furniture*. Discussion on design solutions and suggestions for future work.

## Tools

Sound Editing: Audacity, freeware, [audacity.sourceforge.net](http://audacity.sourceforge.net)

Software and interaction design: Max/Msp, download trial version at [cycling74.com](http://cycling74.com)

Sensor hardware: Arduino, [arduino.cc](http://arduino.cc)

Examples and course material at [musicalfieldsforever.com](http://musicalfieldsforever.com), [interactivesound.org](http://interactivesound.org)