



PROGRAM	ERASMUS + Programme, Cooperation for Innovation and exchange of good practices - STRATEGIC PARTNERSHIPS Key Action 2
DEADLINE	23/3/2022
DURATION	36 months - Approx. 15/11/2022 – 14/11/2025
BUDGET	approx. € 400.000
PROJECT TITLE	METAMORPHOSES - Digital aesthetic for the next music training <i>Concept Andrea Bareggi, Federico Bardazzi, Carla Zanin</i>
GUIDELINES	The project will focus on the research and experimentation of a new concept of aesthetic education and training in the field of music, for a new didactic and technological performance. Target group will be professionals and trainers in the field of music: singers, instrumentalists, conductors, researchers, sound technicians, video makers. The project will develop in the relation between music, sound synthesis, dance, video art and Internet of Things (IoT) and will be characterized as a workshop and will be based on a continuous exchange of experiences between all the participants.
PARTNERS	FRANCE <i>Applicant ESME Sudria Lyon</i> <i>Research Lab GRAME Lyon</i> ITALY <i>Management Ensemble San Felice Florence</i> <i>Distant Pedagogy Giunty Psychometrics Florence</i> GREECE Hellenic Opera Corporation Thessaloniki POLAND Fundacja Akademia Muzyki Dawnej Szczecin SPAIN Promusica Malaga
STAFF	FRANCE <i>Project Administrator Aude Herry</i> <i>Project Manager Francesco Cirri</i> <i>Scientific Coordinators Andrea Bareggi, Federico Bardazzi, Carla Zanin</i> GREECE <i>Philip Dennis Modinos, Michael Vaccaro</i> ITALY <i>Project Referents Dimitri Betti, Leonardo De Lisi, Marco Di Manno, Mira Dozio</i> POLAND <i>Ula Stawicka, Paweł Gustaw Osuchowski</i>

	SPAIN Javier Claudio Portales
ASSOCIATED PARTNERS (to be implemented)	Opera Network Firenze Conservatorio Puccini La Spezia KOF – Konzert Opera Florence Tisseurs de Sons Ensemble Lira Transalpina ENMDAD Conservatory of Villeurbanne CEFEDM Auvergne Rhone-Alpes
PROJECT SUMMARY	<p><i>Digital aesthetic for the next music training</i></p> <p>The project focuses on the exploration of performing arts, music performance in particular, related to visual expression. Interactions between music aesthetics and technologies have a well established background and history. Theory and application of new and existing computer software technologies and basic aspects of music, such as sound synthesis, digital signal processing, sound design, sonic diffusion, acoustics, electrical engineering and psychoacoustics can trace its roots back to the origins of electronic music, and the first experiments and innovations with electronic instruments at the turn of the 20th century. This research field has a strong background in academic computer science and computer based musicology, however the relationship between cultivated music training and a technological approach to music teaching and performance lacks practical artistic outputs.</p> <p>The crisis is an extraordinary opportunity for change and innovation for the research and experimentation of didactic - performative methods of great impact and sensorial involvement. Technology has a strong influence on everyday life, but it poorly affects music training. Subversion of the traditional methodology for music performance through the interaction with technologies toward a new artistic expression.</p> <p>Exploring art and in particular musical performance in an unprecedented perspective through the experimentation and use of robotic systems of artificial intelligence, IoT etc, thanks to the use of innovative languages it will be possible to open up to the development of a poetic vision of the digital world. Technology offers infinite possibilities for the representation of the creative idea and becomes not only a technical and manufacturing tool, but opens up incredible scenarios of creative opportunities in a close confrontation with our vision of the world, from which new languages and aesthetics arise.</p> <p>Detailed schedule of the Project and musical programs will be agreed between all the partners.</p> <p>A dedicated internet site will be developed, that will allow for:</p> <ul style="list-style-type: none"> ● exchange of multimedia files; ● forum and videoconferencing; ● analysis of the manuscripts and sources in remote cooperation between students and teachers; <p>In every phase there will be large use of IC technologies, with special regard to communication tools and specialized</p>

software.

Phase 1: Project preparation through administrative agreements, communication about the activities, stakeholders' involvement, selection of the participants.

Phase 2: Organizational and operative coordination in interaction with the partners: detailed schedule of the project activities, analysis and comparison between different tools and methods related to the virtual stage in order to address the research. In this phase of the project will be implemented semi-autonomously by each partner and will allow to single out the contents to develop and the scores to study and research.

Phase 3: The partners will propose specific case studies, in relation to their cultural areas, to focus the experimentation and research on concrete elements. The activities in this phase have the main purpose to create a new formative system particularly related to the interaction of sound technology and instrumental/ vocal training.

Phase 4: Show the accomplished results of the research project: Handbook with attached Cds and link to multimedia productions explicative of the case studies. Dissemination of the intellectual outputs of the research, realization of multiplier events.

Dissemination

A specific internet website will be held with specific space for partners only for exchange of materials etc. and specific pages with opened spaces. A booklet will be printed with the results of the research. At least two research papers will be published on Q1 (or Rank A) international journals.

Particularly the partners will build specific web pages on the own website of the coordinator for exchange of materials between partners; to produce the materials recorded during the project;

The Coordinator will also set up project webpages on the own website, which will give visibility to the activities and it will also allow an easy and ready exchange within the partnership of all the study material and musical research produced during the activities, by intranet service.

All the partners will disseminate materials etc. and specific pages with opened spaces. A booklet will be printed with the results of the research.

Particularly the partners will build specific web pages on the own website of the coordinator for exchange of materials between partners; to produce a DVD containing the materials produced and recorded during the project;

The coordinator will also set up project webpages on the own website, which will give visibility to the activities and it will also allow an easy and ready exchange within the partnership of all the study material and musical research produced during the activities, by intranet service.

All the partners will disseminate the project's activities through local media and websites.

Budget

Budget is € 400.000. Each partner, according to the rules of the European Union and in agreement with the Coordinator of the project, will receive a budget to cover the travel and accommodation expenses of its own staff.

Activities of the Project

- Analysis and exchange of previous experiences of partners in the field of training of western cultivated music.
- Research on the specific musical programs chosen for the project. An exchange of musical material on a specific website is planned. Study and arrangement of the musical scores will also be prepared in the months before the meetings.
- Quality Management, monitoring and evaluation of the project activities and results.
- Dissemination & Communication: the study and performances will be recorded and put on the web.

The partners have different skills in the field of musical theatre and include: production theatres, universities, private companies - enterprises, associations.
All the involved partners, including the theatres, are skilled in didactic and training projects.