Partner search form
For Creative Europe project applications

Call	*Support to European Cooperation Projects 2021*
Strand or category	*Small Scale Cooperation Projects*

Cultural operator – who are you?

Name of organisation	Vidzeme University of Applied Sciences
Country	Latvia
Organisation website	*www.va.lv*
Contact person	Ieva Gintere, dr.art., researcher, +371 29907813, ieva.gintere@va.lv
Organisation type	Public organisation
Scale of the organization	
PIC number	
Aims and activities of the organisation	Studies, research
Role of the organisation in the project	Project leader or project partner
Previous EU grants received	PostDoctoral Program, Horizon2020, ERDF projects and others

Proposed Creative Europe project – to which project are you looking for partners?

Sector or field	Music, visual arts, contemporary arts, cultural heritage, arts and technology
Description or summary of the proposed project	The Noise-related Soundscape is intended to be an innovative platform that would represent the field of contemporary sound and serve as a dissemination tool to interactively demonstrate the research results in the field of contemporary music. The sound phenomena related to noise form a current trend in musicology for around hundred years now. It has been largely used in academic and underground music. Yet there are no interactive, playful, and educational media that would teach its history, inform about its antecedents, conceptual background and network of ideas linked to the idea of a noise-related sound.
	A great variety of noise-related sound is a form of artistic means today that has a rich cultural background. Noise will be analyzed in this project as a cultural symbol to shed light on modern understanding of sound and to show the positive side of noise in the acoustic field represented not as waste but as artefacts of sound ecology. The end-users of the game will be persons interested in the sectors of humanities and arts as well as ecology of culture. The author proposes a methodological approach for the new media creation focused on research into contemporary theory of culture as well as serious gaming. It will be an interactive platform that serves as a knowledge bearer, informing the users about the cultural background of the noise-related sound, its theoretical context and artistic heritage.
	The platform will function as an educational tool to teach the trends of modern sound art and the noise-related tradition in contemporary culture as well as the intertextual links to modern thought. The platform will be an interactive audio-visual, ambient environment presenting a three-dimensional atmospheric virtual world. The user will be able to enter the residences of sound and learn about the features of modern acoustic aesthetics and its artistic references. The sound residences will demonstrate short texts in a three-dimensional format, the examples of the noise-related sound tradition in digital gaming, academic, alternative, underground music, sound art and new

media art, its historical antecedents such as the scores by Jean Tinguely, Karlheinz Stockhausen, John Cage, Michael Gordon as well as the trend of glitch that is a twin phenomenon of noise in the visual field.

Ieva Gintere is a Post-doctorate researcher, an expert in the noise-related trend in musicology as well as in contemporary art and serious gaming. The results of her previous research have been published internationally between 2020 and 2014 (see below). Globally, there are almost no studies by now that would marry the fields of noise-related sound and educational platforms. The cross-cutting of arts' research, educational field, new media, and ecology of sound is a unique focus that corresponds to the idea of interdisciplinary research.

The author of the new platform intends to deepen the understanding of modern sound that incorporates noise to a great extent, and to cultivate our noise-related aesthetic perception in order to appreciate noise as artefact. Thus, the project will support the collective consciousness to be able to sort various types of noise and to better coexist with those which are a natural part of contemporary culture. The platform will pave the way to a cultivated taste of modern sound and a better knowledge of contemporary sound culture coined by Italian futurists. Noise-related sound is still a relatively new and fuzzy phenomenon that needs to be explained to the general public without a specific education in arts. One of the main functions of the platform will be knowledge transfer. It will describe the historical context of noise phenomena, open new horizons to appreciation of noise-related sound, and help to write the new history of sound.

Objectives

- to create an innovative animated educative platform in order to teach the trends of modern sound art and the noise-related tradition in contemporary culture using the modern interactive media of gaming,
- to deepen the understanding of modern sound that incorporates noise to a great extent, and cultivate our noise-related aesthetic perception,
- to pave the way to a cultivated taste of noise-related sound and a better knowledge of contemporary sound culture, to support the social intelligence of modern aesthetics of sound,
- to strengthen the new ecology of sound as our natural cultural environment,
- to create new synergies between the disciplines of arts' research, edugaming, game art as well as sound ecology.

Methodology

The methods used will be literature analysis (musicology, new media art theory, modern aesthetics, theory of culture and fields related to it), analysis of noise-related sound examples in academic music as well as underground, alternative and other genres, and knowledge transfer from the field of research to the digital platform by creating a virtual artistic environment.

Results of the previous research by the author

Gintere, I. (2020). A Perspective on a New Digital Art Game: The Approach of Research and Knowledge Transfer. Proceedings of the 12th International Conference on Computer Supported Education (CSEDU-2020). Institute for Systems and Technologies of Information, Control and Communication, Prague, May 2nd, vol. 1, pp. 311-318, DOI: 10.5220/0008920603110318. Indexed in Scopus.

	Gintere, I. (2019). A New Digital Art Game: The Art of the Future. 13th International Scientific Conference "Society, Integration, Education" (SIE-2019) Proceedings, vol. 4, pp. 346-360. Rēzekne Academy of Technologies. Available at: http://journals.ru.lv/index.php/SIE/article/view/3674/3867. Gintere, I., Zagorskis, V., Kapenieks, A. (2018). Concepts of E-learning Accessibility Improvement – Codes of New Media Art and User Behaviour Study. 10th CSEDU International Conference on Computer Supported Education, 1, pp. 426-431. Portugal, Madeira, March 15th -17th 2018. DOI: 10.5220/0006787304260431. SP 1. Available at: https://www.scitepress.org/PublicationsDetail.aspx?ID=ZviUvMDGMek=&t=1. Indexed in Scopus. Gintere, I. (2017). Codes of Musical Modernism and Latvian Contemporary Music. 4th International Multidisciplinary Scientific Conference on Social Sciences & Arts SGEM: conference proceedings. Book 6, Science and Arts, Volume 1. Vienna: SGEM. pp. 435-442. Gintere, I. (2014). The Musical Time-space in European Avant-garde and in Latvian New Music. Dimensions of Artistic Education: European Culture between East and West – Tradition and Modernity, Vol. 10. Iasi, Romania: George Enescu University of Arts. pp. 6-14. Available at: http://tinread.usarb.md:8888/tinread/fulltext/pasca/educatie10.pdf.
Partners currently involved in the project	Kristaps Biters, The Art Academy of Latvia

Partners searched – which type of partner are you looking for?

From country or region	
Preferred field of expertise	Music, visual arts, contemporary arts, cultural heritage, arts and technology
Please get in contact no later than	

Projects searched – are you interested in participating in other EU projects as a partner?

Yes / no	Yes
Which kind of projects are you looking for?	Area of culture and arts

Publication of partner search

This partner search can be published?	Yes