



Sound and Music Computing -- Music and Interaction

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Deadline for manuscript
submissions:

closed (31 January 2020)

Message from the Guest Editors

Dear colleagues,

Sound and Music Computing is a 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 from computer science, electrical engineering, mathematics, musicology, psychology, etc.

- Audio signal processing
- Computer music
- Multimedia
- Music cognition
- Music information retrieval
- Music technology
- Sonic interaction design
- Virtual reality
- Interaction with music
- Serious game for music





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Editor-in-Chief

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Message from the Editor-in-Chief

As the world of science becomes ever more specialized, researchers may lose themselves in the deep forest of the ever increasing number of subfields being created. This open access journal *Applied Sciences* has been started to link these subfields, so researchers can cut through the forest and see the surrounding, or quite distant fields and subfields to help develop his/her own research even further with the aid of this multi-dimensional network.

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