



Alternative Artistic Practices in Sound

Patti and Rusty Rueff Galleries
Program in Electronic and Time-Based Art
Purdue University
Festival: September 10 – 12, 2010
Exhibition: September 12 – 17, 2010



Festival Organizers:

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What is AUDO?

AUDO is an unconventional festival that invites practitioners and theoreticians from a broad range of sound-related disciplines to discuss new strategies for the creation, production, distribution and cultural analysis of sound and music-based work.

AUDO 2010 will be the second installment of this biennial event succeeding AUDO 2008 which took place at Purdue University in May 2008. AUDO 2008 has been documented and archived in sound and video on the DVD AUDO 2008 (please contact fwinkler@purdue.edu to order a copy).

AUDO 2010 is comprised of 2 linked components: a three-day series of discussion forums, performances and workshops (festival component) leading to an exhibition of resulting outcomes in an exhibition component immediately following the festival. The goal of this exhibition is to showcase results of creative interactions between festival participants during the first three days of the event: videos, sounds, interactive systems, objects, texts that have been created collaboratively highlighting the word "DO" in the festival's title.



AUDO 2010 will address the following five interrelated aspects of contemporary artistic practices in sound:

1. Alternative models for musical composition and performance: *noise as music, Intonarumori, Art of Noise, Indeterminacy, chance compositions, Futurist movement, John Cage, FLUXUS, remixing, 8bit, Nerdcore*
2. New channels for the distribution of sound-based work: *online communities, disappearance of physical sound-carrying medium, copyleft movement, independent labels*
3. New technologies for the creation and production of sounds and music: *electronic and computer-based media, strategies of appropriation, hacking and DIY*
4. The diverse functions and meanings of sound: *entertainment, communication, construction of cultural identity, historical analyses*
5. Interactions between sounds and images: *listening to images, visual music, live visuals, synesthetic experiences, video*

Ultimately, in its diverse mix of events and approaches AUDO aims to create, generate and encourage new ideas for non-market driven strategies and outlets for creative production that can ultimately be applied to all areas of artistic expression.

KEYWORDS: ART, COMMERCIAL, COMMUNICATION, CONCRETE SOUNDS, COPYRIGHT & COPYLEFT, CULTURE, ELECTRONIC MUSIC, HACKING, INDUSTRY, MARKET, MARKET-DRIVEN, NOISE, REMIX, SHARING, SOUND, STANDARD (DISTRIBUTION) CHANNELS, TECHNOLOGY



A list of invited participants, bands and workshop topics will be posted here after the program is finalized in June 2010





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Preliminary Schedule (still unconfirmed)

Friday, September 10, 2010

12:00-18:00 Welcome, lectures, performances

21:00 AUDO kick-off party (TBA):
bands - TBA

Saturday, September 11, 2010

10:30-20:00 Workshops, lectures, performances

21:00 Dinner for AUDO participants

Sunday, September 12, 2010

10:30 Final public roundtable discussion with all participants, led by Shannon McMullen and Fabian Winkler

Immediately afterward: finalizing exhibition setup

18:00 Opening reception, AUDO 2010 exhibition

The AUDO 2010 exhibition will run through Friday Sept. 17th, 2010



All events will be **free and open to the public**. Our goal is to create an unusual opportunity for all students (and faculty) in VPA and at Purdue but also for our community of Greater Lafayette to join discussions, workshops and performances with distinguished national and international experts from different sound-art related disciplines. Through its exhibition component, AUDO 2010 will generate new artifacts and ideas in collaborative exchanges between the festival's participants, capitalizing on the unique situation of having such a diverse group of specialists in the field of sound-art gather at Purdue for 3 days.