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NON-VISUAL SCORES FOR ENSEMBLE COMPROVISATION

A visual interface is not always the most ideal method of conveying information to a musician – it may well be an unwelcome distraction. Many soloists in classical music learn their part by heart in order to fully concentrate on interpretation. Having to look at an interactive score interface may often occupy more of the player's attention than the actual shaping of sound or musical architecture. Indeed, in performances of interactive score-based music, the performer is visibly much more "glued" to the visual score interface than in both traditional classical composed music and, obviously, in improvisation.

The need for non-visual scores becomes obvious when we consider an ensemble of moving performers or non-standard, reactive or reconfigurable spatial arrangements of musicians (as in several works by the author). After extensive (and still ongoing) exploration of interactive on-screen scores, the author has, in recent and future researchcreation projects decided to explore the artistic viability of non-visual interaction with musicians: either with purely aural scores or via a body suit score interface, to be developed with a major 4 year research-creation grant recently awarded by the Canadian Social Sciences and Humanities Research Council. The talk will describe the intellectual and technical context of non-visual scores, the tools and the current state of thinking about different approaches to live-scoring music (one of which is his comprehensive definition of comprovisation) and will give an insight into a collaboroative, emerging research-creation project, inviting listeners to contribute to this aspect of interactive music notation.