

AES SAA Technical Committee Discussion

May, 2009

Munich, Germany

Chaired by Josh Reiss

Attendees:

Hanna Lukashevich - fraunhofer IDMT

Matthias Gruhne - fraunhofer IDMT

Michael Stein - fraunhofer IDMT

Sebastian Heise - HS Bremen

Michael Hlatky - HS Bremen

Kristian Gohlke - HS Bremen

Christian Uhle - fraunhofer IIS

Xue, Gyorgy, Josh - C4DM

Jorn Loviscach - FH Bielefeld (not in attendance, but expressed interest in the TC)

Minutes of the meeting:

1 The Workshop on Intelligent Digital Audio Effects was a big success, with atleast 120 people in attendance, in a packed and hot room. It was suggested that it should be repeated for NY.

A. P. Christian to follow-up and make sure its submitted.

2 The planned conference on Semantic Audio Analysis was discussed. No strong preference was made for London or Ilmeneau, though several pointed out that there is no direct airport link to Ilmeneau. However, it later became clear at the Conference Planning Committee meeting that the Audio for Games conference is also planned for London in 2011. It seemed a bit too much to have 2 conferences and 1 convention in the same city in a short time span. So Ilmeneau was preferred by the Conference Planning Committee. There was a strong recommendation that a formal proposal be submitted to the AES as soon as possible.

A. P. Karlheinz and Mark to submit a conference proposal.

3 Michael Hlatky proposed a workshop on interfaces for semantic audio systems, in part seeking to answer why semantic audio has not seen more widespread use. Tentative titles include, 'Interacting with semantic audio,' 'bridging the gap between human and audio semantics', 'semantic audio interfaces'. Potential panelists could include Goto, Klapurri, Xue Wang/Dan Stowell or any of several from C4DM, Mikela from Goldsmiths, Pedro Cano, etc.

A. P. Michael Hlatky to write a proposal, and send to Mark for proper submission.

5. According to the minutes of the last meeting, there were plans for a piece in the journal. However, the proposers weren't in attendance so no further comment was made.