

NIME 2017



MAY 15<sup>TH</sup> - 18<sup>TH</sup>

## NIME 2017 Papers and Posters

Submission # 126

myHome

Fill in this form to make your submission. When done, press the `submit' button at the bottom of the page.

Authors are required to obtain the ACM 2012 classification terms. These terms *must* be included in both the papers themselves and in the form below. The paper classification steps below describe how to obtain these terms.

**All submitted PDF files for papers must be formatted for A4-sized paper.** These papers will still print fine to North American letter-sized paper.

**Please make sure that your submission meets the requirements given in the [Call For Participation](#) and uses the templates where provided.**

### Paper or Poster Title

### Paper classification codes (ACM CCS 2012 in XML Code)

The 2012 ACM Computing Classification System (CCS) replaces the traditional 1998 version, which has served as the de facto standard classification system for the computing field. It is being integrated into the search capabilities and visual topic displays of the ACM Digital Library.

Please enter the CCS XML code for the classification terms that describe your paper. To get the XML code, please use the following procedure, which is demonstrated using the example terms *Human-centered computing~Haptic devices*, *Applied computing~Sound and music computing*, and *Hardware~Sensors and actuators*:

- 1) Browse to the website [http://dl.acm.org/ccs\\_flat.cfm](http://dl.acm.org/ccs_flat.cfm). (Interested readers may [click here](#) for further reading on the ACM computing classification system.)
- 2) Select one to three classification terms from the website that describe your paper (e.g. for the example paper *Human-centered computing~Haptic devices*, *Applied computing~Sound and music computing*, and *Hardware~Sensors and actuators*).
- 3) Then for each lowest level term (e.g. *Haptic devices*, *Sound and music computing*, and *Sensors and actuators*), click on the term, select a relevance (e.g. *medium*), and then click *continue*. However, for the last term, instead of clicking on *continue*, click on *view CCS TeX Code* instead.
- 4) In the field below, paste in the text between and including `\begin{CCSXML}` and `\end{CCSXML}`.
- 5) Save all of the code that the system provides in case you need it later.

6) Here is an example of what you would paste into the field below if your terms were *Haptic devices*, *Sound and music computing*, and *Sensors and actuators*:

```
\begin{CCSXML}
<ccs2012>
<concept>
<concept_id>10003120.10003121.10003125.10011752</concept_id>
<concept_desc>Human-centered computing~Haptic devices</concept_desc>
<concept_significance>300</concept_significance>
</concept>
<concept>
<concept_id>10010405.10010469.10010475</concept_id>
<concept_desc>Applied computing~Sound and music computing</concept_desc>
<concept_significance>300</concept_significance>
</concept>
<concept>
<concept_id>10010583.10010588.10010559</concept_id>
<concept_desc>Hardware~Sensors and actuators</concept_desc>
<concept_significance>300</concept_significance>
</concept>
</ccs2012>
\end{CCSXML}
```

**Enter the CCSXML code for *your* paper here:**

### Authors

Enter the author names and affiliations below, in the order that they appear on the paper. The contact person does not have to appear in the first position.

For those with multiple affiliations, enter each affiliation on a separate line.

	Given name	Family name	Email address	Affiliation
Author 1	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Author 2	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Author 3	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Author 4	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Author 5	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Author 6	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Author 7	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Author 8	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Author 9	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Author 10	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

### Abstract

Copy your submission's abstract into the box below. You are limited to 200 words. Your abstract should not include the author/title information, which was already entered above. Use plaintext only! Please avoid using foreign characters if possible.

Leave a blank line between paragraphs.

### Summary sentence

Summarize the contributions of the paper in a single sentence (**30 word limit**). This sentence will *not* be included in the proceedings.

### Keywords

To describe your submission, select one primary keyword (with a radio button) and one to three secondary keywords (with the checkboxes).

