

## **Minutes of the TC SP Meeting of May 8, 2009**

**Called to order at 10:00 AM local time. Christoph M. Musialik presiding.**

**Attendance list attached.**

**Minutes of previous meeting approved by acclamation.**

### **Old Business:**

Moved to submit the CD-ROM for AES web site, get it done, finished, put to bed. Passed by acclamation.

### **New Business:**

Informal discussion on hearing aids.

Steve Martz and David Trainor from TC\_Games proposed a closer cooperation between both committees in terms of joint preparation of workshops, combined tutorials (e.g. audio effects), issues in games vs. new issues in signal processing (like fast convolution, coefficient update). Josh will look for a speaker; Michael will lead off with “why this matters”.

Jonas Ekeroot (Swedish Radio Fellow) started discussion on digital audio issues in broadcast studios like conversion, tracking, coding tandeming, bit accuracy. He will consider driving it and define topics for workshop/tutorial.

Christoph will organize repeat of effects tutorial for NYC.

**Invitation to the next meeting in NYC, October, 2009.**

**Adjourned 10:55 by acclamation.**

### List of attendees:

1. Christoph M. Musialik, Algorithmix, Germany, [cmm@algorithmix.com](mailto:cmm@algorithmix.com)
2. James D. Johnston, DTS, USA, [jj@dts.com](mailto:jj@dts.com)
3. Jörg Bitzer, University of Applied Science, Oldenburg, Germany, [joerg.bitzer@fh-oldenburg.de](mailto:joerg.bitzer@fh-oldenburg.de)
4. Josh Reiss, Queen Mary University London, UK, [josh.reiss@elec.gmul.ac.uk](mailto:josh.reiss@elec.gmul.ac.uk)
5. Steve Martz, THX, USA, [smartz@thx.com](mailto:smartz@thx.com)
6. Michael Kelly, Sony Computer Entertainment, USA, [mckelly@luminaudio.com](mailto:mckelly@luminaudio.com)
7. David Trainor, APTX, Irland, [dtrainor@aptx.com](mailto:dtrainor@aptx.com)
8. Jonas Ekeroot, Lules University of Technology, Sweden, [jonas.ekeroort@ltu.se](mailto:jonas.ekeroort@ltu.se)
9. Hans van Maanen, Temporal Coherence Netherlands, [anieb@wxs.nl](mailto:anieb@wxs.nl)