



Special Issue

Sound and Music Computing

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Message from the Guest Editors

Dear Colleagues,

Sound and music computing is a young and highly multidisciplinary research field. It combines scientific, technological, and artistic methods to produce, model, and understand audio and sonic arts with the help of computers. Sound and music computing borrows methods, for example, from computer science, electrical engineering, mathematics, musicology, and psychology.

Submissions are invited for both original research and review articles. Additionally, invited papers based on excellent contributions to recent conferences in this field will be included in this Special Issue; for example, from the 2017 Sound and Music Computing Conference SMC-17. We hope that this collection of papers will serve as an inspiration for those interested in sound and music computing.

In this Special Issue, we want to address recent advances in the following topics:

- Analysis, synthesis, and modification of sound
- Automatic composition, accompaniment, and improvisation
- Computational musicology and mathematical music theory
- Computer-based music analysis
- Computer music languages and software
- High-performance computing for audio
- Interactive performance systems and new interfaces
- Multi-modal perception and emotion
- Music information retrieval
- Music games and educational tools
- Music performance analysis and rendering
- Robotics and music
- Room acoustics modeling and auralization
- Social interaction in sound and music computing
- Sonic interaction design
- Sonification
- Soundscapes and environmental arts
- Spatial sound
- Virtual reality applications and technologies for sound and music





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