



We are happy to announce the **CMMR 2016 – “Bridging People and Sound”**, taking place in São Paulo, Brazil, on July 5 – 8 2016.

For detailed information, please visit the Conference website: <http://cmmr2016.ime.usp.br/>

Important dates: Deadline for paper, demo and music submissions is **March 15th 2016 (Extended Deadline)**. Notifications of acceptance will be delivered on **April 15th 2016**. Camera-ready versions of accepted submissions are due **May 15th 2016**.

The **12th International Symposium on Computer Music Multidisciplinary Research (CMMR)** will be co-hosted by the Computer Science and Music Departments at the University of São Paulo, Brazil, and is jointly organized by the [Computer Music Research Group](#), the [NuSom - Research Centre on Sonology](#), and the [CNRS - Laboratoire de Mécanique et d'Acoustique \(France\)](#). São Paulo, capital of the Brazilian state with the same name, is Brazil's largest city and the main financial center in Latin America. It is characterized by the huge confluence of immigrants, throughout its entire history, coming from other parts of Brazil and from abroad, and contributing with their traditions, their music, their food, their work and their lives. This cultural melting pot is reflected in the plurality of artistic, social, and political expressions that occupy the city from end to end, overflowing its streets, squares and buildings.

Theme: Bridging People and Sound

This edition will encourage the submission of proposals related to the theme "Bridging People and Sound". Moving away from the traditional emphasis on technology, we would like to invite researchers, scholars, and professionals to reflect on the contexts and processes that make possible the connections between artists and listeners on the one side and audio and music technologies on the other. Music technology is much more than the tools or the instruments we use to make music: around it we see the emergence of user communities, the development of aesthetic concepts, the establishment of new listening habits, and the expansion of music forms, genres and styles. Given that musical practices are becoming increasingly mediated by technology, this year's theme proposes the investigation on how these practices have been directed, influenced or restricted by the devices, techniques and tools that have been applied in music production.

Call for contributions

CMMR 2016 welcomes the submissions of contributions from researchers, educators, members of industry, music composers, performers, music software developers, librarians, and others with an interest in computer music composition, modeling, retrieval, analysis, and synthesis.

There are several opportunities to contribute to the CMMR 2016 program :

- by submitting papers which will be presented at the conference (oral or poster sessions)
- by proposing demonstrations of research results
- by submitting music

The CMMR gatherings are planned to result in post symposium proceedings build up from selected peer-reviewed papers and published by Springer Verlag in the Lecture Notes in Computer Sciences Series (LNCS).

Topics

Original contributions are encouraged in, but not limited to, the following topics:

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| Special Session #1: “Computer-supported Interactive Systems for Music Production, Performance and Listening” Special Session #2: “Sonification of Motion – The design of acoustic cues for enhancement of motor performance and learning – from sport to a rehabilitative context” Artificial intelligence and cognitive science for sound and music Auditory perception and cognition Augmented musical instruments Computational musicology Cooperative music networks Development of new listening environments Digital Communities Digital music libraries Image/Sound Interaction Intelligent music tutoring systems Live Coding Mapping and Sonification Mobile Music | Motion and gesture Musically inspired HCI Music and emotions Music games and interactive learning Music information retrieval Music interface design Music production and composition tools Music recommendation tools Music representation and visualization Music structure analysis Music transcription Optical music recognition Semantic web Sound source separation Sound synthesis Structuring of audio data User studies (e.g. ethnography, usability of music software) Virtual and augmented reality |
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Submission

Details regarding submission procedure and formatting can be found on the [instructions for authors](#) page. Submitted papers must be camera-ready conforming to the format specified on the CMMR 2016 website. Please note that paper submissions to special sessions can be done by selecting the title of the special session in the topics section on the [Easy Chair submission page](#).

For general inquiries, please contact the chairs using the following email address cmmr2016@ime.usp.br

For specific inquiries concerning paper, music or demo submissions, please contact the corresponding chairs using the emails cmmr2016-papers@ime.usp.br or cmmr2016-music@ime.usp.br or cmmr2016-demos@ime.usp.br

We are looking forward to your contributions!

Marcelo Queiroz and Fernando Iazzetta
Symposium Chairs