

radio aporee

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## about radio aporee

The project platform *radio aporee* has started around 1999/2000, based on former artistic research on mapping, spatial conditions and the means of navigation between the real and the virtual. It develops from the insight that it is basically impossible to map the complexity of today's public & private spaces. Against the background of an increasing awareness of spatial aspects in media and the popularity and presence of visual geographies (like google maps), the idea was to connect sound and space in flexible configurations, to create a sonic cartography which focusses solely on sound, and open it to the public as a collaborative project. Meanwhile, the project [radio aporee ::: maps](#) contains many thousands of recordings from numerous urban, rural and natural environments, showing the audible complexity of our living spaces, as well as the different perceptions and artistic perspectives related to sound, space and places.

In addition, the project invokes contemporary developments in mobile computing and so-called *locative media* which presume to be crucial to the way we experience our momentary daily life, where media and markets merge at the momentary location of our body, creating a mixed-reality space of social (inter)action. An important question directly addressed by radio aporee is how we might autonomously create and subsequently occupy these hybrid social spaces, against the functions and fictions of solely market-driven forces.

## workshop (draft)

The radio aporee workshop in Tallinn, April 2011, introduces the new project *miniatures for mobiles*, a platform for the creation of space-based audio works (see appendix for further information). The workshop consists of lectures about the conceptual and technical background, and practical exercises as well as sonic explorations within the Tallinn area. The workshop aims to instruct participants in how to use the *authoring tools* provided by radio aporee, and ideally would result in an audible miniature for mobile media, to experience by listeners now and in future.

Lectures:

Introduction to radio aporee projects, backgrounds, perspectives and further development:

- soundmap: motivation, technology, samples & examples, howto
- sound and mobile media: augmented realities, technically enhanced perception (or: *does our reality need subtitles?...*)
- miniatures for mobiles: introduction to a platform for a different radio
- location based listening, soundscape narratives: ideas, concepts, possibilities
- recent projects & cooperation with Deutschlandradio Kultur Berlin
- tools & techniques, apps & maps
- development of an idea for a Tallinn *miniature for mobiles*

Practical part:

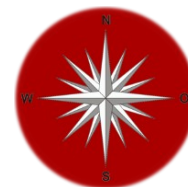
The active part of the workshop ideally focusses on the creation of a *miniature* in the Tallinn public city space. This needs a relatively clear idea of what the work to be done is about and where it should happen, since it involves many practical and conceptual aspects. (It would be helpful if participants could gather in advance of the workshop, e.g. by email, to identify points of interest, locations, etc.)

Schedule (flexible):

- day 1: introduction, lectures, development of the theme for a *miniature for mobiles*
- day 2: development of the miniature theme, site exploration, site specific sound recording
- day 3: site specific sound recording (e.g. field recordings, interviews, voice/narration)
- day 4: site specific sound recording, processing of recordings (editing, mixing, mapping, etc.), testing on site with mobile phones
- day 5: processing of recordings (editing, mixing, mapping, etc.), testing on site with mobile phones, discussion and presentation of results

Vita:

Udo Noll, born 1966 in Hadamar/ Germany, lives in Berlin and Cologne. He graduated as applied scientist for film, photography and media technology at the university of Cologne. Since then he works as an artist and media professional in numerous international projects and exhibitions. He's also the founder of radio aporee, an open and collaborative platform for the research about sound, art and space in today's mixed realities. More info at <http://aporee.org/aporee.html>



## radio aporee ::: miniatures for mobiles

( - working title - )

this project doesn't want to add subtitles to your reality. it's intention is to intensify and enrich the experience and perception of the world around you, while listening to it. you may think of it as a form of radio which literally surrounds you, and which may, if you like, dissolve the borders between listening and performing.

### notes about backgrounds, concepts and techniques

in near future, it will be impossible to escape the omnipresence of mobile computing. think of it as spaces or layers of reality, created by the superposition and intersection of physical space with media and information, right at your current location. this may improve our life, or fragment it even more, into infinite pieces. but it will quickly evolve into a social practice. for companies and consumers, this probably translates to improved shopping. for us, it raises questions about creative strategies, ideas and alternatives against the functions and fictions of solely market-driven forces.

the *miniatures for mobiles* utilize most recent mobile computing techniques in order to turn your sophisticated smart phone into a receiver for a *different radio*. so, what to hear?



the radio aporee ::: soundmap is a growing global archive of geo-tagged recordings, reflecting the complexity of our sonic environments, as well as the different perception and artistic perspectives of its many contributors, in relation to sound, space and places.

the *miniatures* are connected to the soundmap, but focus on small areas, neighborhoods, the next street corner, and extend the acoustic spectrum with voices, spoken words, language: poetry, essay, fiction, documentation - narration, in a wide sense, enters the soundscape and transforms your daily routes into a radio experience.

there will be different possibilities to listen to this kind of *spatial radio plays*, but the most immersive and intriguing way is to approach and enter these areas while you're tuned to radio aporee on your mobile fon. the sounds continuously change and fade along your path, depending on position, speed and directions, and naturally mix with the actual sounds reaching your ear while walking. if you want, your movement in space and time leaves traces, not to track you down, but to create unique soundtracks which inscribe into the city space and can be heard by others now and in future.

### request for participation

radio aporee takes care about the tools for creation. as of this writing (3/2011), the platform and mobile phone app for android (i-phone coming...) are available and already in use by some artists and groups.

we are aware that many people interested in participating to this project, don't have suitable "smart" phones. but don't worry, they'll be cheap soon, and we're not in a hurry. more important than tech-toys are ideas, interest in sites and their sounds, and a sense of place. if you are interested in exploring the possibilities of new forms of radio and listening practices, get in contact:

::: maps <http://aporee.org/maps/>  
 ::: stream <http://radio.aporee.org>  
 ::: udo noll <[radio@aporee.org](mailto:radio@aporee.org)>