Department of Media
Sound in New Media
— Case Study

Prepared by Studies Leader, Lecturer Antti Ikonen
& Academy Research Fellow, Koray Tahiroglu
High profile research in Art and Design Knowledge Building – over 750,000 € grants received:

Commissions of trust in Sonic Interaction Design | Digital Musical Interactions | Procedural Audio

Impact in Art and Culture: International Exhibitions and Performances | Art in Public | Concerts and Festivals

50+ graduates working in: Game Industry | Acoustic Branding | Education | Well-being | Sound Art | Electronic Music
National hub of higher education in the field

Sound in New Media

in collaboration with

Aalto School of Science | Aalto Acoustics Lab | Sibelius Academy

International network and partner institutions: research and artistic activities

Goldsmiths | Ghent University | Queen’s University Belfast | Queen Mary University | Chalmers University of Technology | St. Joseph University Macao | Catholic University of Portugal | ENSCI Paris | Aarhus University | Mälardalen University | Kyushu University | Universität der Künste Berlin | Michigan University | Virginia Tech | Parsons
Sound, Audio and Music in Emerging Fields

**Sound in New Media**

Future Outlook and Aims

Furthering

**Urban Auditory Experiences | Intelligent Computational Audio Research | Dissemination of Sound Art**

**Sound in Virtual Reality** (new professorship 2018)
**Sound and Well-being** (New Childrens Hospital 2018, Espoo Hospital 2019)
**Acoustic Branding** (Bauer Media ambient music project 2018)
**Embedded Audio** (KONE audio project 2019)
**Digital Musical Interactions** (new research projects)
**Intelligent Auditory Interfaces** (new research and courses)