- |  |  |
|--|--|
| <input type="radio"/> <input type="checkbox"/> Artistic, cultural, and social impact of NIME technology              | <input type="radio"/> <input type="checkbox"/> Musical human-computer interaction                      |
| <input type="radio"/> <input type="checkbox"/> Augmented/hyper instruments   | <input type="radio"/> <input type="checkbox"/> Musical mapping strategies                              |
| <input type="radio"/> <input type="checkbox"/> Biological and bio-inspired systems                                   | <input type="radio"/> <input type="checkbox"/> Musicianship of new musical interfaces                  |
| <input type="radio"/> <input type="checkbox"/> Embedded musical instruments and embedded sound art installations     | <input type="radio"/> <input type="checkbox"/> NIME intersections with game design                     |
| <input type="radio"/> <input type="checkbox"/> Experiences with novel interfaces in live performance and composition | <input type="radio"/> <input type="checkbox"/> Novel controllers and interfaces for musical expression |
| <input type="radio"/> <input type="checkbox"/> Haptic and force feedback devices                                     | <input type="radio"/> <input type="checkbox"/> Novel controllers for collaborative performance         |
| <input type="radio"/> <input type="checkbox"/> Historical studies in twentieth-century instrument design             | <input type="radio"/> <input type="checkbox"/> Novel interfaces in music education and entertainment   |
| <input type="radio"/> <input type="checkbox"/> Interaction design and software tools                                 | <input type="radio"/> <input type="checkbox"/> Novel musical instruments                               |
| <input type="radio"/> <input type="checkbox"/> Interactive game music  | <input type="radio"/> <input type="checkbox"/> Performance analysis                                    |
| <input type="radio"/> <input type="checkbox"/> Interactive sound art and installations                               | <input type="radio"/> <input type="checkbox"/> Performance rendering and generative algorithms         |
| <input type="radio"/> <input type="checkbox"/> Interface protocols and data formats                                  | <input type="radio"/> <input type="checkbox"/> Platforms and frameworks for musical interaction design |
| <input type="radio"/> <input type="checkbox"/> Interfaces for dance and physical                                     | <input type="radio"/> <input type="checkbox"/> Practice-based research                                 |

## expression

- Interfaces for musical expression for hearing or visually impaired people
- Issues in perception, cognition, computational musicology and music analysis
- Language and state in live interaction
- Machine learning in musical performance
- Mobile music technology and performance paradigms
- Motion, gesture and music
  
- Multimodal expressive interfaces

## approaches/methodologies/criticism

- Reports on student projects in the framework of NIME-related courses
- Robotic music
  
- Sensor and actuator technologies
- Sonic interaction design
  
- Surveys of past work and stimulating ideas for future research
- Theoretical or philosophical discussions about performing with new interfaces
  
- User studies/evaluations of NIME

## The Document

Upload your main document. *Your document must be in PDF format and must be for **A4-sized paper**.*

no file selected

## Additional Files

Include below any supplementary material, such as videos or source code.

All authors are encouraged to submit a video abstract in support of their paper.

If you are including a link to a video or other supplementary materials, then please include that link here and within the body of the main PDF submission itself.

Please note that your **total submission size cannot exceed 150.0 MB** (including your submission document and any additional material). If you cannot comply with this limit, please contact [papers@nime2017.org](mailto:papers@nime2017.org).

### Description

### New File

Item 1

no file selected

Item 2

no file selected

## Presentation format

Please indicate your preferred presentation format. The program committee reserves the right to allocate accepted paper submissions into either category regardless of the indicated preference.

- Oral presentation
- Poster presentation
- No preference

## In conjunction with performance

If this paper is being submitted in conjunction with a music performance or installation, then please give the name of the piece, what track it has been submitted to, as well as its submission ID number.

*Neither the paper reviewers nor paper meta-reviewers will be able to view the related music or installation submissions.*

## Additional demo

Please check the box below if you would like your paper to be considered for an additional demo even if your submission is accepted for lecture or workshop presentation. (This checkbox does not affect what appears in the proceedings.)

Volunteer for additional demo

Once you've filled out the form, press the submit button below.

A window will pop up to show the progress of your transmission.

Submit