Introduction

Serendipity - "the art of finding what we are not looking for by looking for what we are not finding".

Quéau, 1986
Motivation

Nicrom
Gestural improvisation is an style that intends to create its discourse based on the use of non-quantized musical parameters. It is not based on harmonic or rhythmic relationships, and there is not any kind of establish structure, grid, or patterns to follow. There is not a discretization in any of the musical dimensions, thus there are constant fluctuations on tempo. The use of glissando, noisy sounds, and extended techniques in the acoustic instruments is by nature encourage. Even, everything may seem initially chaotic and unorganized, there is usually a strong search of short-term and long-term structures.
An image analogy
The enAmble Crumble
Statistics

- 12 months of playing together
- 25 studio recordings = 250 hours of music
- 7 multichannel recordings = 60 hours
Audio spectrogram

- Fancy name for perceptual model...
Traditional procedure
Sensing and Modeling Human Networks
by
Tanzeem Khalid Choudhury
Inspiration A
Inspiration A
Inspiration B


by

Víctor Gabriel Adán
Inspiration B
Inspiration B
Inspiration B
So what?
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Whenever we use computers to interact with media, our experience is that of direct control, and the goal of our interactions is either artifact-production (the editor paradigm) or passive exploration (the browser paradigm).
an alternative: a model of media interaction based on the ideas of non-idiomatic improvisation that encourages active exploration of media and its structures.
(1) computational tools must actively participate in the creative process and (2) the interaction framework must allow structural exploration of media. This leads to our main claim: improvisation should be considered a valid and appropriate paradigm for media interaction.
Improvisation should be considered a valid and appropriate paradigm for media interaction.
Plagiarism

There is a huge potential of non-idiomatic improvisation as a paradigm for interaction between humans and machines.